

Saturn Carousel

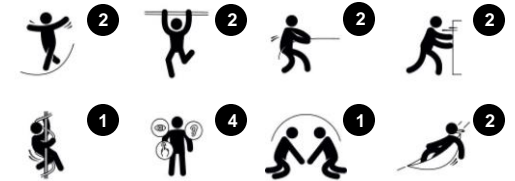
GXY957



Item no. GXY957000-3817

General Product Information

Dimensions LxWxH	316x41x253 cm
Age group	6+
Play capacity (users)	2
Colour options	



When playing on this large overhead rotating carousel with two sets of seats & handles, you need to use your strength and hold your balance! This seems to be the best way to describe the kind of play that takes place on the Saturn Carousel. This play equipment includes both physical skills like muscle and cardio whilst strengthening bone density when you

jump off and arm, leg and core muscles when helping friends to spin. It also supports social skills through cooperation and team work as well as providing a hang out place for chatting while gently spinning.

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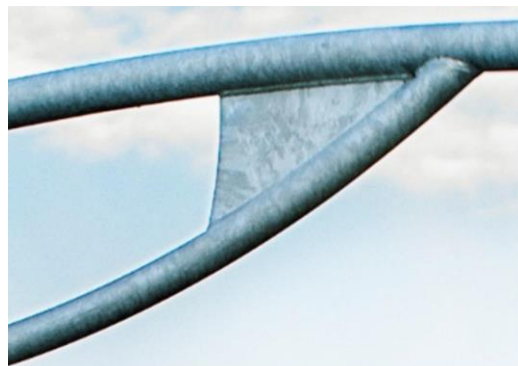
Saturn ropes has six-stranded steel wires and a steel wire core. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. After initial friction has removed the surface fibres, a harder PES coating remains to protect each strand, making the ropes highly wear- and vandalism-resistant.



The special designed seat is made of a stainless-steel insert covered with a soft layer of PUR rubber. The seat is impact tested to fulfill all global playground standards and the rope has an ergonomic handhold of a 60cm long moulded on PUR rubber handle.



The two angled top handles are made of a moulded PP insert with an outer soft layer of TPV rubber. The handle is attached to the pipe with a galvanised steel inlay to ensure strength and durability.



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



Heavy duty engineered bearing system with single row deep groove ball bearings with rubber seals. The fully closed bearing construction is lifetime lubricated and maintenance free.

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Installation Information

Max. fall height	150 cm
Safety surfacing area	69,4 m ²
Numbers of installers (persons)	2
Total installation time	3.1
Excavation volume	1,20 m ³
Concrete volume	0,80 m ³
Footing depth (standard)	120 cm
Shipment weight	181 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

Galvanised steel	10 years
PUR components	10 years
Bearing construction	5 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

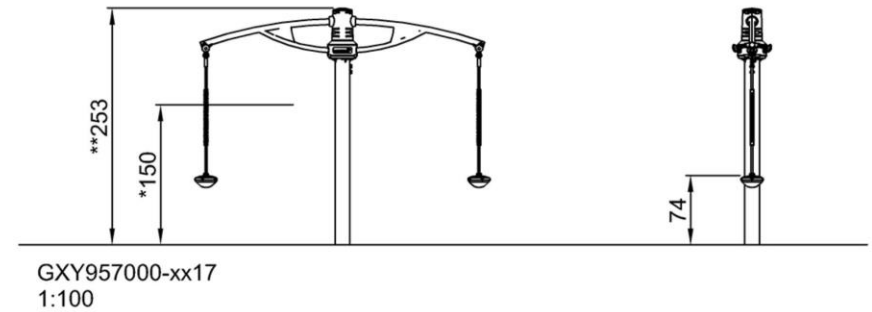
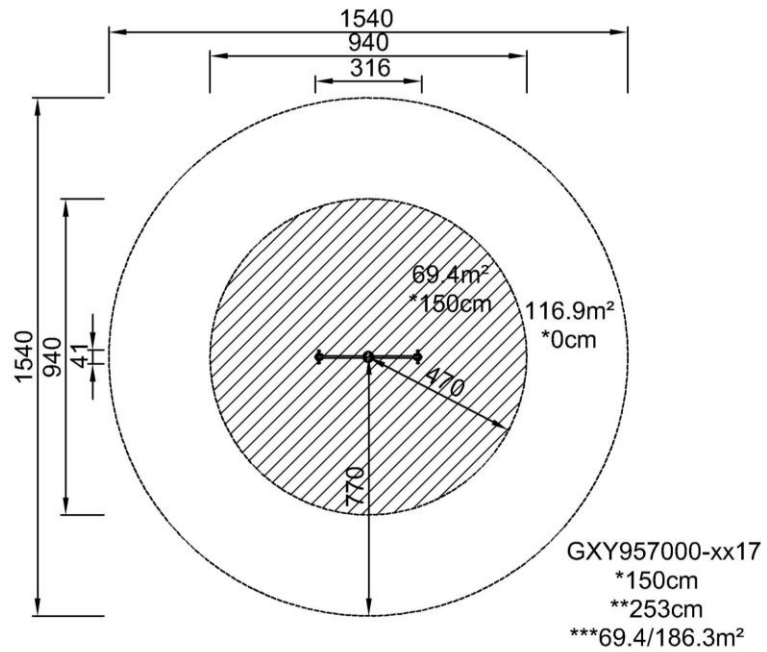


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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Teardrop handle

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



PUR covered rope

Physical: firm grip when spinning and hanging from arms. Arm muscles developed when holding tight.



Rounded seat

Physical: balance when sitting or standing. The sense of balance is important for instance for being able to sit still.

Social-Emotional: negotiation and turn-taking when deciding who should sit here.



Rotation

Physical: pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space when enjoying the ride.

Social-Emotional: listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.

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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.