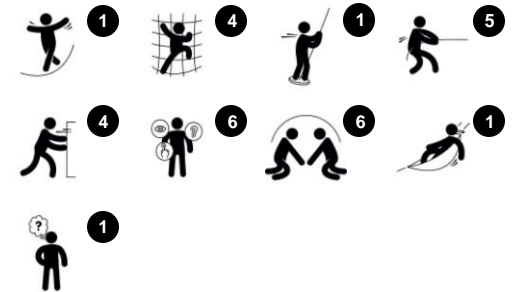




Item no. GXY901012-3717

General Product Information

Dimensions LxWxH	398x474x265 cm
Age group	6+
Play capacity (users)	12
Colour options	



The dense play challenge of Pavo attracts older children. Their urge for physical and social action is rewarded when they start exploring play on Pavo. The climbing, hanging and swaying journey through responding play activities trains the older children's motor skills ABC: agility, balance and coordination: The Jacob's ladder twists at step three, demanding

a change in rhythm, pace and spatial thinking of climbing. The climbing wall offers a climbing experience with professional cleats, training dexterity. The wobbly Rocking Tube is a fantastic trainer of muscles and motor skills, such as cross-coordination. Finally, a swaying place for a social break is the Play Shell. The amazing, swaying seat is very attractive and

encourages turn-taking skills and socializing.

Pavo

GXY901



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.



The unique designed GALAXY connection ball is made with an inner circular core of aluminium surrounded by a shell of hard PP with a outer layer of soft TPV rubber. Flexible lead free aluminium connectors allow for installation in variable angles.



Larger activities are made of 100% recyclable PE. The play shell displayed is moulded in one piece with a minimum 5mm wall thickness. PE has high impact resistance across a wide temperature span which ensures vandal resistance in all locations.



The curved climbing wall is made of a steel frame supported Ekogrip® panel with unique designed climbing cleats. The Ekogrip® panel consist of a 15mm thick PE base with 3 mm top-layer of rubber with a non-skid effect.



Coloured steel components has a base of hot dip galvanisation and a powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world.



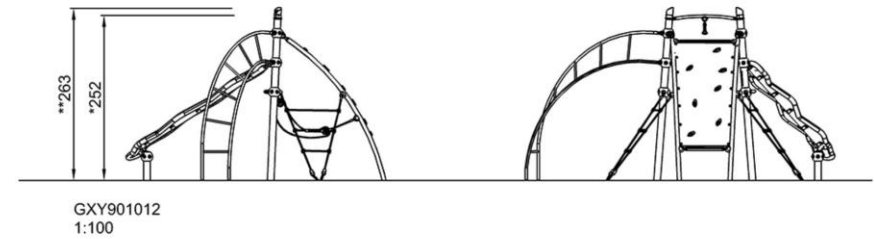
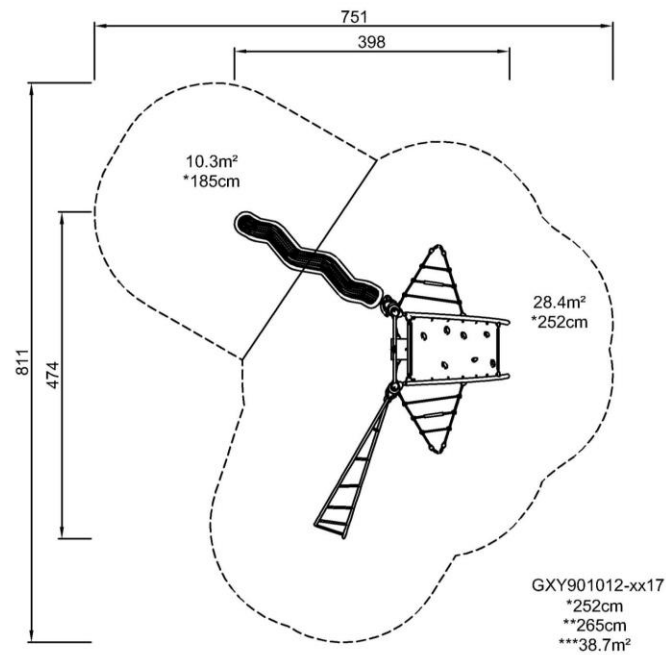
Galaxy products are available in different colour combinations with either hot dip galvanised steel surface treatment or optional with powder top finish of selected steel components. Colours of the activities are adjusted to support the individual colour combination.

Item no. GXY901012-3717	
Installation Information	
Max. fall height	252 cm
Safety surfacing area	38,7 m ²
Numbers of installers (persons)	2
Total installation time	12.6
Excavation volume	2,62 m ³
Concrete volume	0,98 m ³
Footing depth (standard)	90 cm
Shipment weight	386 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



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



Rocking tube

Physical: balance and coordination when climbing up or down. Muscle strength when holding tight.
Social-Emotional: cooperation and turn-taking.



Curved climbing wall

Physical: the children develop their cross-body coordination and proprioception. Climbing on a curved surface is an extra challenge to muscles.



Jacob's ladder

Physical: coordination, muscle strength.
Social-Emotional: turn-taking and cooperation.
Cognitive: logical thinking when going from 2nd to 3rd step, changing feet.



Play shell

Physical: the swaying movement stimulates the sense of balance, necessary to sit still on a chair.
Social-Emotional: meeting, taking a break and turn-taking are supported, skills necessary to learn how to avoid conflicts.



Rope ladders

Physical: balance and coordination is developed when sitting, bouncing.
Social-Emotional: place for meeting, taking a break and socializing.



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.