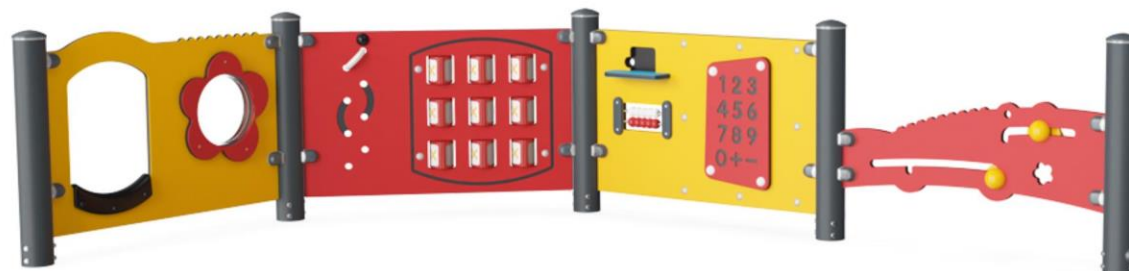


Play panel 4 - School

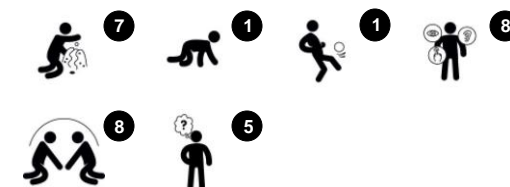
PCM0034



Item no. PCM003408-0902

General Product Information

Dimensions LxWxH	306x200x75 cm
Age group	1+
Play capacity (users)	14
Colour options	



The School Play Panel 4 is a richly stimulating play invitation for young children. The multiple, varied play events will make them return to the panels again and again. The panel with play scoops can be used from both sides and materials can be transported and shifted, which is great training of logical thinking skills for young children. The blackboard panel with abacus and peephole is great for training fine

motor skills and invites playing school. Dramatic play is a great stimulation of language and communication skills. The Tic-Tac-Toe panel appeals to older children who train strategic thinking when playing games with rules. The Climb through and See through panel presents two very popular activities: crawling through and peeping through. The cross-coordination trained when crawling and

climbing is a fundament for children's understanding of space, shapes and measures and ultimately mathematics. The bubble window distorts back children's voices when they speak into it. That will keep them coming back repeatedly, for more fun games with friends.



Data is subject to change without prior notice.

Play panel 4 - School

PCM0034



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. PCM003408-0902

Installation Information

Max. fall height	0 cm
Safety surfacing area	20,9 m ²
Number of installers	2
Total installation time	7.5
Excavation volume	0,05 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	85 cm
Shipment weight	117 kg
Anchoring options	

Warranty Information

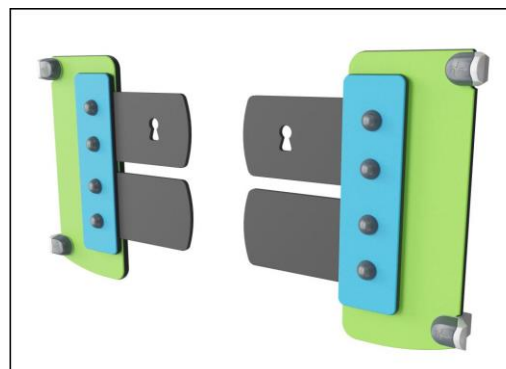
EcoCore HDPE	Lifetime
Coated steel parts	10 years
Hot dip galvanised steel	Lifetime
Movable parts	2 years
Spare parts guaranteed	10 years



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.

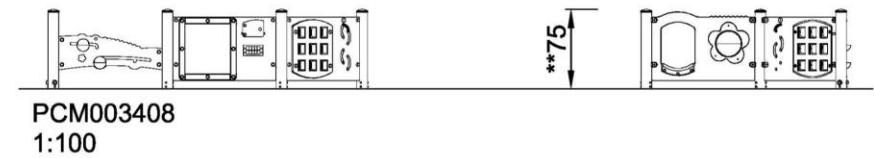
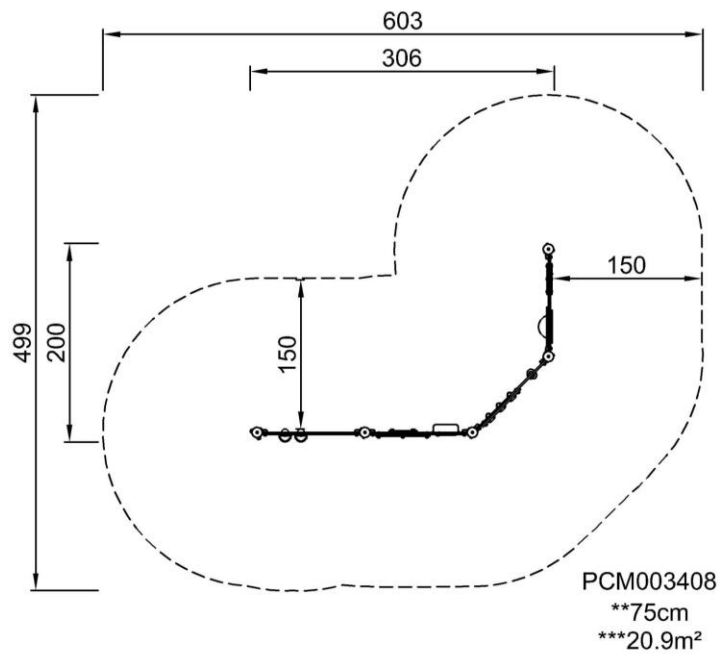


Play panel 4 - School

PCM0034

* 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](#)

Play panel 4 - School

PCM0034



Sand scoops

Physical: hand eye coordination and push-pull movements.

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.

Cognitive: logical thinking: cause and effect understanding when running scoops in grooves or shifting materials from scoop to scoop.

Creative: shifting scoops, creating new scoop positions.



Flap

Social-Emotional: peep-holes and two sided activities support cooperation, turn-taking and social play skills.

Cognitive: understanding object permanence, that items still exist even though they disappear out of sight is what children train when they shift things through holes. The soft rubber adds tactile variation and cause and effect understanding.



Bubble window

Social-Emotional: invites interaction between outside and inside.

Cognitive: distorts the sound of the voice, developing logical thinking.

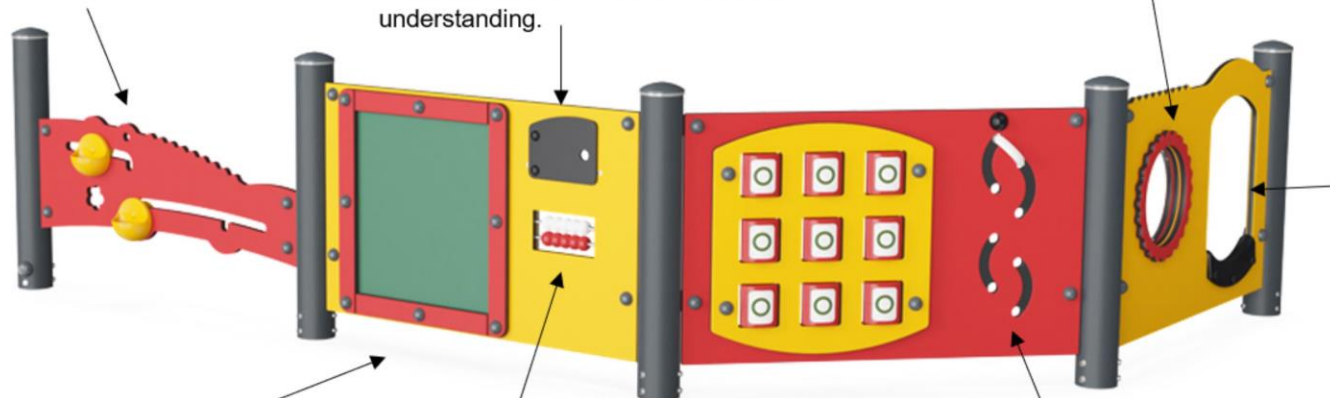


Crawl-through hole

Physical: the hole allows for climbing and crawling through, developing cross coordination, proprioception and spatial awareness.

Social-Emotional: cooperation and turn-taking when passing one another.

Cognitive: understanding space, shape and measures when seeing if the body can fit through the hole.



Chalkboard

Creative: drawing and leaving your mark stimulates creative thinking.



Abacus

Cognitive: supports understanding of measures.



Tic-tac-toe

Social-Emotional: stimulates communication and turn-taking skills.

Cognitive: support rules understanding, strategic thinking.

Creative: leaving marks when tumblers are left in new positions.



Ring game

Social-Emotional: cooperating from both sides on running rings up and down trains turn-taking and cooperation skills.

Cognitive: figuring out how to turn the ring to make it fit the holes and move up or down trains logical skills.

Creative: leaving rings in new positions leaves a mark in the playground.

Play panel 4 - School

PCM0034



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.