

Seesaw with 3 seats

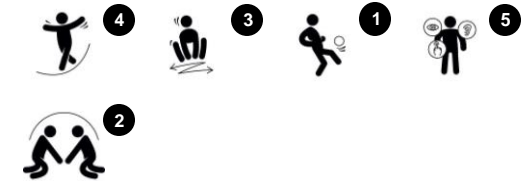
KPL117



Item no. KPL117-0402

General Product Information

Dimensions LxWxH	178x204x78 cm
Age group	3+
Play capacity (users)	6
Colour options	



The whimsical shapes and colors of the Seesaw with 3 seats evoke children's curiosity: they want to try it out. The vibrant colors are consciously chosen to support the understanding of rules for the 3+ year olds: they can choose their color. The springs make it possible to rock individually or in uneven numbers. The platform in the middle supports

laying and standing. The platform can be used to start games or as a meeting point. Rocking on the Seesaw, especially when standing on the middle platform, trains the child's sense of space and balance. These are crucial as a basis of navigating the world securely. Good mastery of space and balance is the basis of, for instance, being able to sit still. When the

sense of balance is not developed, children cannot focus on anything else. So the sense of balance needs to be automatized in the early years. The Seesaw with 3 seats is a fun, playful way to do that.

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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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Platform and seats are made of HPL with a thickness of 17,8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.



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.



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

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Installation Information	
Max. fall height	100 cm
Safety surfacing area	11,9 m ²
Numbers of installers (persons)	2
Total installation time	3.4
Excavation volume	0,67 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	43 cm
Shipment weight	169 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
HPL platform	10 years
Galvanised steel	10 years
Springs	5 years
Spare parts guaranteed	10 years

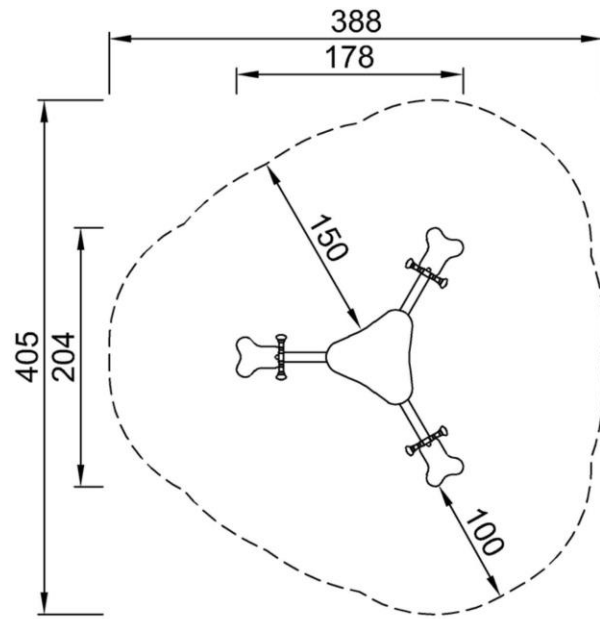


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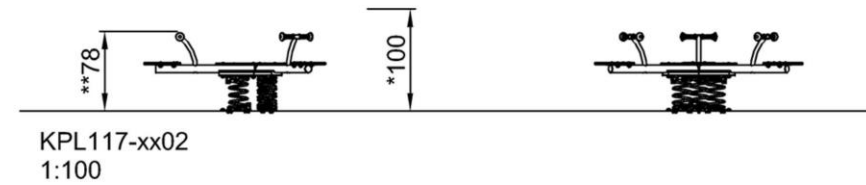
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



KPL117
*100cm
**78cm
***11,9m²



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

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Center platform

Physical: supports agility, balance and coordination when standing, using leg and core muscles, building bone density when jumping. Facilitate sitting and lying also, allowing for users with disabilities.

Social-Emotional: provides an inclusive space. Point for gathering and for care givers assisting. Teamwork and socializing when rocking together.



Color variation

Cognitive: supports rules understanding and rules games: children will find reasons for choosing the one or the other color.



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 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.

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



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.

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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.