

# Play Panel 2 - Music

PCM0031



Item no. PCM003108-0902

## General Product Information

Dimensions LxWxH	198x96x92 cm
Age group	1+
Play capacity (users)	7
Colour options	



The Music Play Panel 2 attracts children immensely with its colorful combinations of rhythm, sounds and tones. They will come back again and again to be part of creative play, on their own or with friends and teachers. The music pipes offer sensory variations with a tonal sound outcome. Children train the hand-eye coordination which is crucial to control of

movement and e.g. handwriting. The black rubber flaps can be plunked, or pipes beaten and tunes created. This trains logical as well as creative thinking and invites cooperation and social play. The Percussion Panel is an immense play invitation for children: The drums can be played alone or together. There is room for many users to congregate around them.

This encourages social interaction and co-creation when drumming rhythms and singing along. It also stimulates cognition and creativity as children create rules and rhythms together or individually.

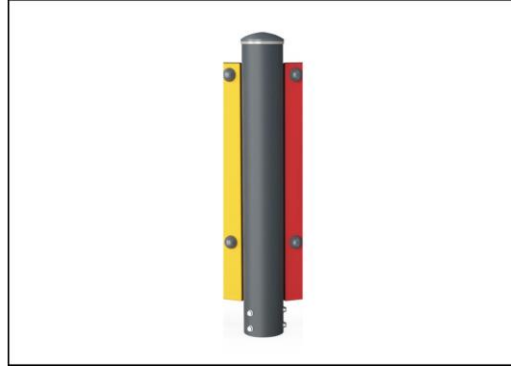


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Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Steel posts are galvanised inside and outside with powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world.



End caps are made of injection molded nylon (PA6). Optionally the post cap is available in powder coated aluminum.

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## Installation Information

Max. fall height	0 cm
Safety surfacing area	14,7 m2
Number of installers	2
Total installation time	4.9
Excavation volume	0,05 m3
Concrete volume	0,00 m3
Footing depth (standard)	85 cm
Shipment weight	76 kg
Anchoring options	In-ground ✓ Surface ✓

## Warranty Information

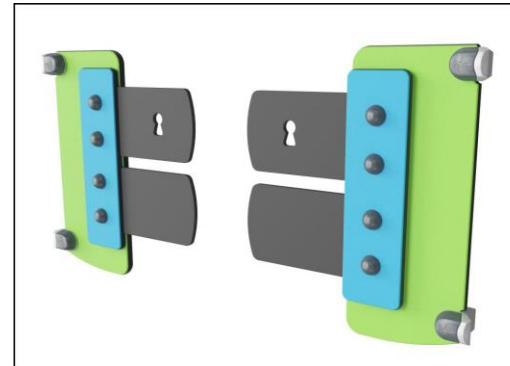
EcoCore HDPE	Lifetime
Coated steel parts	10 years
Hot dip galvanised steel	Lifetime
Movable parts	2 years
Spare parts guaranteed	10 years



The Xylophone music panel consist of HDPE material in 19mm EcoCore™. The pipes are made of die cast aluminum specifically alloyed for outdoor environments. The percussion panel consist of 2 Conga Drums with PP tubes and top in colored ABS.



Play activities like the shouter is made of injection molded high quality UV-stabilized nylon (PA6). The binoculars are made of PUR.



Membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Embedded is a four-layered armouring made of woven polyester. The armouring and the two surface layers result in a total thickness of 9 mm.

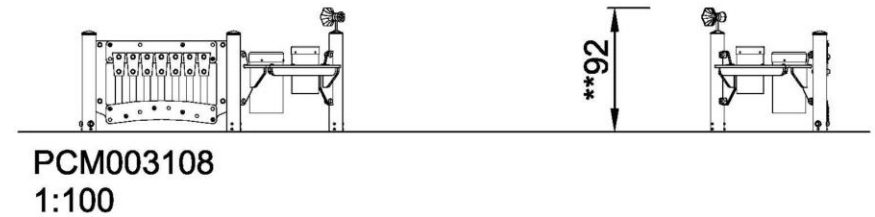
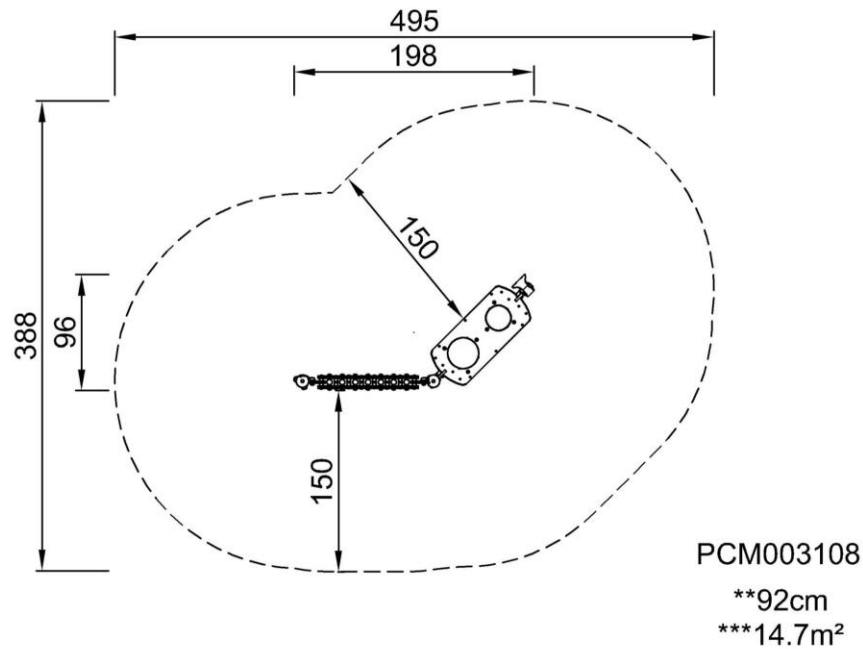


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

\* 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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## Megaphone

**Social-Emotional:** inspires communication and turn-taking skills.  
**Cognitive:** distortion of sound evokes curiosity and stimulates an understanding of cause and effect.



## Rubber flaps

**Social-Emotional:** the two rows of flaps invite cooperation and co-creation.  
**Cognitive:** cause and effect understanding when discovering sound from flaps hitting tubes.



## Music tubes

**Social-Emotional:** invite social interaction and co-creation for more children, on both sides.  
**Cognitive:** understanding of cause and effect when striking tubes.  
**Creative:** the creation of different intensity and tonality stimulates creative skills.



## Tonality

**Cognitive:** creative thinking when combining tones into tunes.  
**Creative:** composing new tonal combinations stimulates creativity.



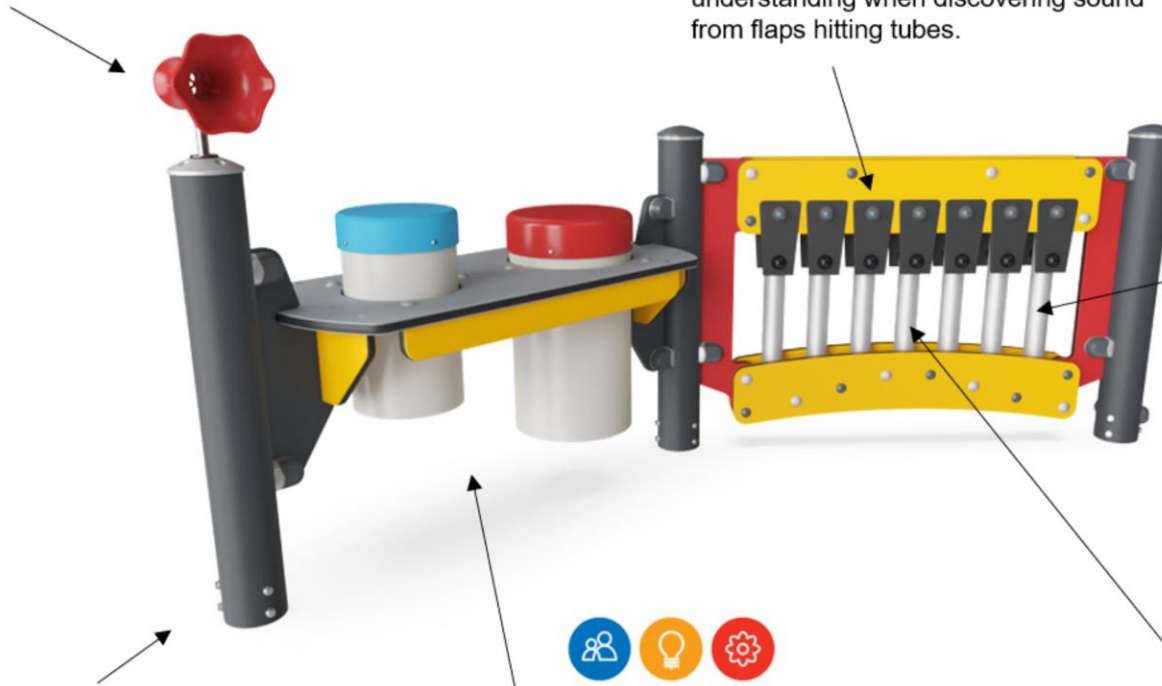
## Two sides

**Social-Emotional:** invites cooperation and communication. The low height and the transparency of the panel makes interaction possible between the two sides.



## Drums

**Social-Emotional:** cooperation and co-creation, parallel and group play.  
**Cognitive:** cause and effect understanding when creating sounds, supporting a sense of rhythm, that is essential for pre-reading skills.  
**Creative:** creating and leaving a mark with sound.



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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).



### BOUNCE

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



### CLIMB

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



### 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.



### CRAWL

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



### 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.



### 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.



### 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.



### JUMP

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



### 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.



### PUSH

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



### ROCK

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



### ROTATE

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



### 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.



### SENSORY

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



### SLIDE

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



### SOCIALIZE

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



### SPIN

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



### 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.



### SWING

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



### 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.