

# Draco

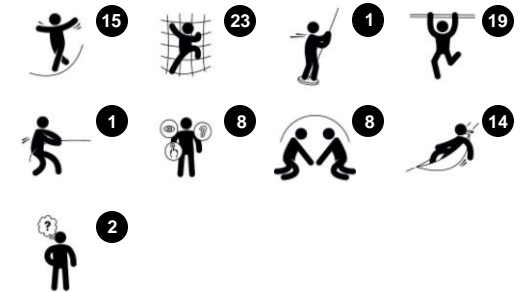
GXY943



Item no. GXY943012-3717

### General Product Information

Dimensions LxWxH	1026x823x265 cm
Age group	6+
Play capacity (users)	28
Colour options	



With its quirky angles and shapes, DRACO attracts adventurous play explorations in 6-12 year olds. Children will return again and again due to the play variation; the curved climbing wall invites a challenging climb to the top and a bouncy play shell seat or the swaying overhead bridge, the open triangle plate invites a swaying climb up or down, or a nice seat, the Stabile

invites climbing through, up and down. The wide variety of climb, bounce, sway and hang activities of the Meteor Shower link ensure play maximum play value whilst navigating through the structure. The combination of swaying, bouncy and sturdy climbs trains the child's agility, balance and coordination, all important motor skills for e.g. navigating traffic safely. The

muscles are strengthened from crawling, climbing and holding tight. The many meeting points with bouncy, swaying seats facilitate cooperation and turn-taking, social-emotional skills easily learned in play.



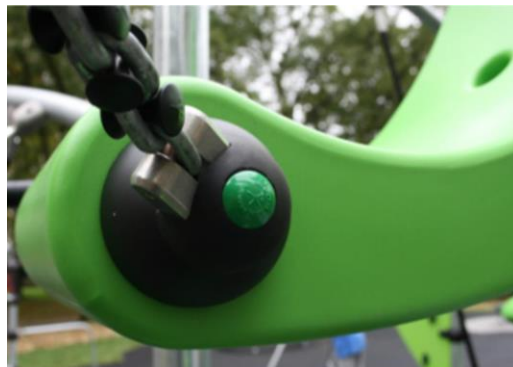
Data is subject to change without prior notice.

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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.



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.

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### Installation Information

Max. fall height	257 cm
Safety surfacing area	87,4 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	32.6
Excavation volume	7,79 m <sup>3</sup>
Concrete volume	2,62 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	1.144 kg
Anchoring options	In-ground ✓ Surface ✓

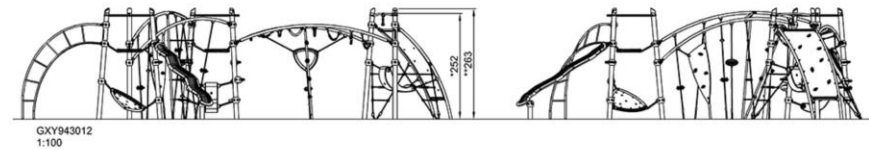
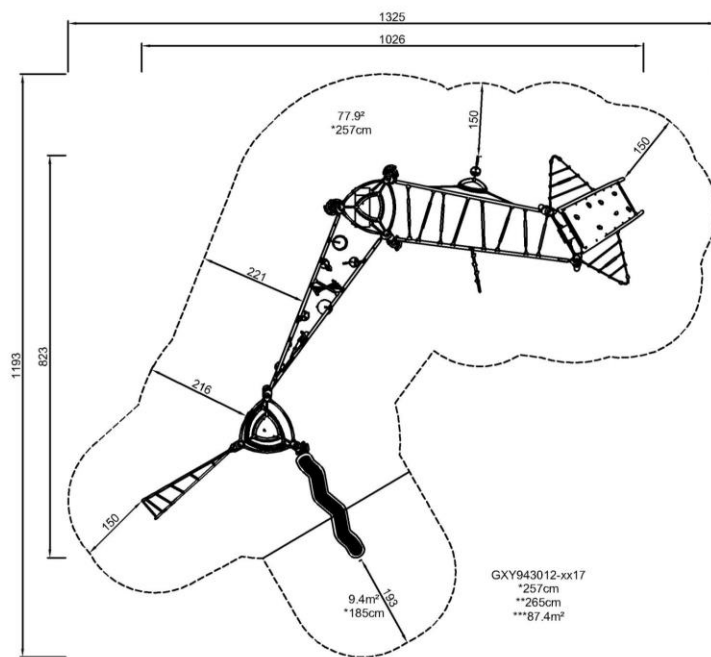
### Warranty Information

HDG structural parts	Lifetime
EcoCore HDPE	Lifetime
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](#)



## 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.



## 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.



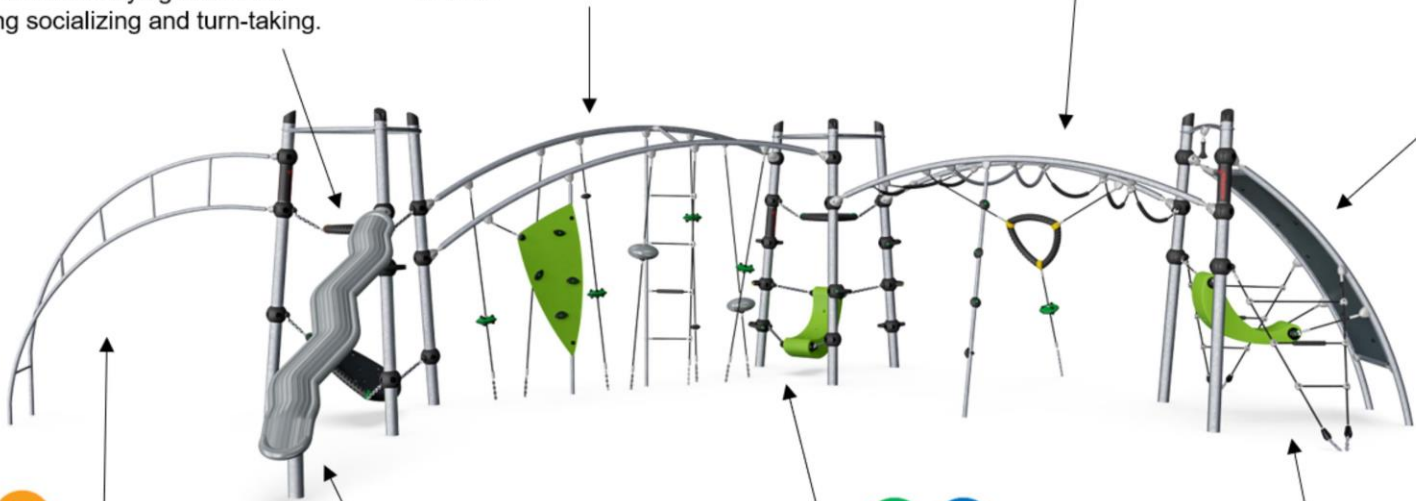
## Asteroid belt

**Physical:** sense of space when sitting, swaying. Arm and core muscles when walking in arms. Develops children's upper body muscles and arm strength along with cross coordination.  
**Social-Emotional:** point from which to see and be seen, socializing for bigger groups of children.



## Curved climbing wall

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



## 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.



## 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 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.



**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.