

Junior Spica



ELE400158

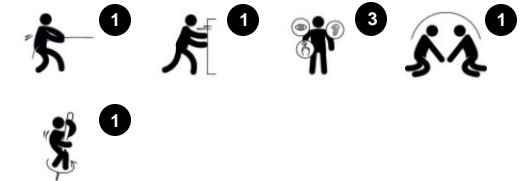


The large rotating movement of the Junior Spica attracts toddlers. The low seat invites both seated and standing use of the Junior Spica, thus supporting different body positions through its use. This makes it a versatile piece, which can be used alone or with a friend, seated or standing, pushing or pulling. The Junior Spica is a playground favourite again

and again. Placed two or three together, the Junior Spicas motivate social play, also between children who want to avoid too much physical contact. The toddler age is when children gain the ability to form friendships, and the Junior Spica supports shared experiences within play. The rotation trains the child's sense of balance and space, which is crucial for body

awareness and the control of body movements. This is fundamental to navigating the world confidently.

Item no. ELE400158-3517E	
General Product Information	
Dimensions LxWxH	40x40x103 cm
Age group	2+
Play capacity (users)	1
Colour options	 



Data is subject to change without prior notice.

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The Spica bearings are installed in a one-piece design bearing house with integrated drain holes for water passage. The two large steel bearings are fully closed and lifetime lubricated.

Discs are made of highly durable, eco-friendly HDPE, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.

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 top handle has been designed in shape and diameter so as to fit optimally for kids, and the special thermoplastic polyurethane (TPU) rubber surface makes it nice to touch.

Item no. ELE400158-3517E	
Installation Information	
Max. fall height	100 cm
Safety surfacing area	9,1 m ²
Numbers of installers (persons)	2
Total installation time	1.6
Excavation volume	0,30 m ³
Concrete volume	0,21 m ³
Footing depth (standard)	70 cm
Shipment weight	33 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
Galvanised steel	10 years
Handle	10 years
EcoCore HDPE	Lifetime
Bearing construction	5 years
Spare parts guaranteed	10 years

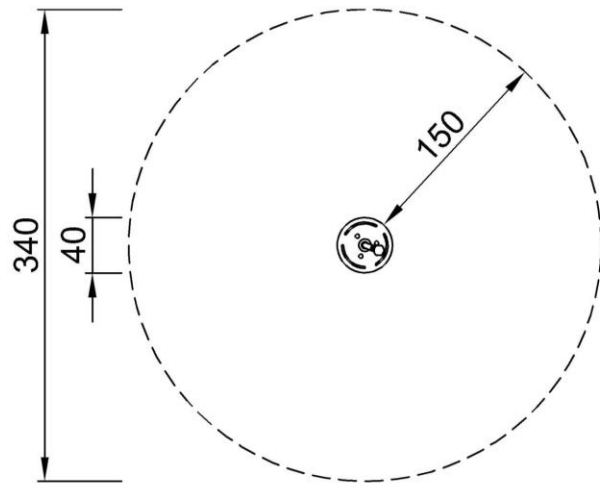


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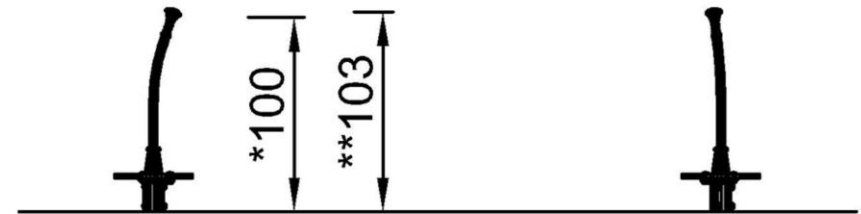
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



ELE400158E
*100cm
**103cm
***9.1m²



ELE400158E
1:100

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

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Round seat

Social-Emotional: turn-taking, cooperation, socializing.



Internal ball-bearing spinner

Cognitive: logical thinking, figuring out how to make the spinner work with gravity, not against it.



Pole

Physical: more gripping or leaning support points when standing, sitting, hanging holding tight and spinning.



Rotation

Physical: pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space when enjoying the ride.

Social-Emotional: listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.



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.