

# Asterope II

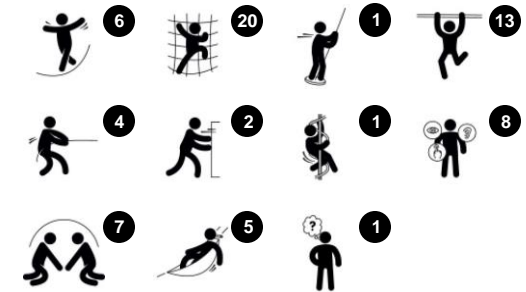
GXY952



Item no. GXY952012-3717

### General Product Information

Dimensions LxWxH	907x783x293 cm
Age group	6+
Play capacity (users)	28
Colour options	



Play versatility and multi-functionality welcomes the older children and teenagers in Asterope! Hours and days of climbing, spinning, balancing, swaying - all in a transparent universe that allows for interaction with peers through, in and out the structure. The many, moving socialising or break points contributes to the repeated attraction of the piece. The

climbing, bouncing, spinning, gliding and rocking activities vastly train motor skills ABC: Agility, Balance and Coordination. Muscles are strengthened from climbing and holding onto spinners. Cardio is encouraged when running or pushing and pulling friends on the spinner. Bone density is trained when jumping off banister bars. Social-emotional skills are

developed by the many turn-taking and socializing activities. The logical thinking is stimulated on the spinning items. Play on!



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.



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



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	85,9 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	28.9
Excavation volume	5,38 m <sup>3</sup>
Concrete volume	2,14 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	1.048 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

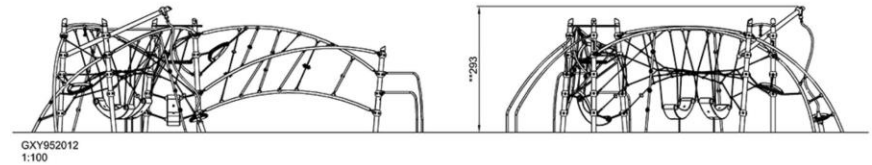
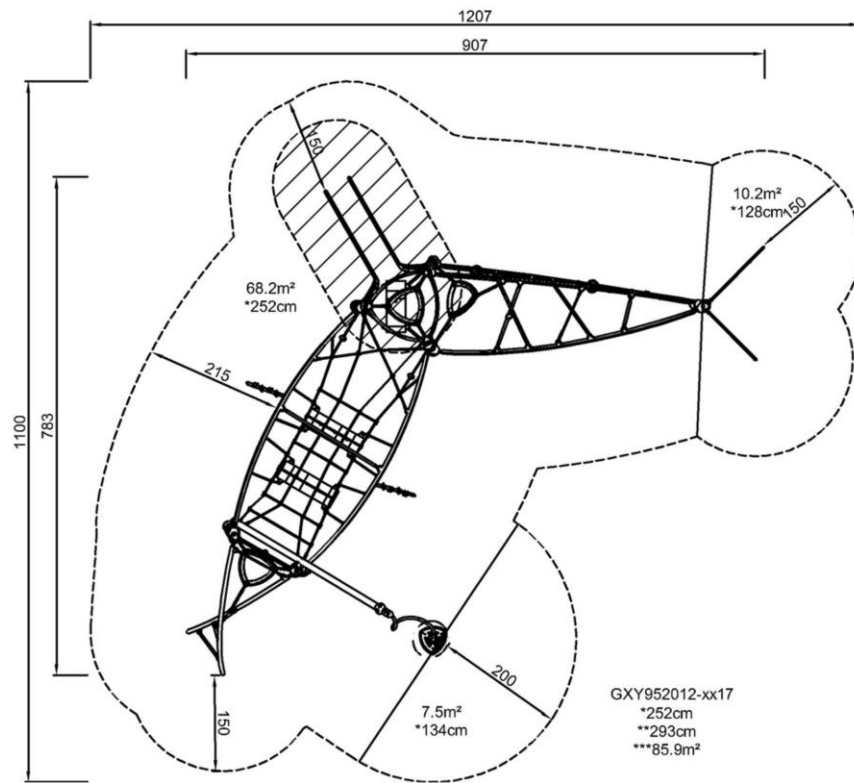


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

\* Max fall height | \*\* Total height



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

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## Tricking bars

**Physical:** develop balance and core when hanging from knees. Arm, leg and core muscles are developed when climbing up, somersaulting around. Balance and spatial awareness are strengthened.  
**Social-Emotional:** meeting, socializing and turn-taking when climbing up and down via bar.



## Satellite spinner

**Physical:** balance when standing, sitting and rotating, muscles develop when holding tight.  
**Social-Emotional:** turn-taking, socializing.  
**Cognitive:** logical thinking, figuring out how to make the spinner work with gravity, not against it.



## Catena link

**Physical:** bouncy crawling and climbing supports cross coordination, balance and spatial awareness.  
**Social-Emotional:** spaciousness and interconnectedness of activities helps meeting in big groups. This is a teenage favorite and re-affirms them in their sense of belonging.



## Bolide link

**Physical:** arm, leg and core muscles are developed when climbing up and 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.



## Play shell

**Physical:** swaying movement supports the sense of balance.  
**Social-Emotional:** socializing in smaller groups and turn-taking when deciding who should sit here.



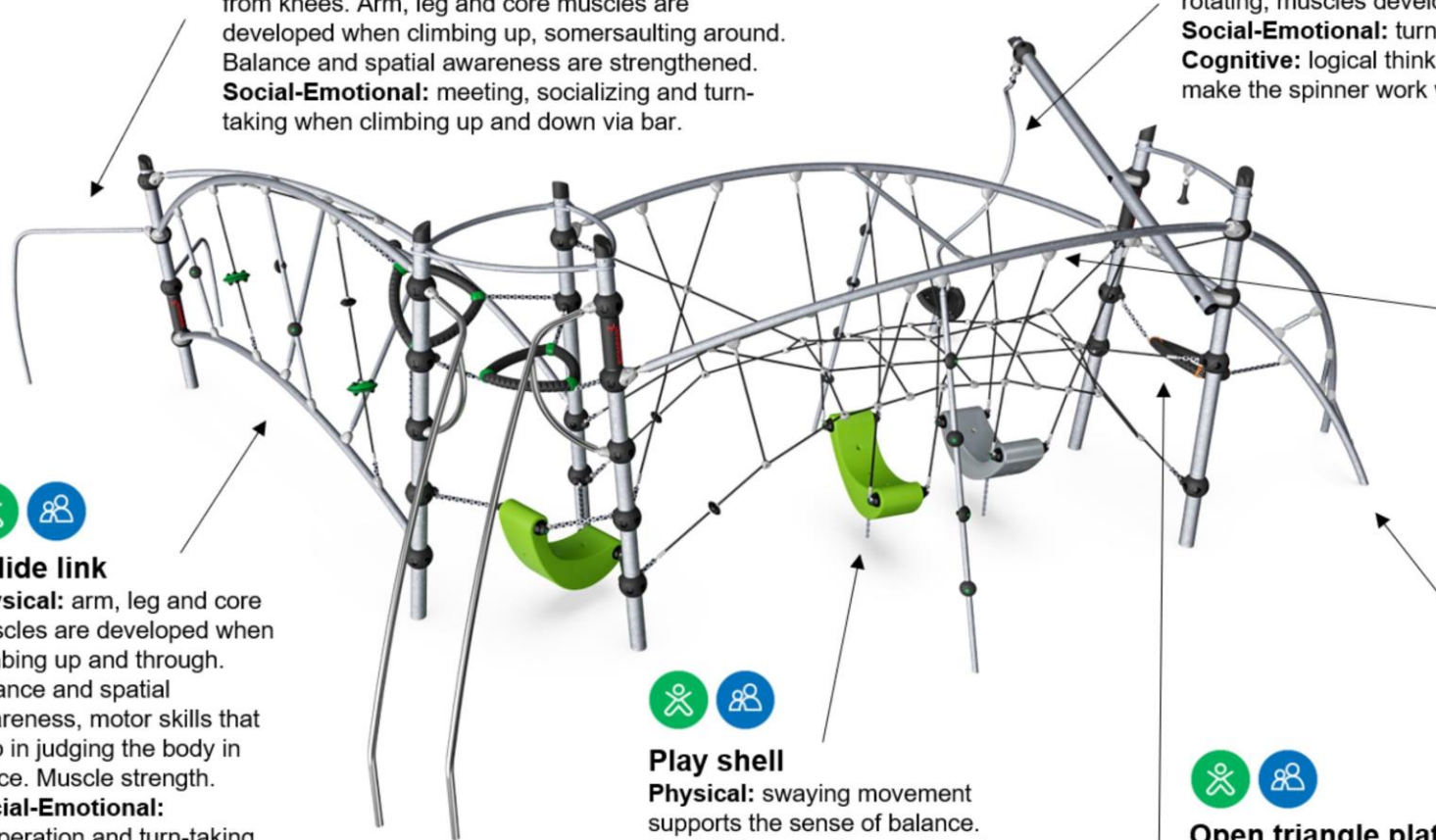
## Twisted ladder

**Physical:** agility, balance and coordination. Muscle strength when swinging up for gripping handle.  
**Social-Emotional:** resting point, turn-taking and socializing.



## Open triangle plate

**Physical:** arm, leg and core muscles are developed when 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.



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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.