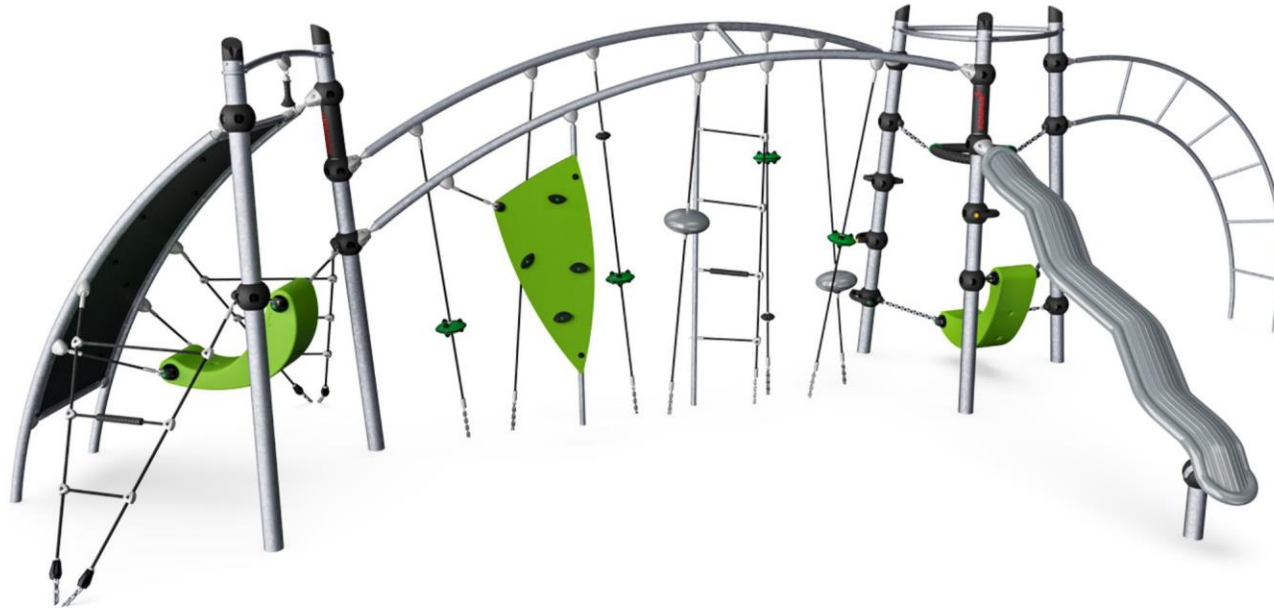


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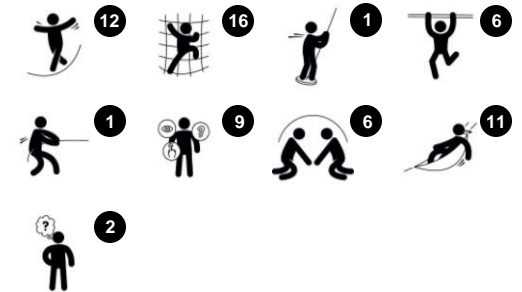
GXY941



Item no. GXY941012-3717

General Product Information

Dimensions LxWxH	932x427x265 cm
Age group	6+
Play capacity (users)	21
Colour options	



This sculptural constellation represents a host of challenging playactivities, created by a fantastic combination of shapes and colours. This Constellation encourages many games and competitions, and offers many opportunities for climbing - on the rocking tube, the curved climbing plate or the Meteor Shower, where everything rocks and sways. At

both ends of the structure there are shelters for resting, meeting, observation and hanging out with the Play shells and a top placed triangle in the stabile and the hidden space under the climbing wall in the anchor. The rocking elements train the child's motor skills ABC: Agility, Balance and Coordination. Muscles are strengthened when conquering the rocking

tube, the ladders twisted shape is a challenge of coordination as well as logical thinking. The play shells at both ends are wonderful, wobbly meeting places that support social-emotional skills, such as turn-taking and socializing.



Data is subject to change without prior notice.

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The steel surfaces are hot dip galvanized inside and outside with lead free zinc. The galvanization has excellent corrosion resistance in outside environments and requires low maintenance.



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.



GALAXY climbing triangle with outer soft layer of PUR and corner brackets of moulded nylon (PA6). The core consist of a powder coated welded steel frame with integrated corner suspension points. Larger triangles are closed with an 18mm thick Ekogrip® panel that has a top-layer of rubber with a non-skid effect.



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.



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.



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. GXY941012-3717

Installation Information

Max. fall height	257 cm
Safety surfacing area	64,3 m ²
Numbers of installers (persons)	2
Total installation time	24.0
Excavation volume	5,66 m ³
Concrete volume	1,80 m ³
Footing depth (standard)	90 cm
Shipment weight	798 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

HDG structural parts	Lifetime
Connection ball	10 years
Hollow PE parts	5 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

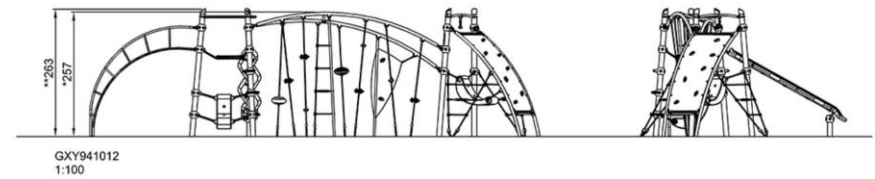
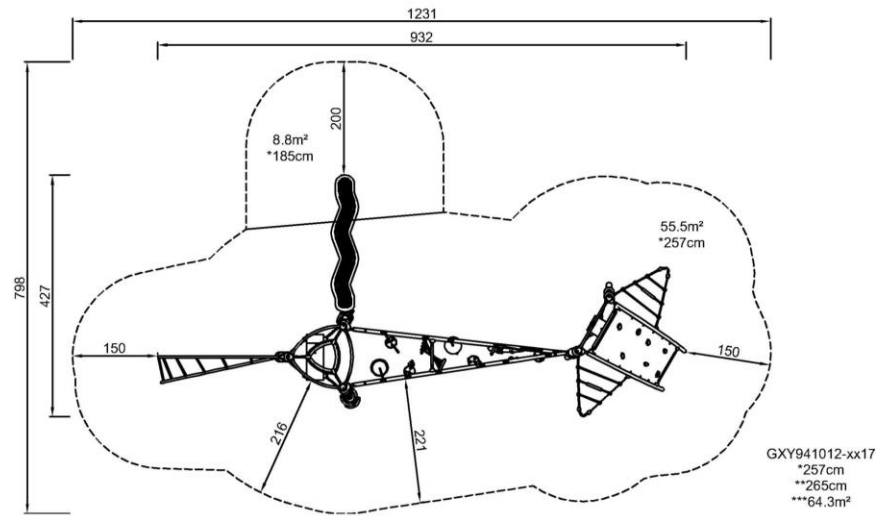


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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



Curved climbing wall

Physical: cross coordination is supported when children climb the ladder. The climbing also trains leg and arm muscles.



Meteor shower link

Physical: agility, balance and coordination when climbing and swaying on ropes. Arm, leg, and core muscles are strengthened. These are important for posture control and sitting still.

Social-Emotional: turn-taking and consideration of others when climbing through. These skills are hard to teach but easy to learn in play.



Open triangle plate

Physical: arm, leg and core muscles are developed by climbing up and through. Proprioception and spatial awareness are supported, both motor skills that help navigating the body in space.

Social-Emotional: swaying seat for a break, inviting socializing and turn-taking.



Jacob's ladder

Physical: cross coordination and spatial awareness as well as upper body muscles when hanging with arms. This is especially important due to sedentary lifestyles of today's children.

Social-Emotional: turn-taking and cooperation.

Cognitive: logical thinking when going from 2nd to 3rd step, changing feet.



Rocking Tube

Physical: muscle strength and coordination when climbing up, holding tight. Balance when gliding down.



Rope ladder

Physical: cross coordination is supported when children climb the ladder. The climbing also trains leg and arm muscles.

Social-Emotional: place for meeting, taking a break and socializing.



Play shell

Physical: the swaying movement stimulates the sense of balance, necessary to sit still on a chair.

Social-Emotional: taking a break and turn-taking are supported, skills necessary to learn how to avoid conflicts.



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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.