




# WeHopper

PCM159



Item no. PCM159-1001

### General Product Information

Dimensions LxWxH	261x43x164 cm
Age group	6+
Play capacity (users)	2
Colour options	  



WOW! The thrilling activity of rotating, rocking and cooperating with a friend is hugely appealing to children of all ages. The WeHopper is perfect in size for young children, and their enthusiasm in mastering the activity is pure play. When pushing with the feet and pulling with the arms, the WeHopper is set into motion. This trains coordination skills as well as

muscles. The handholds allow for different grip heights so that a span of ages are able to get a firm grip. When rotating, the children stimulate their sense of balance, which is fundamental for all other motor skills and involves the ability to for instance sit still on a chair. The coordination of movements for the individual child, and not least the coordination of movements together

with a friend, takes concentration and body mastery. This stimulates social skills, and it builds confidence in movement, supporting self-efficacy.



Data is subject to change without prior notice.

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The metal parts are made of high quality steel, hot dip galvanized inside and outside with leadfree zinc. On the top part there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colorful design expression.



The seats are with a structural core of PP and the softer outside layer of black TPV. TPV has high impact resistance across a wide temperature span which also ensures vandal resistance in all locations.



The large rounded handles are welded directly onto the main pipe to ensure high durability of the dynamic product.



The rocking movement is controlled by a heavy duty scaled rubber torsion spring element. The rubber element ensures a damped movement up and down.



Heavy duty engineered bearing system with two single row deep groove high quality ball bearings with rubber seals. The fully closed bearing construction is lifetime lubricated.



The product is equipped with a friction brake placed inside the bearing house. The brake is adjusted to stop within two revolutions.

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### Installation Information

Max. fall height	140 cm
Safety surfacing area	45,5 m <sup>2</sup>
Number of installers	2
Total installation time	2.4
Excavation volume	0,50 m <sup>3</sup>
Concrete volume	0,29 m <sup>3</sup>
Footing depth (standard)	100 cm
Shipment weight	175 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

Hot dip galvanised steel	Lifetime
Swing seat	10 years
Bearing construction	5 years
Movable parts	2 years
Spare parts guaranteed	10 years

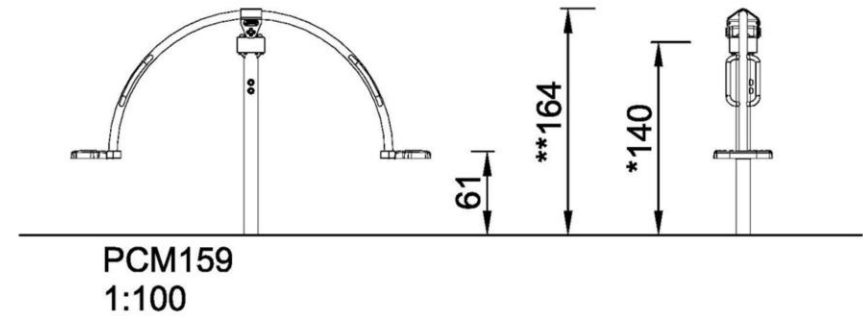
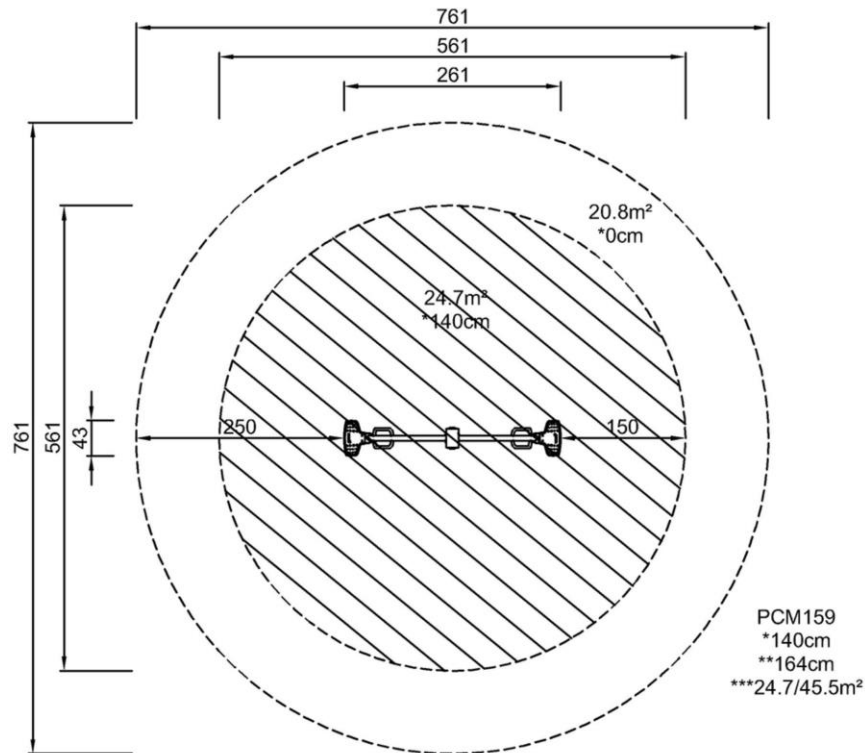


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

\* Max fall height | \*\* Total height



[Click to see 1:100 ratio TOP VIEW](#)

[Click to see 1:100 ratio SIDE VIEW](#)

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## Handhold

**Physical:** the possibility to hold onto more areas of the handhold ensures the right gripping height for a variety of sizes. Holding tight trains arm muscles.



## Rotation

**Physical:** pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space.  
**Social-Emotional:** negotiating how slow or fast to go, and who goes next, children develop their turn-taking and cooperation skills.



## Rocking movement

**Physical:** response to movements adds to spatial awareness and sense of balance. The sense of balance is a fundamental motor skill that helps children concentrate and e.g. sit still on a chair.

**Cognitive:** trains the understanding of cause and effect: when I move my body, the WeHopper responds with movement.



## Rocking together

**Social-Emotional:** the possibility of rocking two together trains consideration and cooperation skills.





**PHYSICAL**  
Joy of movement:  
motor skills, muscle, cardio  
and bone density



**SOCIAL-EMOTIONAL**  
Joy of being together:  
teamwork, tolerance and  
sense of belonging



**COGNITIVE**  
Joy of learning:  
curiosity, understanding of causal  
relationships and knowledge of the world



**CREATIVE**  
Joy of creating:  
co-creation and experimenting  
with materials



**BALANCE**  
To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).



**HANG IN ARMS**  
To hang in arms is the act of carrying the body with the hands or arms, possibly to traverse to another platform or play item.



**SENSORY**  
To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



**BOUNCE**  
To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



**JUMP**  
To jump is the act of jumping up or down on a hard surface.



**SLIDE**  
To slide is the act of moving fast downwards seated on a slide.



**CLIMB**  
To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



**PULL**  
To pull is the act of pulling an item towards you or you towards an item with one or both hands, or possibly using the entire body.



**SOCIALIZE**  
To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



**CONSTRUCT**  
To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.



**PUSH**  
To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



**SPIN**  
To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



**CRAWL**  
To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



**ROCK**  
To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



**SWAY**  
To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.



**DRAMATIC PLAY**  
Dramatic play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.



**ROTATE**  
To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



**SWING**  
To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



**GLIDE**  
To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.



**RULES PLAY**  
Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.



**WONDER**  
To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.