

# Play panel 3 - Learning

PCM0033



Item no. PCM003308-0902

## General Product Information

Dimensions LxWxH	273x164x75 cm
Age group	1+
Play capacity (users)	10
Colour options	



The Learning Play panel 3 is immensely intriguing for children thanks to the richly varied tactile details. The low bench counter in the middle invites meetings and sharing and makes a great point for playing workshop, a playground favourite. On the one side of the bench, gearing wheels and a funnel stimulate children's logical thinking skills. The wheels will

turn each other, and the funnel will transport materials through. To young children, this trains their understanding of object permanence: that items can appear out of sight but still be there. The play panels can be played from both sides, which invites social play and communication.



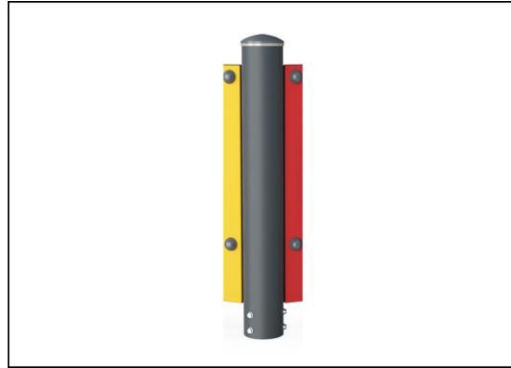
Data is subject to change without prior notice.

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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	17,8 m <sup>2</sup>
Number of installers	2
Total installation time	6.6
Excavation volume	0,05 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	85 cm
Shipment weight	96 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

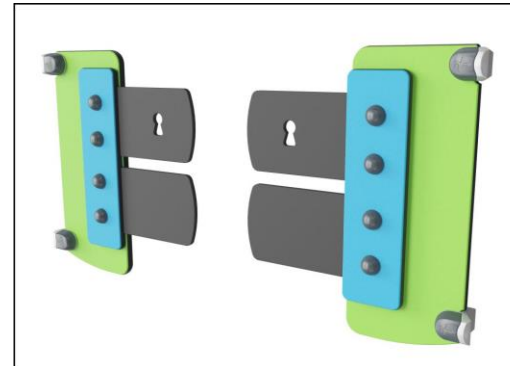
EcoCore HDPE	Lifetime
Coated steel parts	10 years
Hot dip galvanised steel	Lifetime
Movable parts	2 years
Spare parts guaranteed	10 years



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.

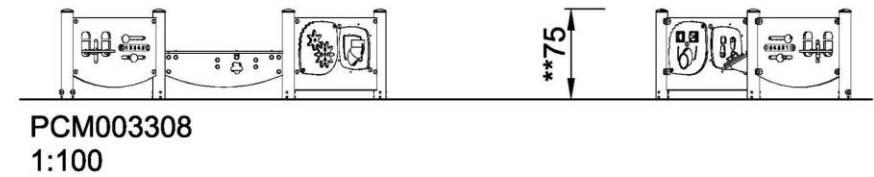
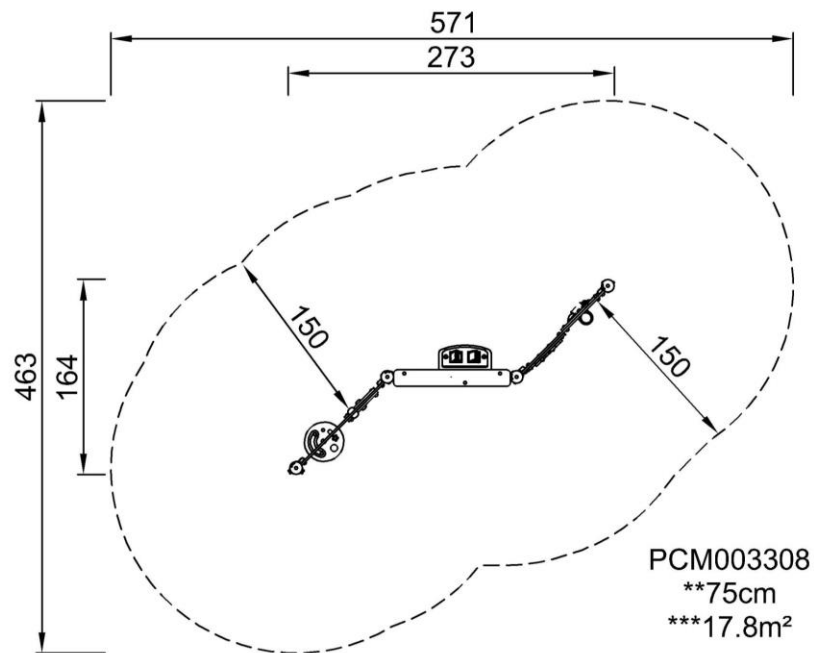


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

\* 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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## Turn disk and sound creator

**Social-Emotional:** spurs group play and conversations with its two-sidedness.

**Cognitive:** logical thinking, understanding numeracy.

**Creative:** creating sounds when the spheres run through grooves.



## Tumblers

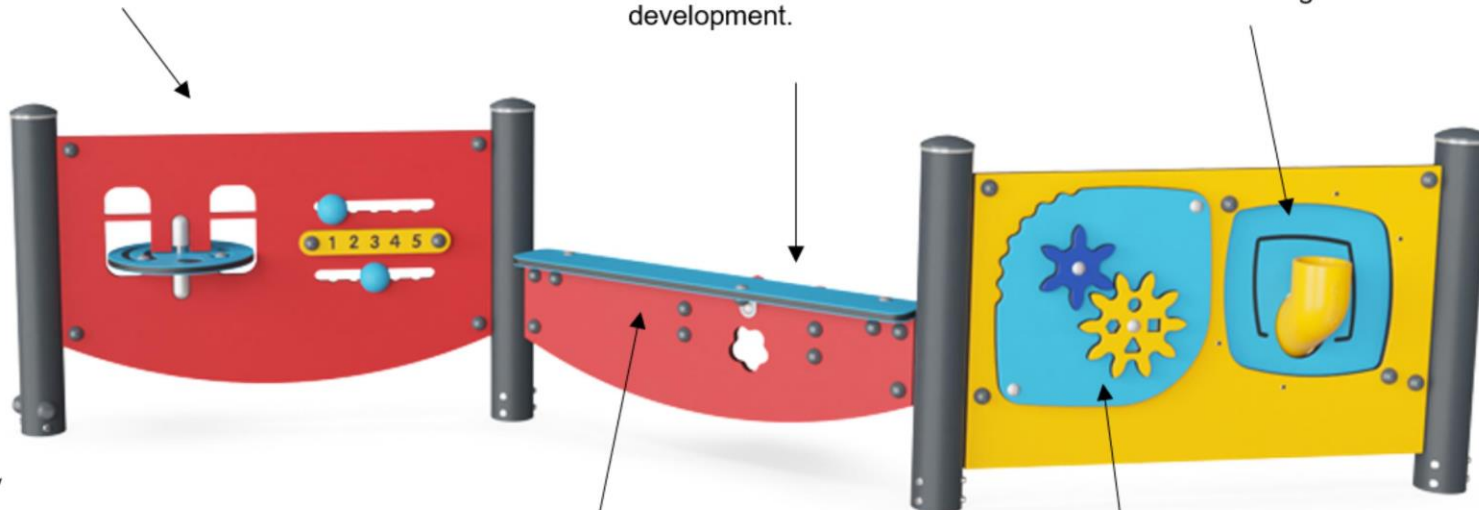
**Cognitive:** cause and effect understanding for toddlers when spinning the tumbler. The images spurs dramatic play which stimulates language development.



## Funnel

**Social-Emotional:** trains cooperation and turn-taking as children put materials into the funnel.

**Cognitive:** the passing of materials through funnels supports the children's logical thinking and for younger children the understanding of object permanence: that materials don't vanish, but run through at the other end.



## Two sides

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



## Desk

**Social-Emotional:** fine meeting place and a space creator. Sharing and cooperation from both sides create a social scenario that supports communication and cooperation.



## Gear wheels

**Social-Emotional:** cooperation skills and turn-taking are supported when turning the gearing wheel.

**Cognitive:** cause and effect understanding and logical thinking are supported when turning the vertical gear to make the horizontal gear run.

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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.