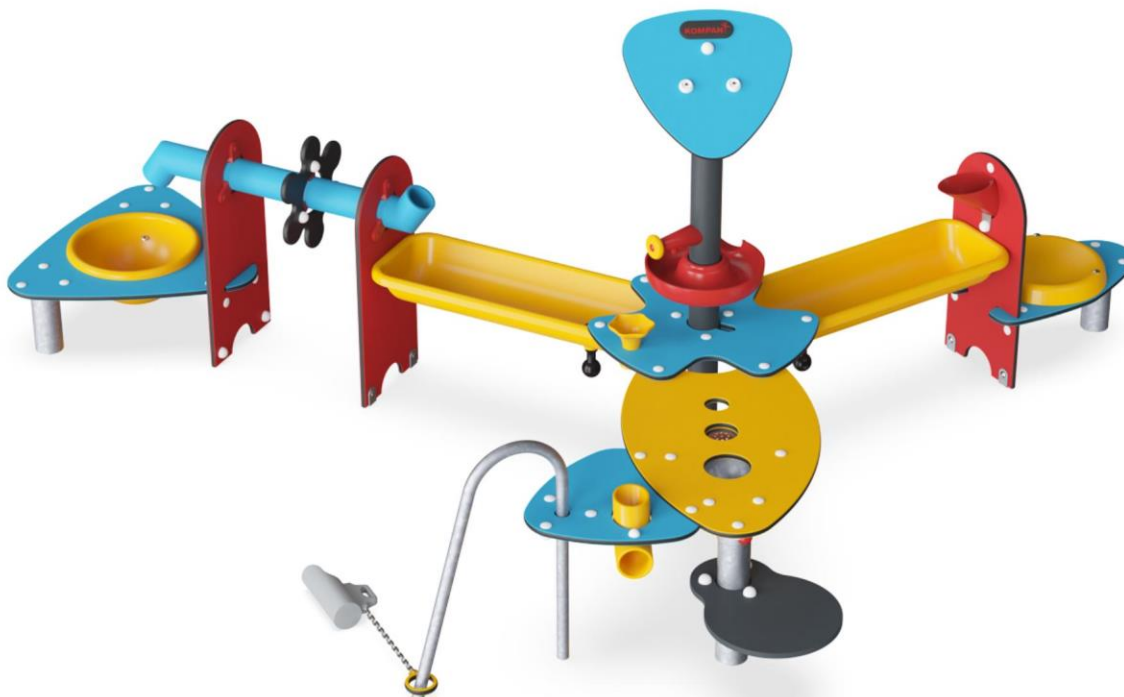


# Waterfall with Sand Table

PCM505



Item no. PCM505-0601

## General Product Information

Dimensions LxWxH	394x306x157 cm
Age group	1+
Play capacity (users)	17
Colour options	



The star-shaped Waterfall with its vivid, warm colors attracts children again and again. The richness of tactile activities to be explored invites deep play and makes the child want to stay and play for a long time and revisit, again and again. The star shape makes possible social play as all children can see the other children playing, get inspired and keep contact

with one another. The yellow basins can be emptied by pulling the black water stoppers. Children will do this again and again to watch the water running out under the basin. The red water tub with dispenser in the middle of the star opens when pressed and closes when not. This means that all users can open or close the water tap in some way. There is ample table

and seating space, allowing for creative play with sand and water. With the proper surfacing solution, the piece can be used and accessed from all sides by all users.



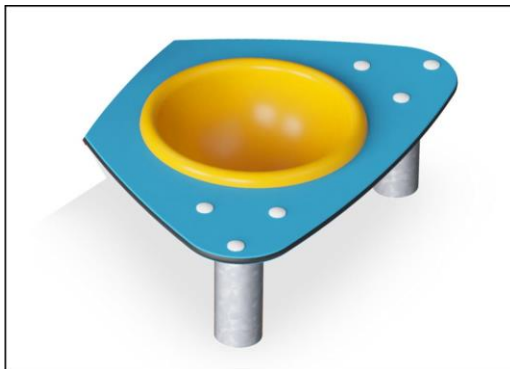
Data is subject to change without prior notice.

# Waterfall with Sand Table

PCM505



Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Yellow basin is made from UV-stabilised PC with a thickness of 3 mm. The basin can be lifted up for emptying. The basin is fixed to the structure by a steel chain to prevent removal.



The main posts are made of high quality pre-galvanized steel with powder coated top finish equipped with hot dip galvanized steel footings. Other metal parts are hot dip galvanized.



Long basin is made of pressure moulded high quality nylon (PA6). PA6 has good wearing and impact strength.



Play activities like the Funnel Cone are made of glass fiber. Glass fiber has good wearing and impact strength.



The integrated water tap open for water when pushed and stops when letting go. The water is supplied trough a pipe located inside the post with hose or pipe connection at the bottom of the post. The supply can either a loose hose or a permanent in-ground plumbing.

Item no. PCM505-0601

### Installation Information

Max. fall height	0 cm
Safety surfacing area	28,8 m <sup>2</sup>
Number of installers	2
Total installation time	8.5
Excavation volume	1,32 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	64 cm
Shipment weight	241 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

EcoCore HDPE	Lifetime
Hot dip galvanised steel	Lifetime
Stainless steel components	Lifetime
Solid plastic parts	10 years
Spare parts guaranteed	10 years

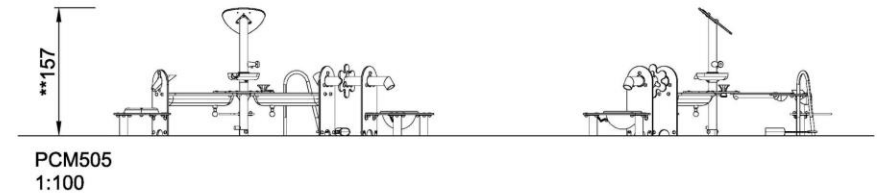
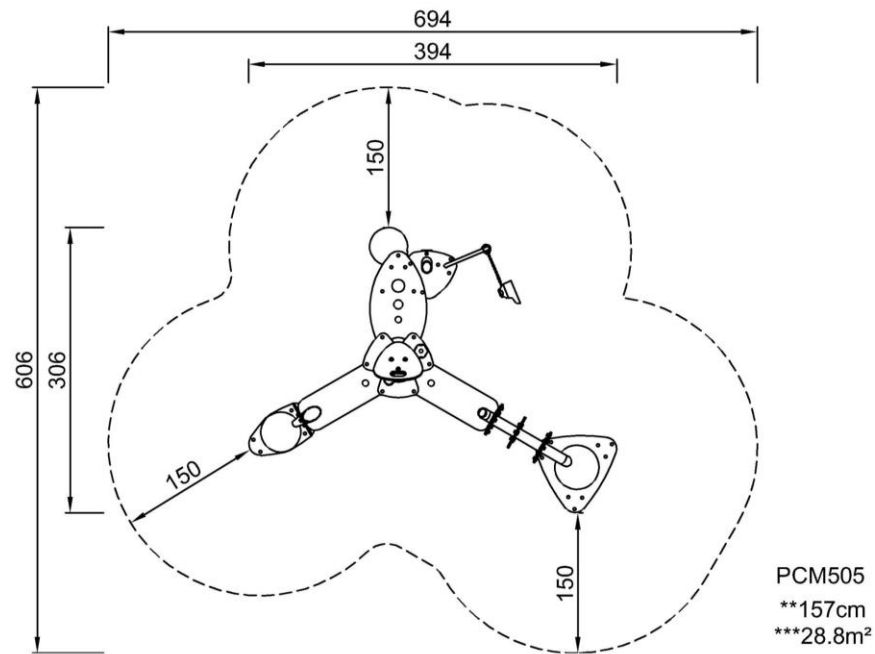


# Waterfall with Sand Table

PCM505

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

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

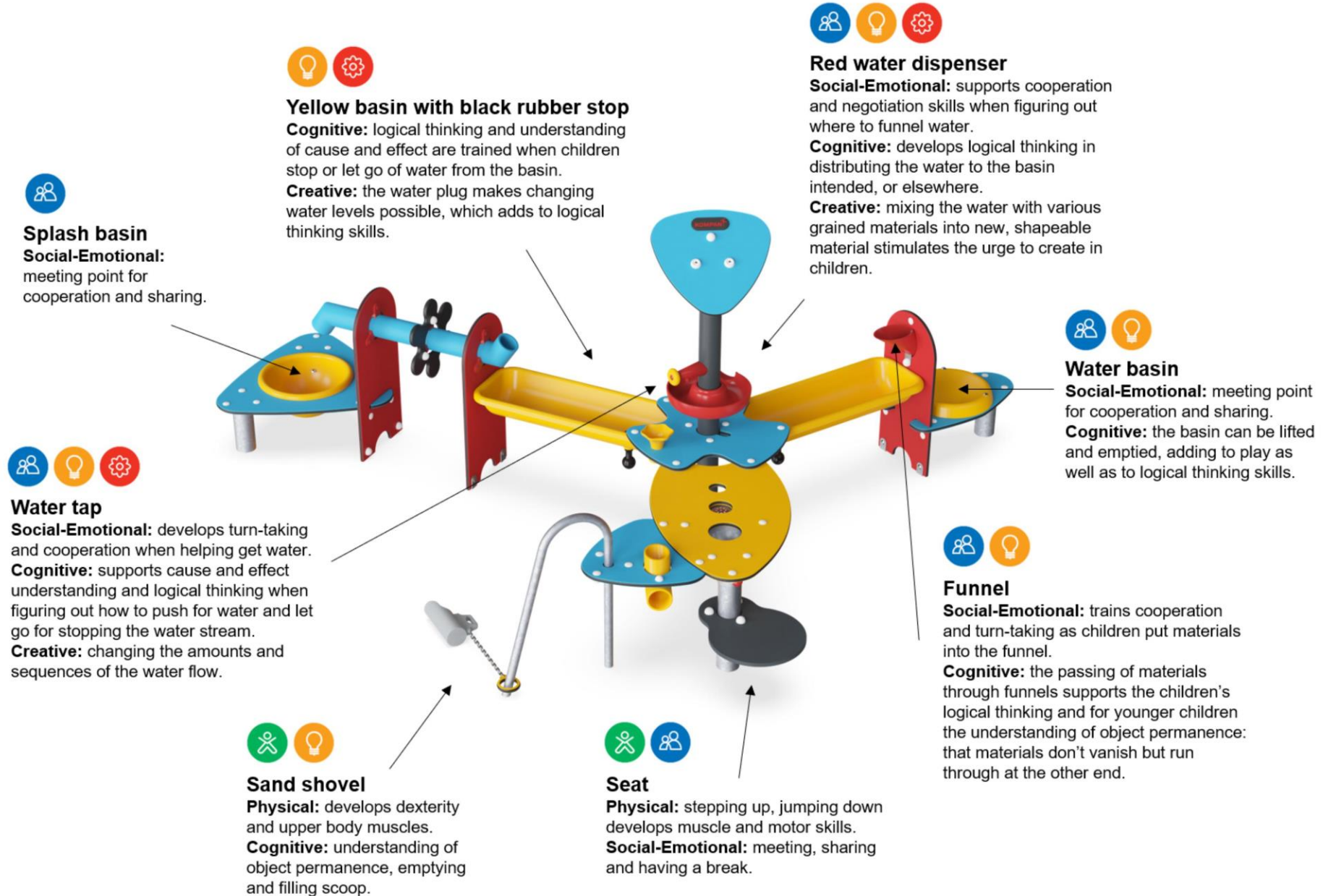


[Click to see 1:100 ratio TOP VIEW](#)

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

# Waterfall with Sand Table

PCM505



# Waterfall with Sand Table

PCM505



**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.