

# Spinner Bowl

ELE400024



Item no. ELE400024-3717LG

### General Product Information

Dimensions LxWxH	52x55x60 cm
Age group	4+
Play capacity (users)	1
Colour options	



This wildly or mildly spinning piece with its cute rounded design evokes squeals of joy when children rotate again and again. With its easily accessible, tilted spinning bowl it invites children of all abilities and a wide age span to play. The small footprint allows for placing 2-3 Spinner Bowls together, encouraging social play. The variety of play opportunities: sitting in,

on edge of, pushing, pulling or even standing in the spinner bowl makes for a long-time attraction. The tilted bowl allows the child to adjust the spinning speed with its body movements. This trains the logical thinking: to speed up by scooping up or slow down by spreading arms and legs out. Spinner Bowls train the sense of balance, which is mandatory

for concentration skills and the ability to sit still. Pushing or being pushed by others trains social-emotional skills such as turn-taking.



*Data is subject to change without prior notice.*

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The Spinner Bowl is made of recyclable PE. The bowl is moulded in one piece with integrated metal thread bushings and a water drain hole to ensure high durability in all climates around the world.



Heavy duty engineered bearing system with single row deep groove ball bearings with rubber seals. The fully closed bearing construction is lifetime lubricated and maintenance free.



The steel surfaces are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



The Spinner Bowl is available in six different colour options.



The sand colored variant is made of rotomolded stone mixed PE material with non skid surface texture. Minor differences in the stone mix visuality of the material are to be expected.

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### Installation Information

Max. fall height	100 cm
Safety surfacing area	9,8 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	1.2
Excavation volume	0,11 m <sup>3</sup>
Concrete volume	0,06 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	22 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

Hollow PE parts	5 years
Bearing construction	5 years
Galvanised steel	10 years
Hardware	10 years
Spare parts guaranteed	10 years

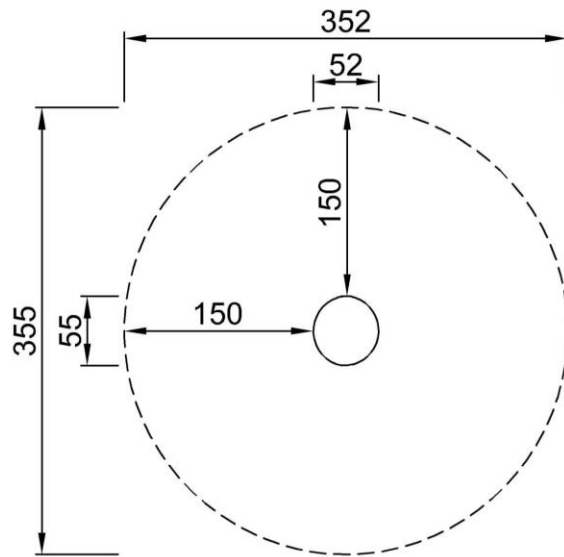


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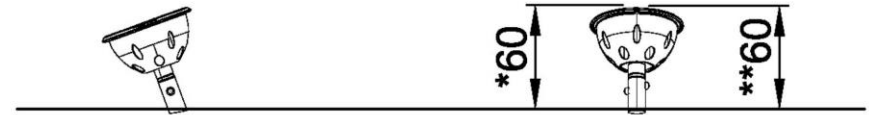
ELE400024

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

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



ELE400024LG  
\*100cm  
\*\*60cm  
\*\*\*9.8m<sup>2</sup>



ELE400024  
1:100

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

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## Tilted, spinning bowl

**Physical:** the sense of balance and the coordination are supported when spinning. This effects the ability to sit still for longer periods. Muscles are developed when pushing or pulling friends.

**Social-Emotional:** cooperation, helping others, turn-taking.

**Cognitive:** logical thinking when speeding up or slowing down the spin by either curling up or stretching.



## Deep bowl

**Social-Emotional:** feeling of security when scooping in the bowl. Inclusive for all abilities.

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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.