

# Daisy

KPL110



Item no. KPL110-0411

### General Product Information

Dimensions LxWxH	100x100x65 cm
Age group	2+
Play capacity (users)	4
Colour options	



WOW! It's play time for toddlers. The little ones will be thrilled by the social and physical potential of the Daisy. Up to 4 children can seesaw, play and cooperate at the same time, making this a highly versatile play unit, taking up little space and appealing to toddlers again and again. Apart from providing great play, the Daisy supports fundamental areas of a child's

development and learning through play: Important motor skills such as balance and proprioception get trained when children rock, pushing their feet and pulling their arms. These are fundamental to life skills such as for instance managing traffic securely. While rocking together, toddlers additionally train important social-emotional skills such as

cooperation. The logic of movement sequence trains the child's thinking skills. The Daisy is true playful learning.



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Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



KOMPAN Springs are made of high quality spring steel according to EN10270. The springs are cleaned by phosphating before they are painted with an epoxy primer and a polyester powder coating as top finish. The springs are fixed by unique anti pinch fittings for maximum safety and long lifetime.



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Foot support is made of HPL with a thickness of 17,8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.



Handholds are made of injection moulded high quality nylon (PA6). PA6 has good wearing and impact strength.



The springs are fixed by unique anti pinch fittings for maximum safety and long lifetime. The springs have a PUR insert for stabilizing the spring.

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Installation Information	
Max. fall height	60 cm
Safety surfacing area	9,6 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	2.0
Excavation volume	0,15 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	45 cm
Shipment weight	33 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Springs	5 years
HPL seat	10 years
Handle	10 years
Spare parts guaranteed	10 years

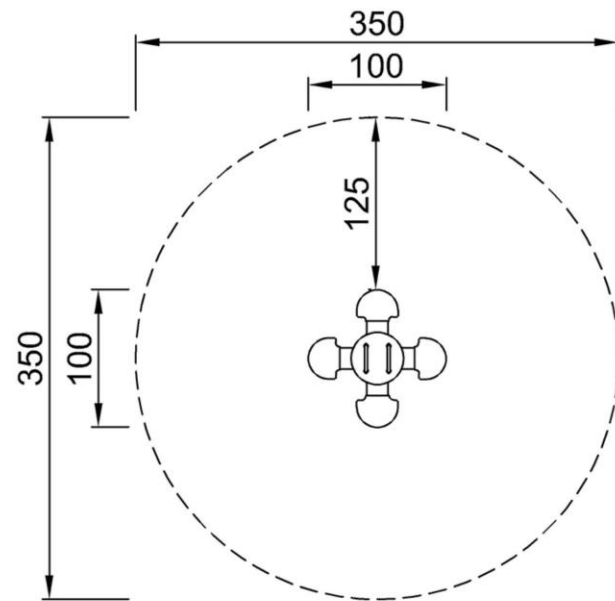


# Daisy

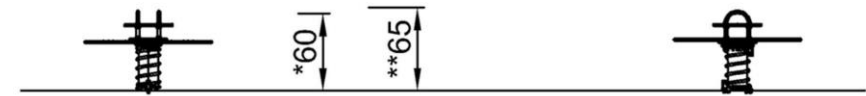
KPL110

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

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



KPL110-xx01  
\*60cm  
\*\*65cm  
\*\*\*9.6m<sup>2</sup>



KPL110  
1:100

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

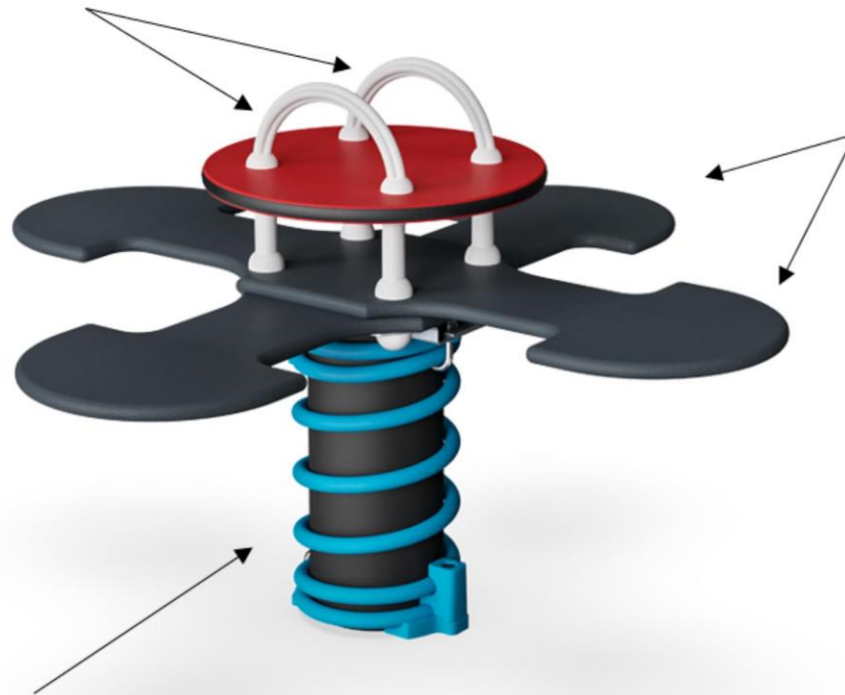
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## Handholds

**Physical:** the possibility to hold onto more areas of the handhold ensures a good grip, necessary for rocking intensely. This trains the hand and arm muscles.



## Rocking spring

**Physical:** response to movements adds to spatial awareness and sense of balance. These are fundamental motor skills that help the child's ability to sit still on a chair (which takes a good sense of balance).



## Rocking together

**Physical:** rocking promotes sense of balance and space, both important for navigating the body in space.

**Social-Emotional:** consideration of others when rocking.

**Cognitive:** cause and effect understanding for young children.

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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.