

# Rock-It

GXY934



Item no. GXY934000-3717

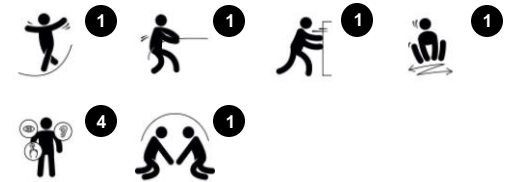
### General Product Information

Dimensions LxWxH 122x96x120 cm

Age group 6+

Play capacity (users) 8

Colour options



The Rock-it is a wonderful, cooperative play motivator for bigger children. It has room for lots to play at once and will be used repeatedly by tweens and teens. Its dense design means users need to cooperate and have eye contact or even physical contact, to make the platform rock. The efficient hand hold on the top of the centre beam allows for a firm grip encouraging

children to use their upper body muscles, which are often underused in older children, who sit still too much. Additionally, leg and core muscles are put to the test by the pulling and pushing to make the Rock-it rock. Tweens love to compare and compete in a friendly way, stimulating negotiation and teamwork and the ability to win and lose.



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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 upper round handle is made with a galvanised steel insert and covered with soft PUR rubber with grooves that ensures good handhold while rocking.



The deck is made of High Pressure Laminate HPL with a thickness 17.8mm and non skid surface texture according to EN 438-6. KOMPAN HPL has high wearing strength to ensure long lifetime in all climates.

Item no. GXY934000-3717	
Installation Information	
Max. fall height	60 cm
Safety surfacing area	13,0 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	2.1
Excavation volume	0,38 m <sup>3</sup>
Concrete volume	0,30 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	115 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
HDG structural parts	Lifetime
PUR components	10 years
Spare parts guaranteed	10 years



The rocking movement over two axis is made by heavy duty scaled ROSTA torsion spring element. The two ROSTA elements works without any noise and are maintenance-free.

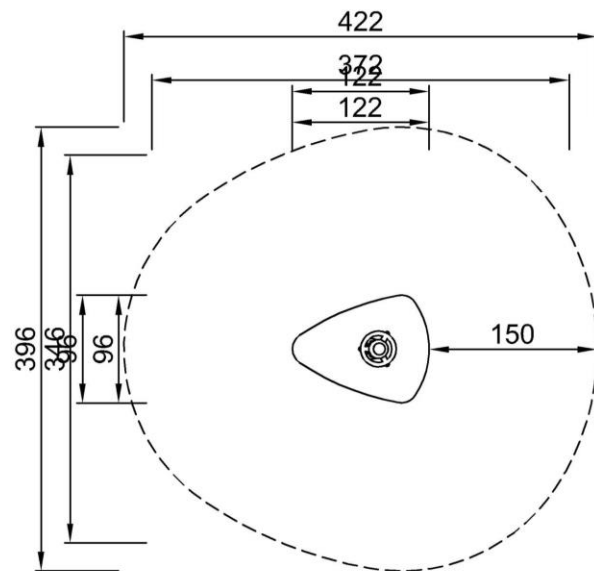


Galaxy products are available in different colour combinations with either hot dip galvanised steel surface treatment or optional with powder top finish of selected steel components. Colours of the activities are adjusted to support the individual colour combination.

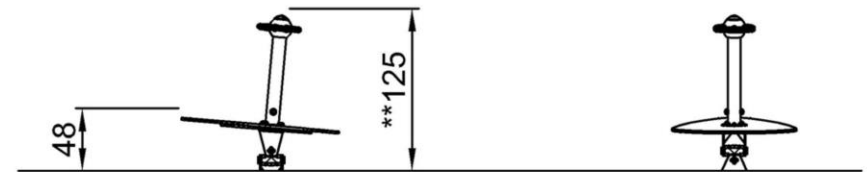


\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



GXY934000-xx17  
\*60cm  
\*\*120cm  
\*\*\*13m<sup>2</sup>



GXY934000  
1:100

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

# Rock-It

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## Rocking together

**Physical:** rocking promotes sense of balance and space, both important for navigating the body in space.

**Social-Emotional:** consideration of others when rocking.

**Cognitive:** cause and effect understanding.



## Handhold

**Physical:** the possibility to hold onto more areas of the handhold ensures a good grip, necessary for swinging intensely. This trains the hand and arm muscles.



## Platform

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

**Social-Emotional:** inclusive. Point for gathering and for care givers assisting. Teamwork and socializing with rocking together.

**Cognitive:** understanding of rules and logical thinking when playing pulling games.



**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.