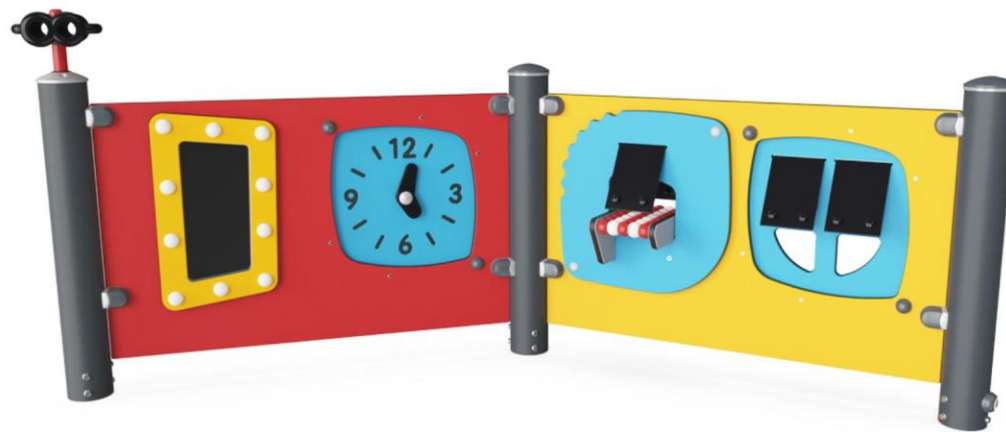
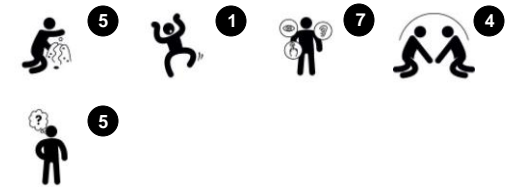


# Play panel 2 - Emotion

PCM0032



Item no. PCM003208-0902	
General Product Information	
Dimensions LxWxH	199x98x89 cm
Age group	1+
Play capacity (users)	9
Colour options	



The Emotions Play Panels immensely attract young children with their variation of rich, responsive play textures. The sense of touch is hugely stimulated with the Conveyor belt. The tactile stimulation, apart from being deeply satisfying for children, stimulate their fine motor and language abilities. So does the thematic character of the play panel: there is a watch to

the one side of the Conveyor Belt, and a Shop window that can be open and closed with curtains. This inspires playing shop or other dramatic play scenarios, that stimulate communication, language and social-emotional development. The mirror is there to assist the shop assistant in looking okay, and looking behind his shoulders, too. KOMPAN Play

Institute analysis shows the mirror as an immensely attractive activity for young children, developing their understanding of themselves as individuals, as well as their social-emotional skills. The binoculars make possible a view of the playground.



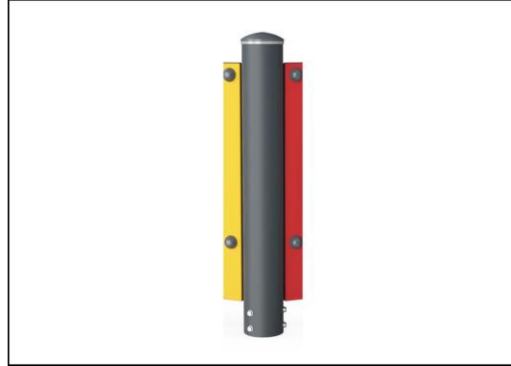
Data is subject to change without prior notice.

# Play panel 2 - Emotion

PCM0032



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.

Item no. PCM003208-0902

### Installation Information

Max. fall height	0 cm
Safety surfacing area	14,2 m <sup>2</sup>
Number of installers	2
Total installation time	6.1
Excavation volume	0,05 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	85 cm
Shipment weight	75 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

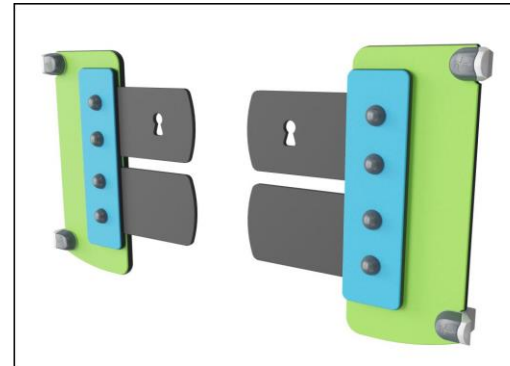
EcoCore HDPE	Lifetime
Coated steel parts	10 years
Hot dip galvanised steel	Lifetime
Movable parts	2 years
Spare parts guaranteed	10 years



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 armoring made of woven polyester. The armoring and the two surface layers result in a total thickness of 9 mm.

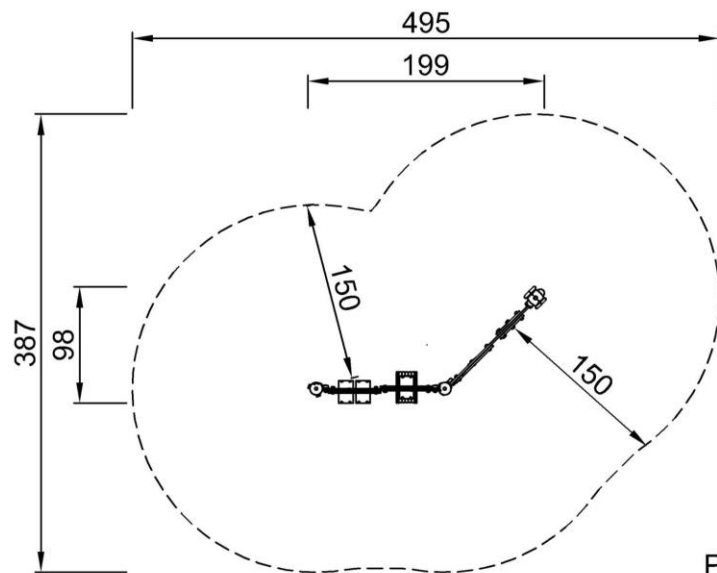


# Play panel 2 - Emotion

PCM0032

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

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



PCM003208  
\*\*89cm  
\*\*\*14.2m<sup>2</sup>



PCM003208  
1:100

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

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

# Play panel 2 - Emotion

PCM0032



## Conveyor belt

**Cognitive:** the binoculars set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language and communication skills.



## Mirror

**Cognitive:** understanding of individuality and self expression. Stimulates dramatic play and thus language and communication development.



## Conveyor belt

**Physical:** tactile stimulation from running hands over rolling spheres on conveyor belt.  
**Social-Emotional:** sharing and cooperation from both sides create a social scenario that supports communication and cooperation.  
**Cognitive:** supports dramatic play scenarios, trains cause and effect understanding.



## Two sides

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



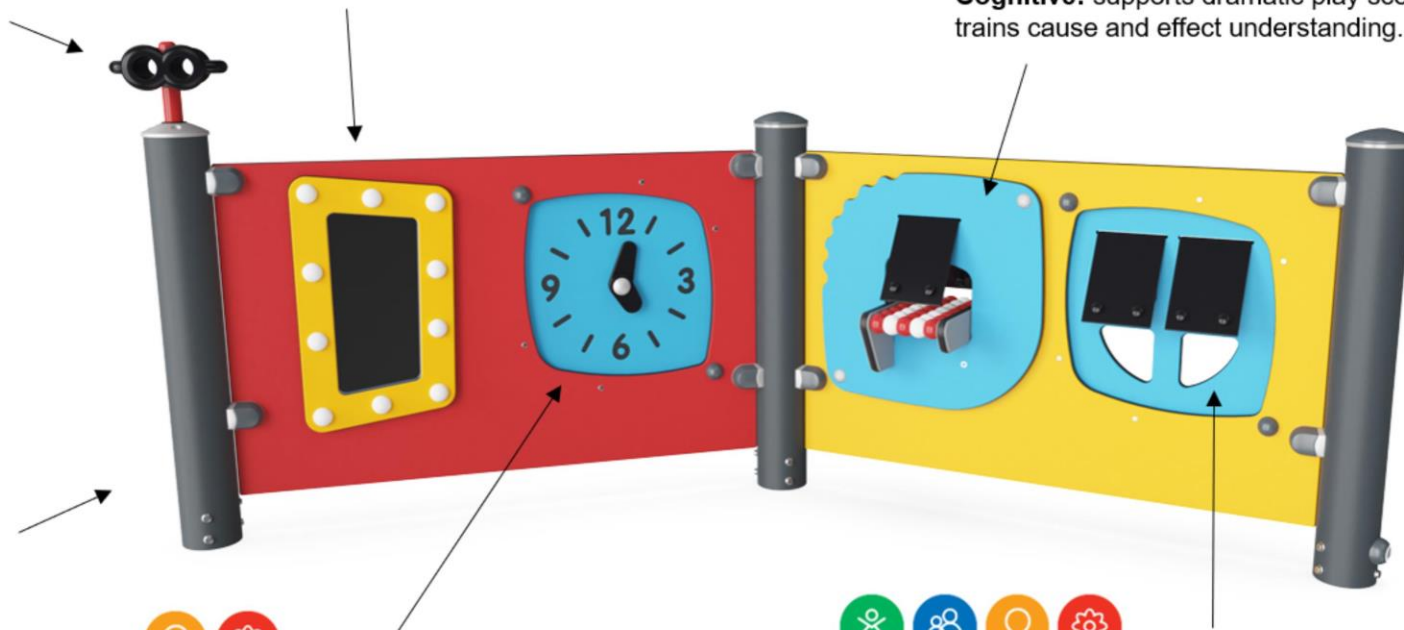
## Clock

**Cognitive:** understanding time and measures when playing with clock.  
**Creative:** leaving a mark in creating new positions on clock.



## Window with curtains

**Physical:** tactile stimulation supports sensory skills, when children explore the characteristics (e.g. hardness, weight) of the materials.  
**Social-Emotional:** social interaction between inside and outside, supporting turn-taking and cooperation skills.  
**Cognitive:** understanding of object permanence when playing games such as peek-a-boo. Dramatic play support, encouraging language skills.  
**Creative:** leaving a mark, deciding how to place curtains.



# Play panel 2 - Emotion

PCM0032



**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.