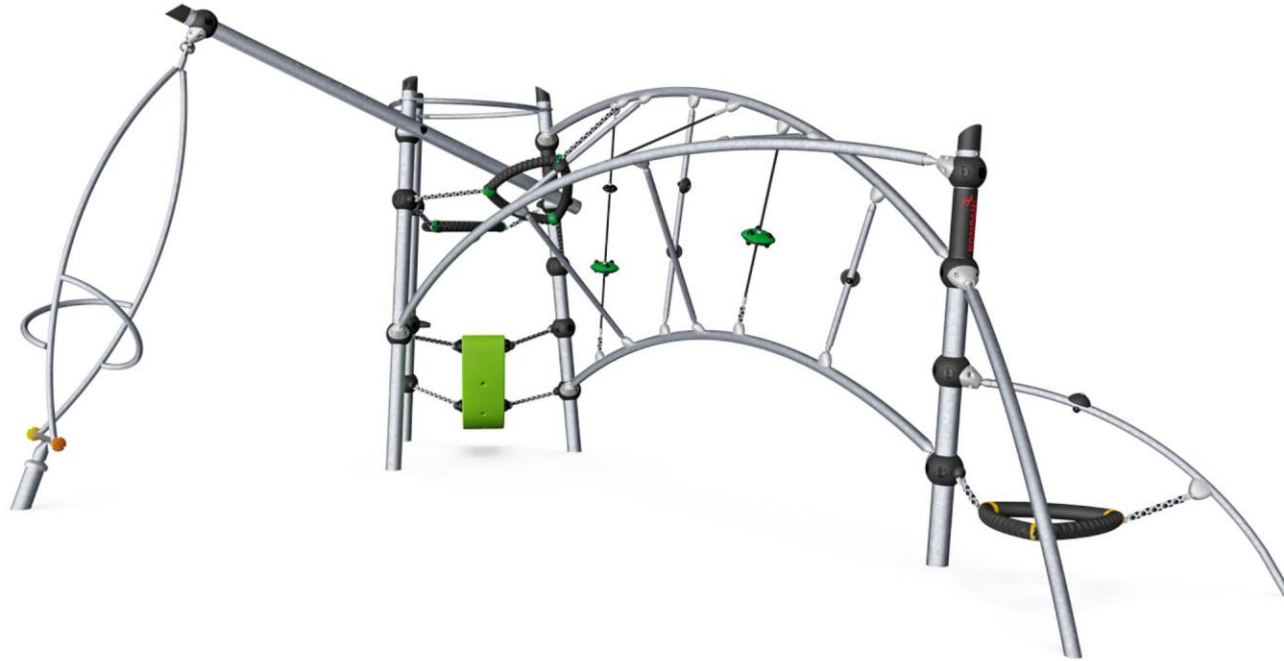


Asterion II

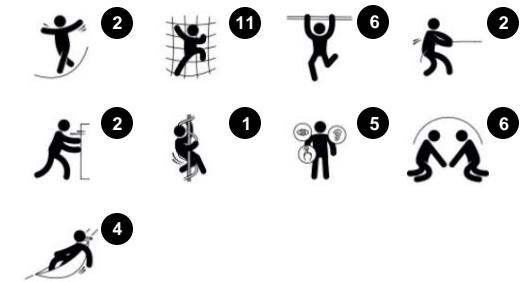
GXY948



Item no. GXY948012-3717

General Product Information

| | |
|-----------------------|----------------|
| Dimensions LxWxH | 672x392x293 cm |
| Age group | 6+ |
| Play capacity (users) | 14 |
| Colour options | |



Asterion II has a huge variety of play activities, from climbing, spinning, balancing to rocking and swaying, all in a transparent universe that allows for play with peers in and out of the structure. Asterion II is accessible from ground level for all abilities to be part of play. The Musca Spinner whirls when children use their upper body muscles pushing and pulling it into

motion. The spinning movement intensely trains the sense of balance. This is particularly important to teenagers due to their growth spurt. The many responsive and stable climbing activities train cross-coordination. They also provide great seating points for teenagers to meet, taking a break. These points are popular with teens and encourage important social-

emotional skills such as the feeling of belonging.



Data is subject to change without prior notice.

Asterion II

GXY948



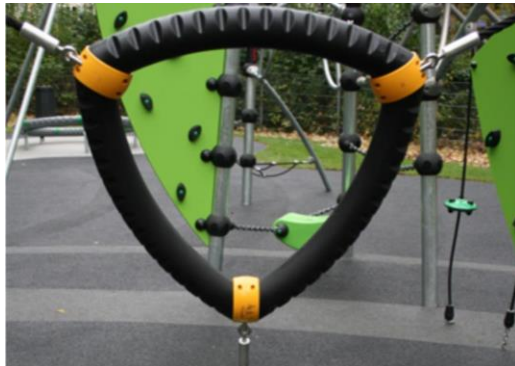
The steel surfaces of GALAXY are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



The 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.



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.



Coloured steel components has a base of hot dip galvanisation and a powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world.



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. GXY948012-3717 | |
|---------------------------------|--------------------------|
| Installation Information | |
| Max. fall height | 249 cm |
| Safety surfacing area | 55,3 m ² |
| Numbers of installers (persons) | 2 |
| Total installation time | 17.9 |
| Excavation volume | 3,30 m ³ |
| Concrete volume | 1,30 m ³ |
| Footing depth (standard) | 90 cm |
| Shipment weight | 634 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 |

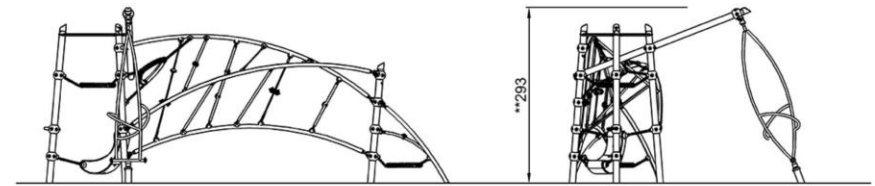
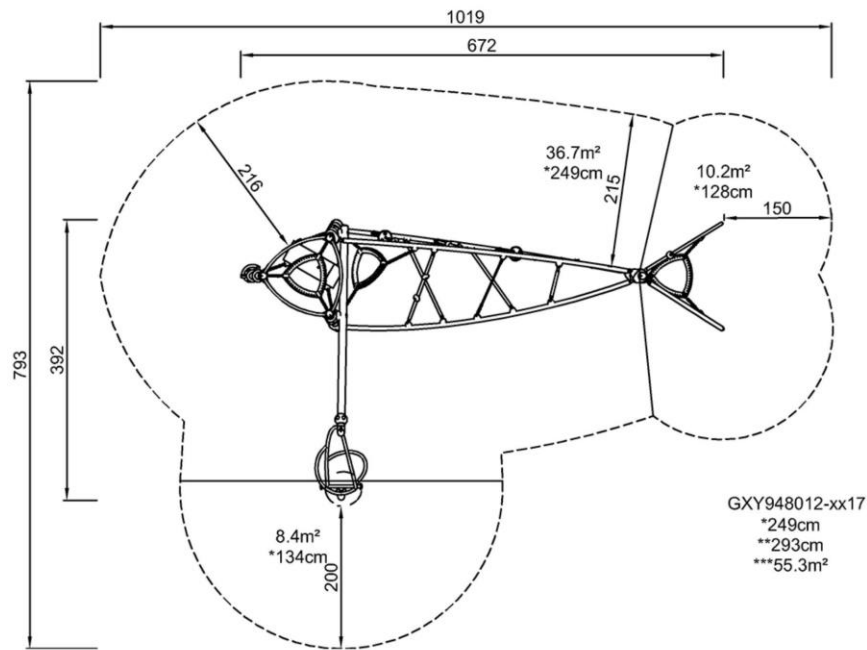


Asterion II

GXY948

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

* Max fall height | ** Total height



GXY948012
1:100

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

Asterion II

GXY948



Musca spinner

Physical: balance when standing, sitting and rotating, muscles develop when holding tight, spinning.

Social-Emotional: cooperation in getting the spinner to turn.



Bolide link

Physical: arm, leg and core muscles are developed when climbing up/through. Balance and spatial awareness, motor skills that help in judging the body in space. Muscle strength.

Social-Emotional: cooperation and turn-taking when passing one another.



Open triangle plate

Physical: climbing, swaying when seated and balancing, for all abilities.

Social-Emotional: a great meeting point, accessible for all and usable for most.



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.

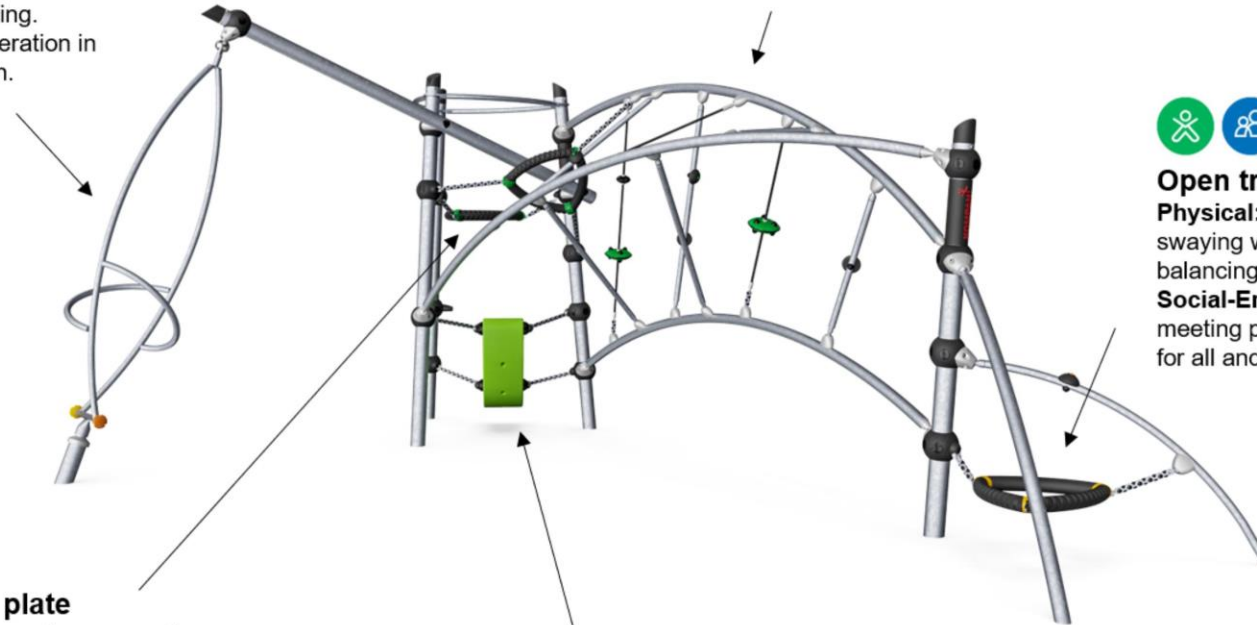
Social-Emotional: swaying seat for a break, inviting socializing and turn-taking.



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.



Asterion II

GXY948



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.