

Hammock with galvanised posts

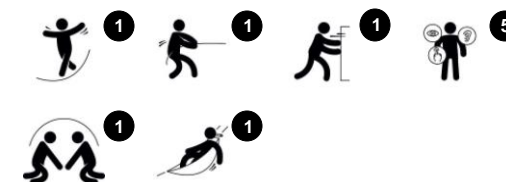
PCM805



Item no. PCM805-1001

General Product Information

Dimensions LxWxH	396x77x138 cm
Age group	2+
Play capacity (users)	2
Colour options	



Children can sway mildly or wildly, lie, be seated or even stand in the Rope Hammock. Children of all abilities will take joy in the responsiveness and social interaction in the hammock. Pushing and pulling the friends from side to side is fun and also builds arm strength. The swaying motion supports important motor skills such as the sense of balance and the

sense of space. The rhythmic movements support the understanding of rhythm. In combination, these three skills assist the child's ability to navigate space securely, for instance when judging distances and speed in traffic. The sense of balance is fundamental for all other motor skills and helps the child's motor stability: preventing falls and being able to sit

still for longer periods of time.



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The two posts are made of hot dip galvanized steel with aluminum top caps and optionally with anthracite grey powder coated top finish.



Hammock is made of steel reinforced single braided 16 mm PES ropes. PES has high strength with excellent resistance to abrasion and UV radiation. The rope loops are connected by nylon (PA6) connectors providing a smooth and comfortable hammock.



The swing hangers are made of stainless steel brackets and can move over two axis. The flange bearings are silicone enriched to make the suspension maintenance free. At the rope fixation there is a turnable anti twist functions that prevents winding up the ropes.

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Installation Information

Max. fall height	100 cm
Safety surfacing area	28,0 m ²
Number of installers	2
Total installation time	1.2
Excavation volume	2,00 m ³
Concrete volume	1,39 m ³
Footing depth (standard)	100 cm
Shipment weight	65 kg
Anchoring options	In-ground ✓

Warranty Information

Hot dip galvanized steel	Lifetime
Ropes & nets	10 years
Swing hangers	5 år
EcoCore HDPE	Lifetime
Spare parts guaranteed	10 years

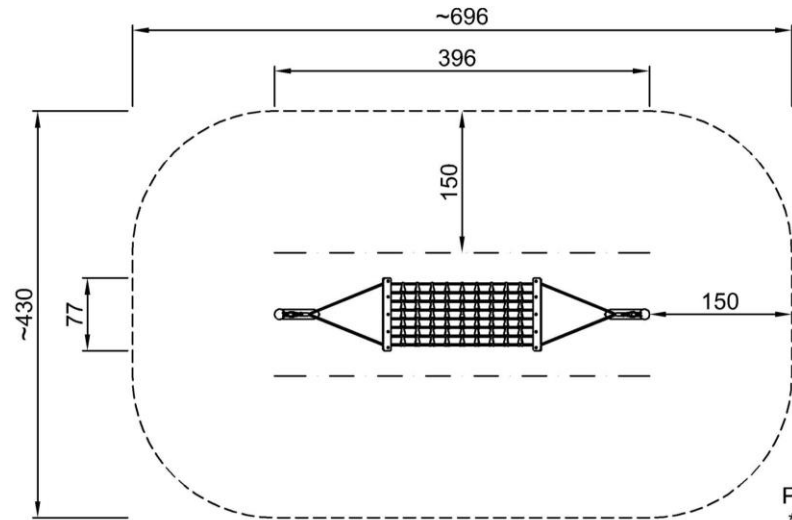


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



PCM805
*100cm
**138cm
***~28m²



PCM805
1:100

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

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

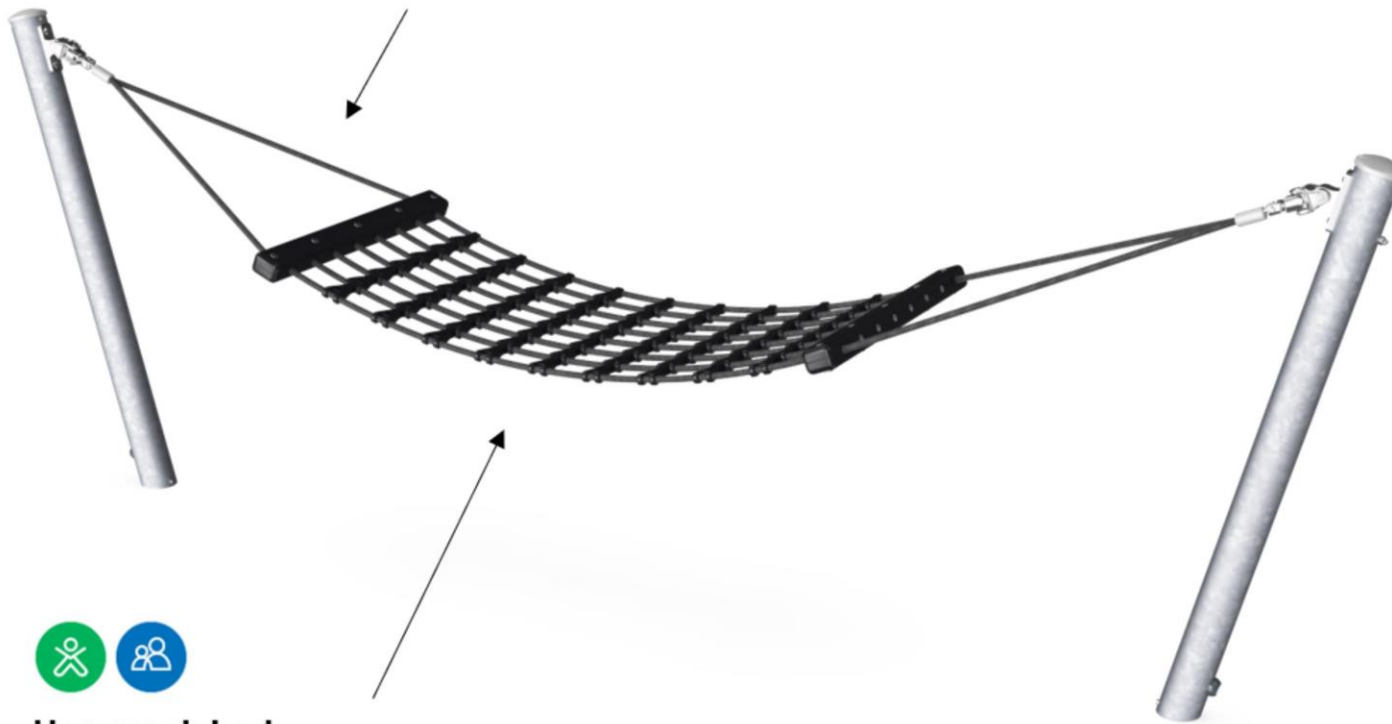
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Double ropes

Physical: pushing and pulling others. Holding the ropes support arm muscles.



Hammock bed

Physical: swaying back and forth trains the sense of balance and spatial awareness, both important for judging distances and navigating space confidently.

Social-Emotional: swaying, sharing and meeting with groups of friends. Turn-taking skills, when deciding who is pushing and who is swaying.

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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.