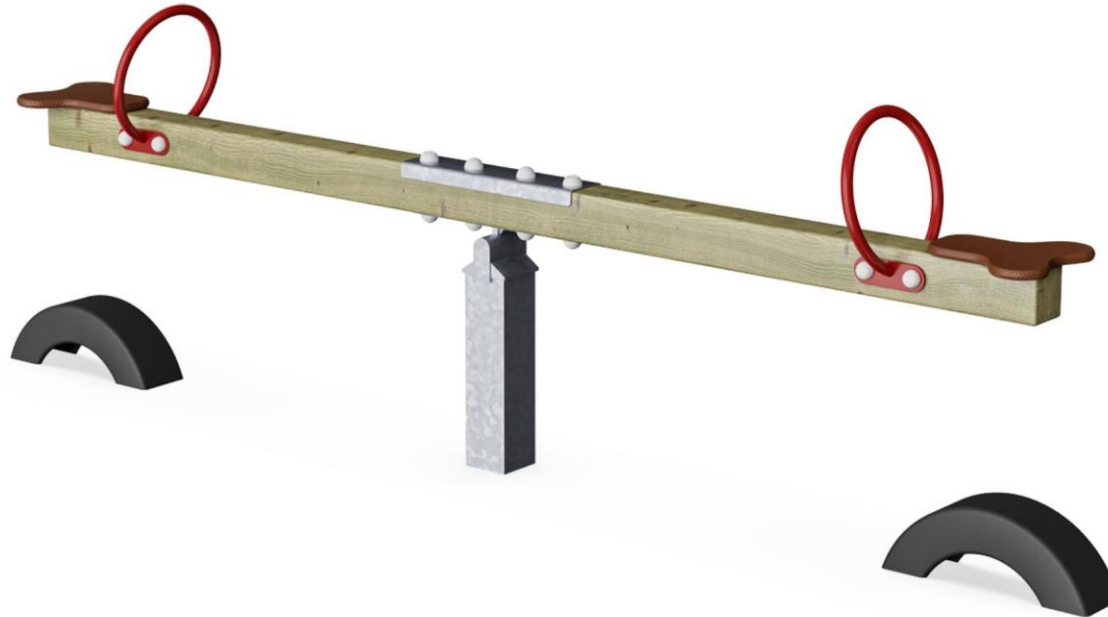


Seesaw with Tyres

KPL112



Item no. KPL112-0602	
General Product Information	
Dimensions LxWxH	37x309x102 cm
Age group	3+
Play capacity (users)	2
Colour options	



The Seesaw with Tyres is a playground classic. It still attracts players again and again, as it has for generations. The vintage play item is still with us for a reason: the tickling in the stomach when going up high, and going down fast is eternally appealing. The Seesaw with Tyres develops the sense of space and rhythm and leg muscles of children. These are crucial

motor skills that help children navigate the world securely, e.g. in the street when estimating time, movement and objects. The social dimension and degree of trust in your peer that is demanded when see-sawing, is a great way training of socio-emotional life skills such as turn-taking and cooperation. Empathy is trained as well, as players consider others'

limits and limitations. Or as they get inspired to try out things they didn't dare to do before, because other children dare to.



Seesaw with Tyres

KPL112



The seat is made of High-Pressure Laminate HPL with a thickness 17.8mm and non skid surface texture according to EN 438-6. KOMPAN HPL has high wearing strength to ensure long lifetime in all climates.



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.



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

Item no. KPL112-0602

Installation Information

Max. fall height	112 cm
Safety surfacing area	11,3 m ²
Numbers of installers (persons)	2
Total installation time	3.1
Excavation volume	0,59 m ³
Concrete volume	0,15 m ³
Footing depth (standard)	70 cm
Shipment weight	93 kg
Anchoring options	In-ground ✓

Warranty Information

Galvanised/painted metal	10 years
HPL seat	10 years
Spare parts guaranteed	10 years

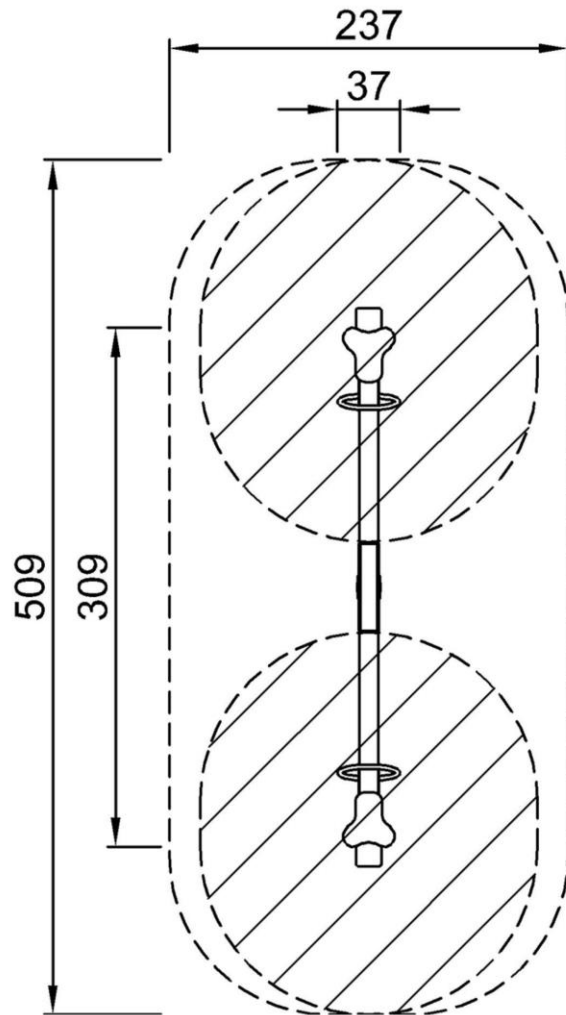


Seesaw with Tyres

KPL112

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

* Max fall height | ** Total height



KPL112-xx02

*112cm

**102cm

***11.3m²

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

Seesaw with Tyres

KPL112



Handhold

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 together

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

Social-Emotional: the possibility of rocking two together trains cooperation skills. Consideration of others when rocking.

Cognitive: cause and effect understanding for younger children.



Rocking movement

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.

Cognitive: trains the understanding of cause and effect: when I move my body, the spring responds with movement.

Seesaw with Tyres

KPL112



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.