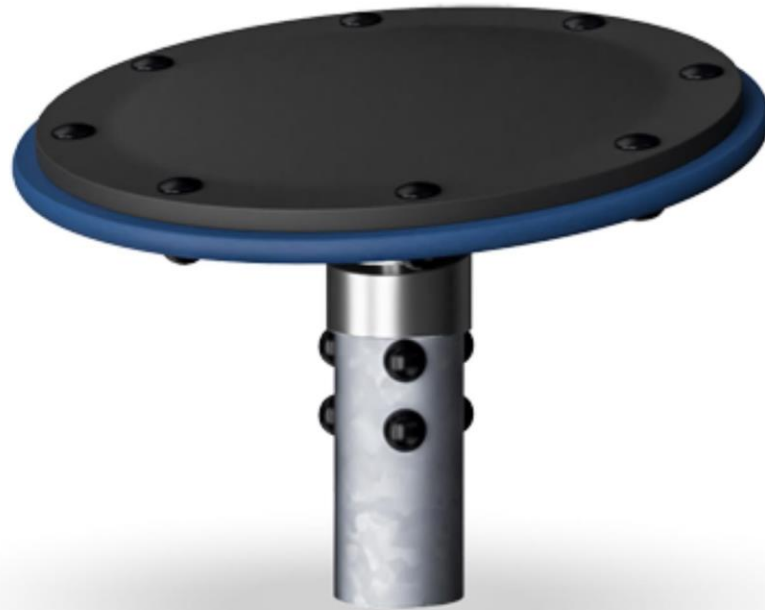


Wacky Spinner

ELE500007



Item no. ELE500007-3717E

General Product Information

Dimensions LxWxH 59x58x44 cm

Age group 4+

Play capacity (users) 1

Colour options 



WOW! Once they try it, children don't want to stop: the sensation of combined rotation and rocking is so much fun. It is great, challenging balance and proprioception training for older children to manage the rotating rocker. The distance to the ground makes it a pretty conscious choice whether you think you can stay on the Wacky Spinner once it starts

rotating and rocking. But for less skilled balancers, there is a possibility to sit, or lie, on the slightly curved rubbery surface. More children can be seated back to back, or stand close together and rotate and rock. This encourages cooperation and turn-taking. When placed more together, the Wacky Spinners invite games with rules, e.g. who can stay the

longest. Knowing how to position your body to stay on the Wacky Spinner trains movement planning which is important for instance in sports.



Data is subject to change without prior notice.

Wacky Spinner

ELE500007



Lower base plate is made 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.



Upper plate is made of Ekogrip® panel that consist of a 15mm thick PE base with 3 mm top-layer of soft rubber with a non-skid effect.



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 Bearing system has an integrated drag brake according to global safety standards.



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.

Item no. ELE500007-3717E	
Installation Information	
Max. fall height	100 cm
Safety surfacing area	10,1 m ²
Numbers of installers (persons)	2
Total installation time	1.6
Excavation volume	0,11 m ³
Concrete volume	0,09 m ³
Footing depth (standard)	90 cm
Shipment weight	21 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Bearing construction	5 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

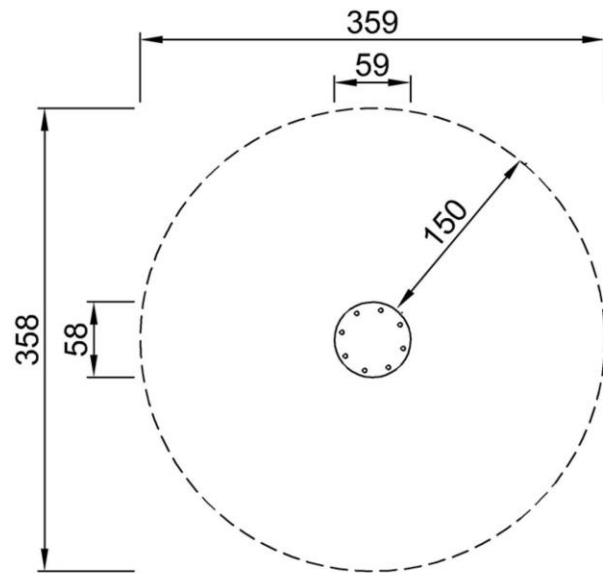


Wacky Spinner

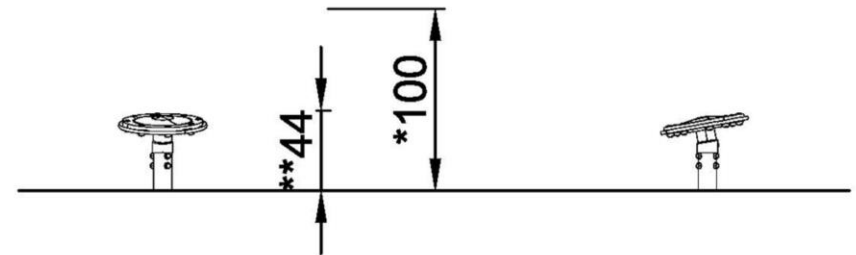
ELE500007

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

* Max fall height | ** Total height



ELE500007E
*100cm
**44cm
***10.1m²



ELE500007
1:100

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

Wacky Spinner

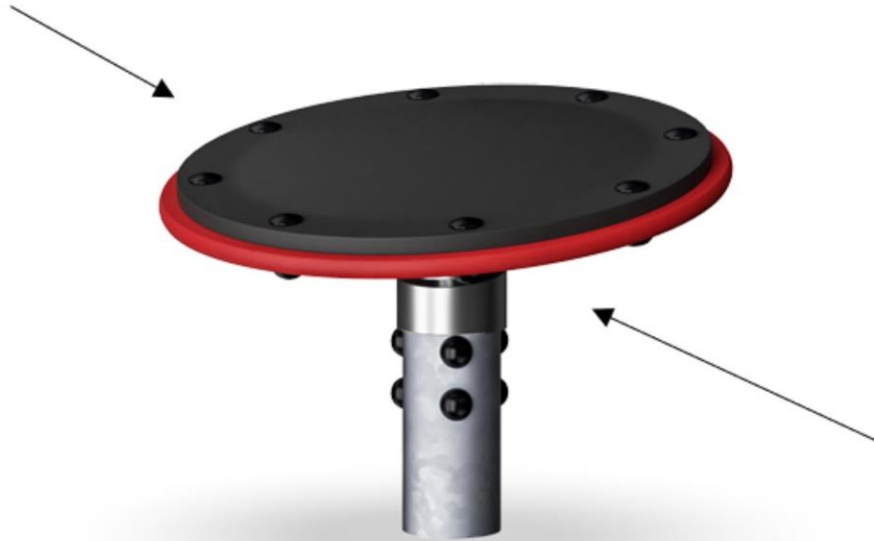
ELE500007



Rubbery, curved surface

Physical: the curved platform makes balancing more difficult when the feet are placed in the middle, and easier when they are intuitively placed along the sides.

Social-Emotional: the rubbery feel adds skid-resistance and a comfortable, steady grip.



Tilted, enclosed ball-bearing

Physical: the movement from the tilted ball-bearing trains balance and proprioception, both important fundamentals for movement control.

Social-Emotional: the challenge of balancing on a rotating, tilted platform supports self confidence and risk taking skills.

Wacky Spinner

ELE500007



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.