

Spica 2

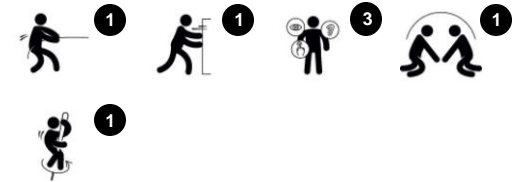
GXY8015



Item no. GXY801521-3717

General Product Information

Dimensions LxWxH	44x45x169 cm
Age group	6+
Play capacity (users)	1
Colour options	



The quirky shapes, toothy top and triangle platform invite the curious 6-12 year olds to investigate the Spica. The rotation point of the Spica is at the centre and it takes exploration and problem solving to master how to spin. The curved pole can be held on to at any position and the child will figure out that leaning in to the pole will increase the spinning speed and

leaning out will decrease the speed. Mastering the rotation element stimulates the cognitive skills of the child, in particular the logical thinking. The agility, balance and coordination skills are challenged as the Spica invites different body positions when spinning. The triangular shape of the seat allows room for up to three children, stimulating the social skills of

cooperation and turn-taking.



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.



The unique GALAXY super triangle deck plate has an inner core of galvanised steel and soft outer layer of PUR rubber. The rounded edges has a non-skid pattern for safe play.



The coloured top is made of injection moulded high quality nylon (PA6) which is UV stabilised to ensure long life time. The two component design is assembled with steel pins around the steel pipe.



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.

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Installation Information	
Max. fall height	100 cm
Safety surfacing area	9,7 m ²
Numbers of installers (persons)	2
Total installation time	1.6
Excavation volume	0,38 m ³
Concrete volume	0,30 m ³
Footing depth (standard)	90 cm
Shipment weight	60 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
Galvanised steel	10 years
Hardware	10 years
Bearing construction	5 years
Spare parts guaranteed	10 years

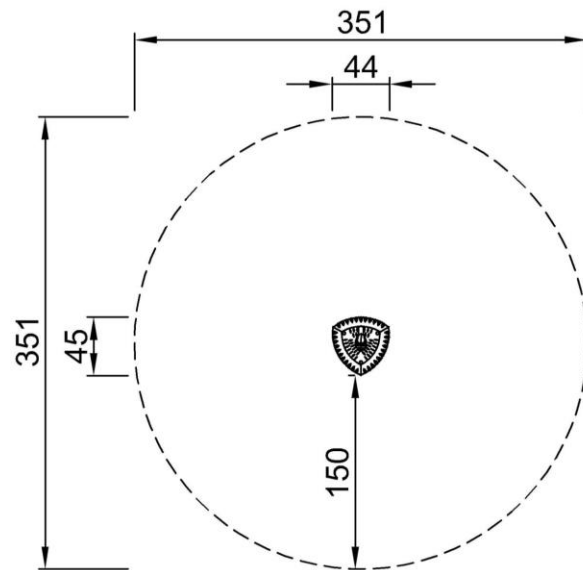


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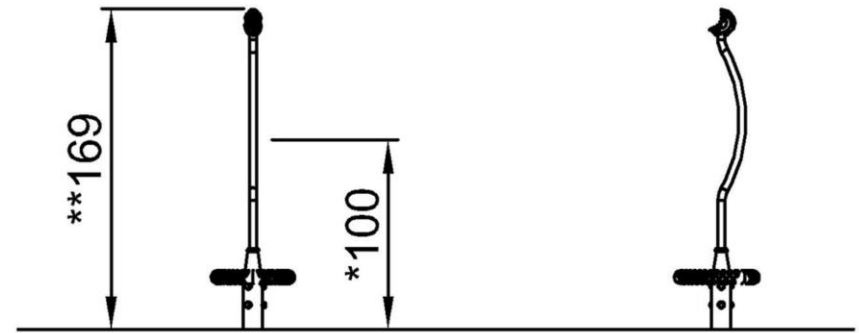
GXY8015

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

* Max fall height | ** Total height



GXY8015XX-xx17
*100cm
**169cm
***9.7m²



GXY8015
1:100

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

Spica 2

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Curved pole

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

Toothy top

A universal design signal for twisting, turning.



Triangle 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.



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.

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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.