

Aquila II

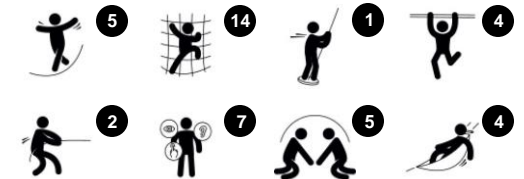
GXY949



Item no. GXY949012-3717

General Product Information

Dimensions LxWxH	782x473x252 cm
Age group	6+
Play capacity (users)	22
Colour options	



The spacious nets and swaying, bouncy destinations of Aquila attract and cater for playful children meeting and socialising. The slanting nets make it possible to stand, sit and lie, thus catering for users of all abilities and a wide age span. The bounce and sway activities are motivate children to want to play and trains their balance, proprioception and spatial

awareness intensely. All the nets are intertwined which means that children can feel the movement of the other children climbing. At the stabile ends, bouncysmaller group meetings can be facilitated. The varied meeting areas support social interaction for big groups, facilitating teenagers' social skills and their sense of belonging.



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	252 cm
Safety surfacing area	61,8 m ²
Numbers of installers (persons)	2
Total installation time	23.2
Excavation volume	4,94 m ³
Concrete volume	1,80 m ³
Footing depth (standard)	90 cm
Shipment weight	752 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

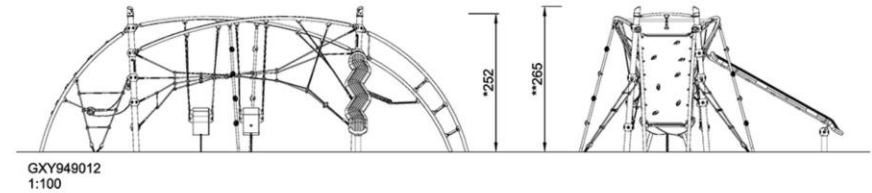
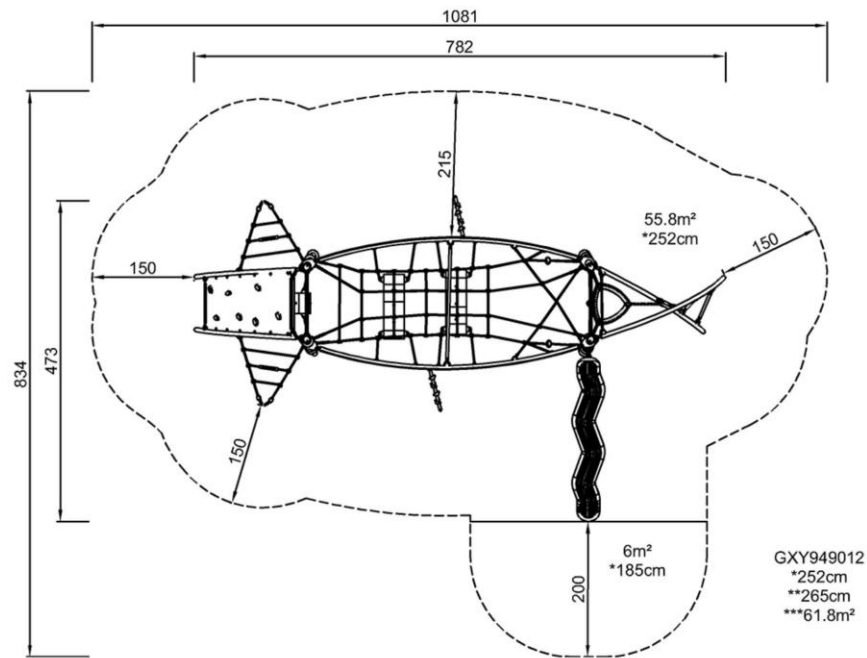


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* Max fall height | ** Total height | *** Safety surfacing area

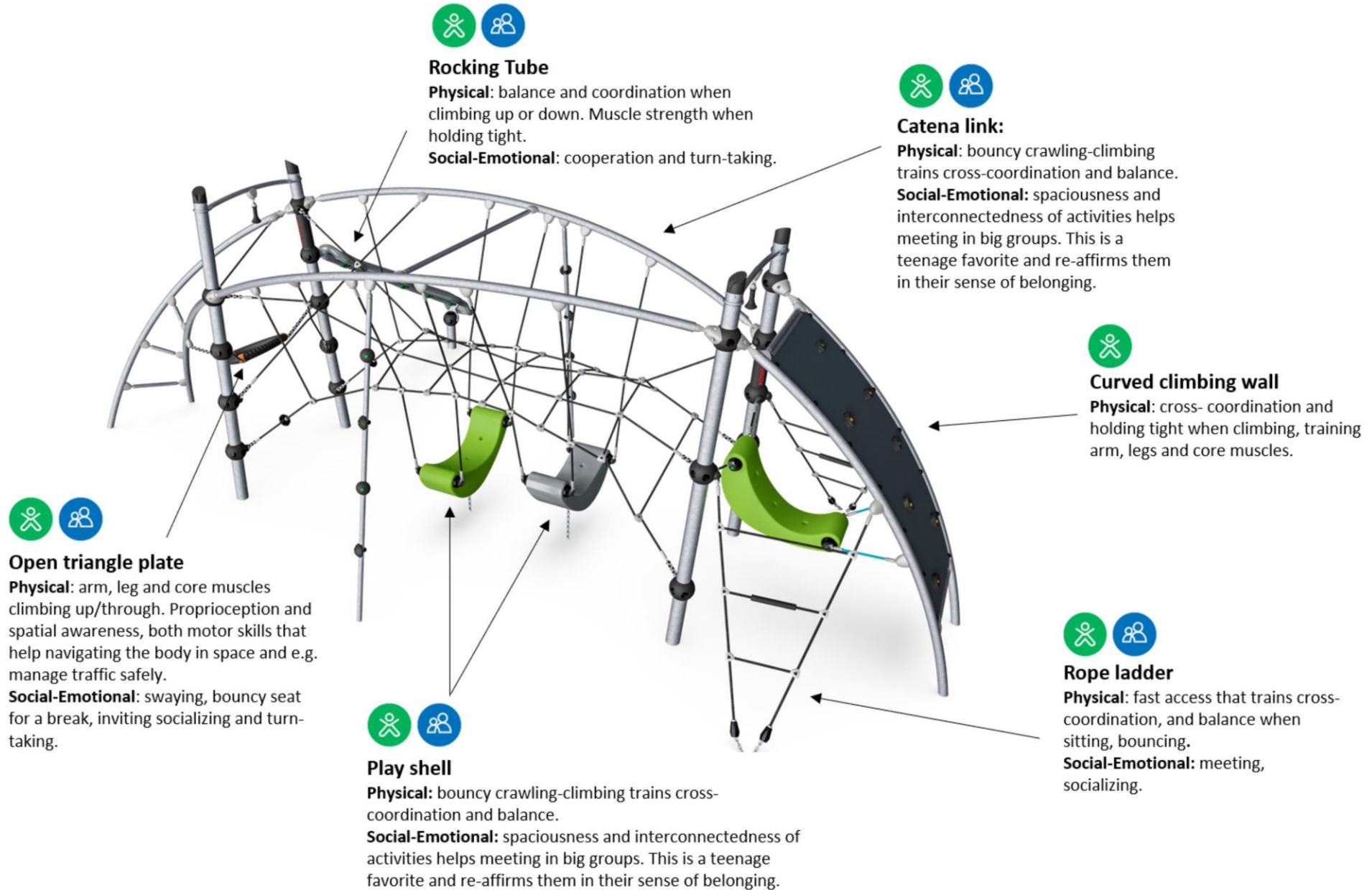
* Max fall height | ** Total height



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

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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.