

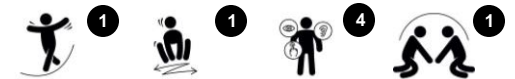




Item no. GXY801912-3717

### General Product Information

Dimensions LxWxH	322x48x51 cm
Age group	6+
Play capacity (users)	5
Colour options	 



The Argo combines the best of social and physical play challenges. The combination of wobbly tube, stable seat and spaciousness attracts older children again and again. Children can sit, lie or stand on the Argo, training balance and coordination as it wobbles from side to side. When children stand or sit and rock from the Argo, they train their balance

skills immensely. In the tween and teenage years this is important, as the sense of balance is particularly challenged due to the growth spurt. The sense of balance is the fundament of all other motor skills. It is important for managing the world and physically interacting with friends. This interaction grows in importance during the tween and teen period.

The versatile Argo supports the urge to hang out together and have fun with physical challenges. It encourages active use of social-emotional skills.



# Argo

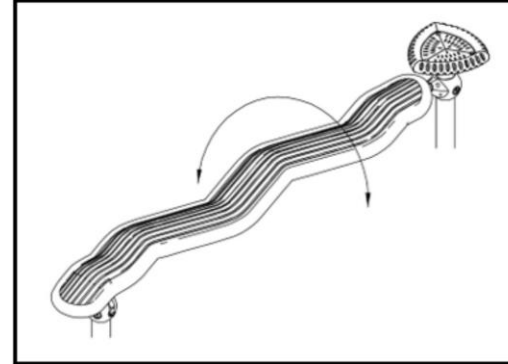
GXY8019



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



Rocking tube is made of medium density PE with excellent impact strength and usable within a large temperature span. The longitudinal grooves provides a slip resistant surface for safe play.



The rocking is supported by a hot dip galvanised Ø76x4mm steel tube. Fixation is done by 5 unique designed impact strengthened nylon (PA6) clamps that allows the rocking tube to flip 25 degrees up and down.



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 hang-on puller is designed with a welded steel core and covered with low-density PE housing. The two rubber coated handles are angled to provide best possible ergonomic while gliding. The wheels of the puller are made of low noise TPU and installed with sealed ball bearings.

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### Installation Information

Max. fall height	51 cm
Safety surfacing area	19,7 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	3.3
Excavation volume	0,86 m <sup>3</sup>
Concrete volume	0,48 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	99 kg
Anchoring options	In-ground ✓ Surface ✓

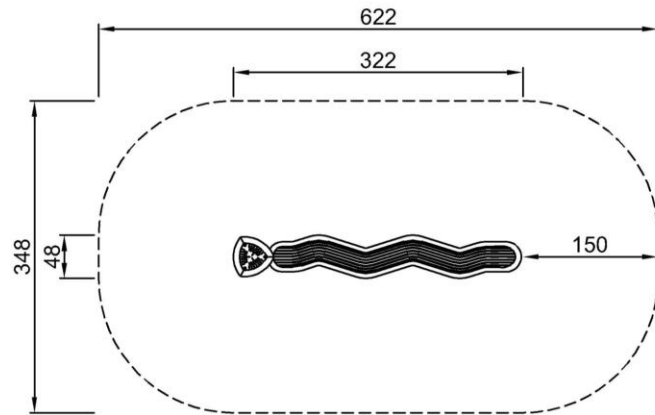
### Warranty Information

HDG structural parts	Lifetime
PUR components	10 years
Hollow PE parts	5 years
Ropes & nets	5 years
Spare parts guaranteed	10 years



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

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



GXY801900-xx17  
\*51cm  
\*\*51cm  
\*\*\*19.7m<sup>2</sup>



GXY8019  
1:100

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

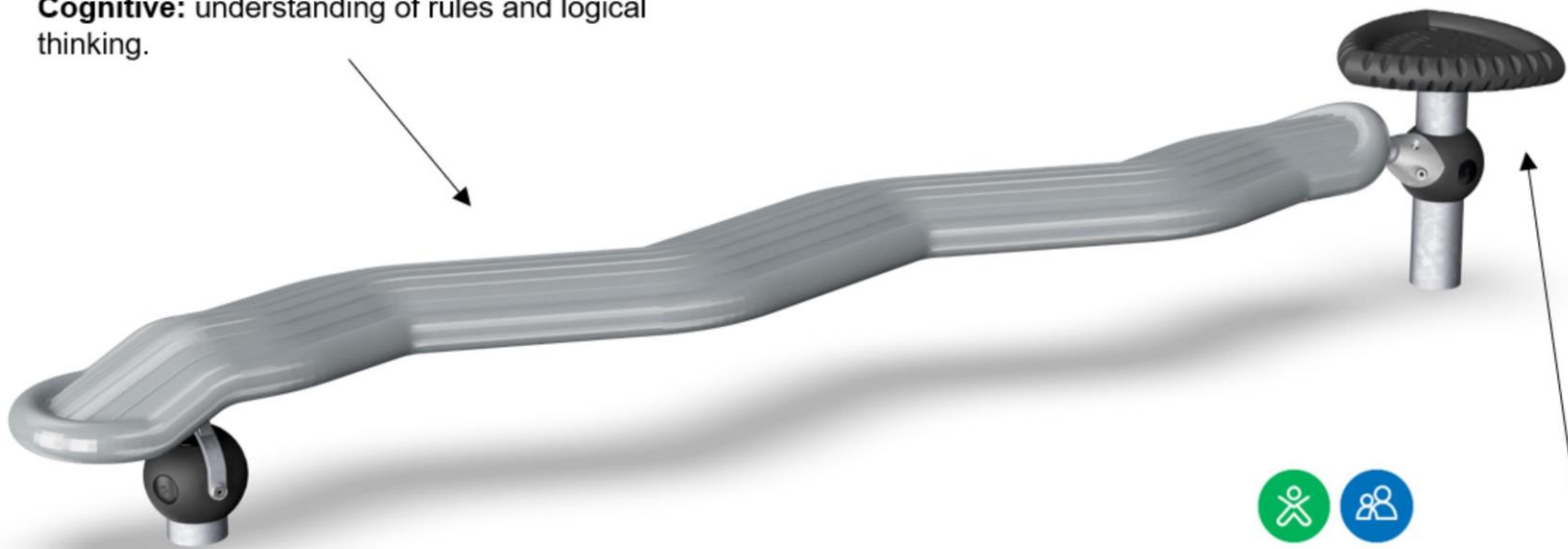


## Rocking tube

**Physical:** facilitate standing, sitting and lying, allowing for users with disabilities. Train balance and space when standing, using leg and core muscles.

**Social-Emotional:** inclusive. Point for gathering. Teamwork and socializing when rocking together.

**Cognitive:** understanding of rules and logical thinking.



## Triangle plate

**Physical:** facilitates standing, sitting and lying, allowing for users with disabilities. Train balance and space when standing, using leg and core muscles.

**Social-Emotional:** makes a nice meeting point for passengers. Meeting, taking a break and turn-taking are supported, skills necessary to learn how to avoid conflicts.



**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.