



Starsurfer

GXY935



Item no. GXY935012-01

General Product Information

Dimensions LxWxH	82x167x56 cm
Age group	6+
Play capacity (users)	2
Colour options	 



The Starsurfer is an awesome playevent for exploring and developing balance and coordination skills. It will attract tweens to play again and again, thanks to its multi-functionality. The sense of balance is fundamental to all other motor skills. The rocking platform has space for individuals or groups rocking together. The Starsurfer is a

multi-functional seat, inviting seated, lying or standing children. This makes it an efficient and fun trainer of cooperation, negotiation and turn-taking. These social skills are hard to teach. But they come easy in play on the Starsurfer.



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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.

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

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.

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Installation Information

Max. fall height	70 cm
Safety surfacing area	14,6 m ²
Numbers of installers (persons)	2
Total installation time	3.2
Excavation volume	0,50 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	45 cm
Shipment weight	70 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

HDG structural parts	Lifetime
Hollow PE parts	5 years
Spare parts guaranteed	10 years

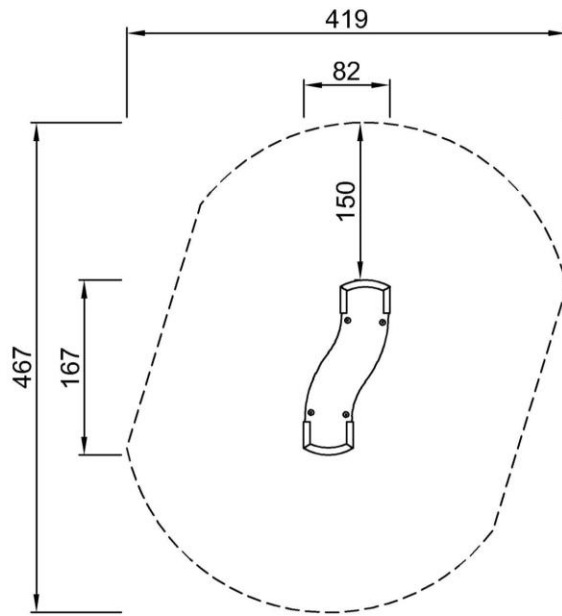


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



GXY935012-xx17
*70cm
**56cm
***14.6m²



GXY935012
1:100

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

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Moveable desk

Physical: facilitates standing, sitting and lying, which supports people with disabilities. Trains balance and sense of space when children are standing, using leg and core muscles.

Social-Emotional: inclusive. Point for gathering. Supports teamwork and socializing when children are rocking together.

Cognitive: understanding of rules and logical thinking.



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 for young children.

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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.