

# Rotating Sand Table

PCM501



Item no. PCM501-0501

## General Product Information

Dimensions LxWxH	66x60x64 cm
Age group	2+
Play capacity (users)	2
Colour options	



The Rotating Sand Table is a wonderful sand play experience for children: the lower table can be turned, so that sand or other materials can be shifted through the holes or down on a platform. The upper table has a sand bowl for mixing materials. There is a sieve to filter materials through and a funnel to shift materials from the upper to the lower table. The lower

table can be turned to transport materials around to friends on the opposite side of the table. All these play options stimulate an understanding of cause and effect in the child, that feeds into logical thinking skills: if the lower table is turned, materials can be collected or discharged from the higher table. A wealth of manufacturing possibilities in the Rotating

Table, producing or transporting, motivate cooperation and dramatic play, and thus communication skills.



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<b>Installation Information</b>	
Max. fall height	0 cm
Safety surfacing area	10,5 m <sup>2</sup>
Number of installers	2
Total installation time	1.1
Excavation volume	0,18 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	46 cm
Shipment weight	28 kg
Anchoring options	In-ground ✓ Surface ✓
<b>Warranty Information</b>	
EcoCore HDPE	Lifetime
Hot dip galvanised steel	Lifetime
Solid plastic parts	10 years
Stainless steel components	Lifetime
Spare parts guaranteed	10 years

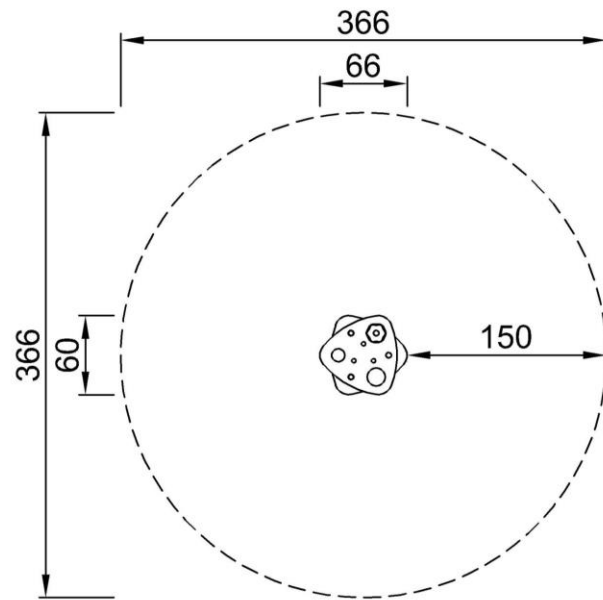


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



PCM501  
\*\*64cm  
\*\*\*10.5m<sup>2</sup>



PCM501  
1:100

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

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

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## Rotating table

**Cognitive:** the rotating elements stimulate cause and effect understanding and logical thinking.



## Desk with bowl and sieve

**Social-Emotional:** children can gather and store materials, cooperate and take a break together.

**Cognitive:** sand can be shifted through the sieve, for understanding of cause and effect and object permanence.

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## 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.