

Sirius II

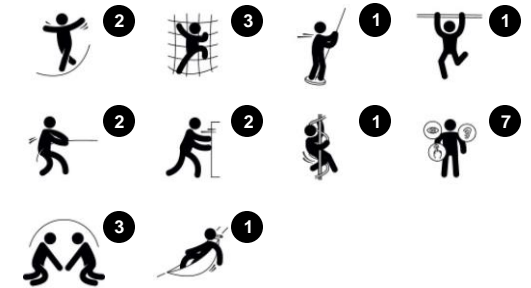
GXY947



Item no. GXY947012-3717

General Product Information

| | |
|-----------------------|----------------|
| Dimensions LxWxH | 363x491x293 cm |
| Age group | 6+ |
| Play capacity (users) | 10 |
| Colour options | |



With its quirky look and spinning, bouncing climbing activities, SIRIUS II attracts 6-12 year olds for hours of adventurous play challenges. The curved climbing wall with the colour spot cleats invites a challenging climb to the top. From here, a handle leads to the bouncy play shell seat for a break. The climbing nets allow for seating, too, making this a fine corner to

meet and hang, building on social skills. The spinner invites wild spins for lots of children and the rocking tube provides a really challenging climb up and down. Climbing on the rocking tube not only is great fun, it also intensely trains the agility, balance and coordination, the ABC of motor skills in 6-12 year olds. The spinning, apart from being great fun, helps train balance,

a motor skill which is fundamental for e.g. sitting still.



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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.



Bearing systems in heavy duty design in a maintenance free construction. All steel bearings are fully closed and lifetime lubricated.



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 | 252 cm |
| Safety surfacing area | 42,1 m ² |
| Numbers of installers (persons) | 2 |
| Total installation time | 13.4 |
| Excavation volume | 2,22 m ³ |
| Concrete volume | 1,20 m ³ |
| Footing depth (standard) | 90 cm |
| Shipment weight | 488 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 |

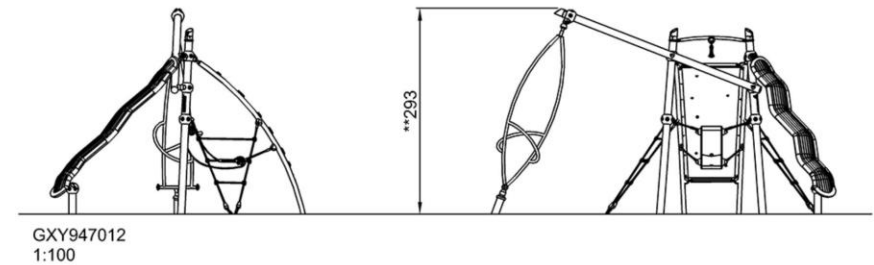
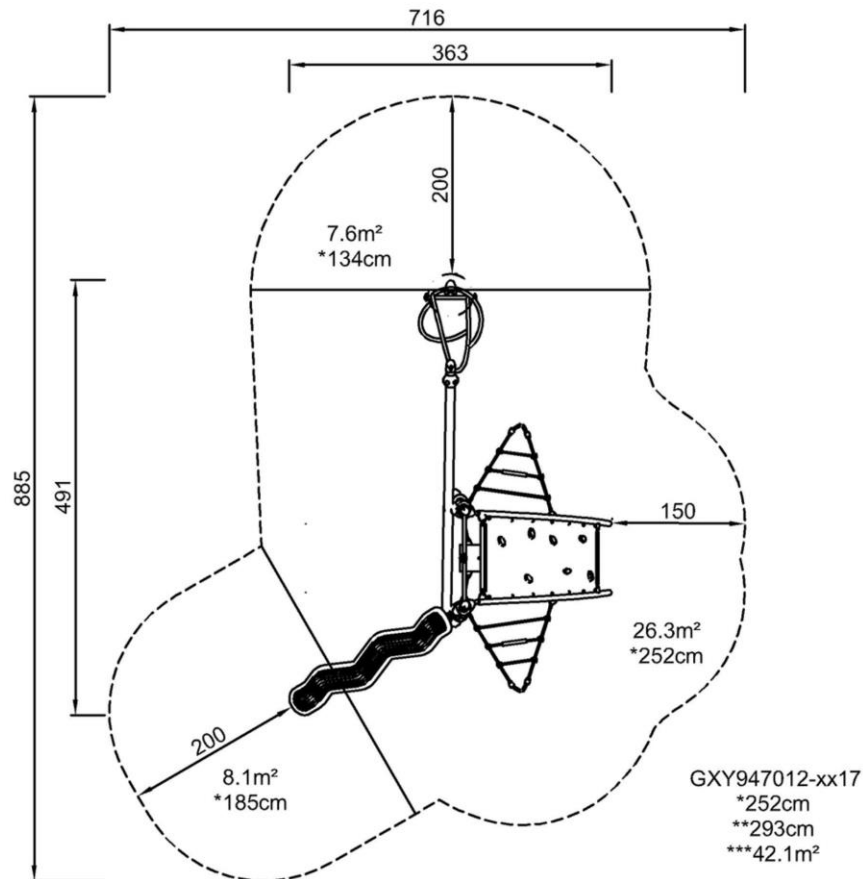


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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Rocking Tube

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



Teardrop handle

Physical: develop upper body muscles, when e.g. pulling yourself up or hanging in your arms.



Musca spinner

Physical: balance when standing, sitting and rotating, muscles develop when holding tight.
Social-Emotional: cooperation in getting the spinner to turn.



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.



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.



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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.