



Double Springer, Two Seats

KPL121



Item no. KPL121-0401

General Product Information

Dimensions LxWxH	94x36x66 cm
Age group	2+
Play capacity (users)	2
Colour options	 



The Double Springer is a whimsical and attractive springer for two. It attracts players again and again, thanks to the combined play invitation for movement and social interaction. The attraction of rocking together is very much based in the movement response and the opportunity for friendly rough-and-tumble play with a friend. The carved handholds and

inclined foot supports invite a seated position with a low handhold. This makes rocking together a fun challenge. Furthermore the arm and leg muscles get ample use and training. It trains the sense of rhythm and the coordination. 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 the cooperation with friends train social-emotional life skills such as turn-taking and cooperation. Empathy is trained as well, as players consider others' limits and limitations.



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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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Installation Information	
Max. fall height	60 cm
Safety surfacing area	7,5 m ²
Numbers of installers (persons)	2
Total installation time	2.4
Excavation volume	0,17 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	42 cm
Shipment weight	42 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Springs	5 years
Handle	10 years
PE/PP components	5 years
Spare parts guaranteed	10 years



Seat is made of Ekogrip™ panel that consist of a 15mm thick PE base with 3 mm top-layer of soft rubber with a non-skid effect.



Handle is made of polypropylene PP with excellent impact strength and usable within a large temperature span.

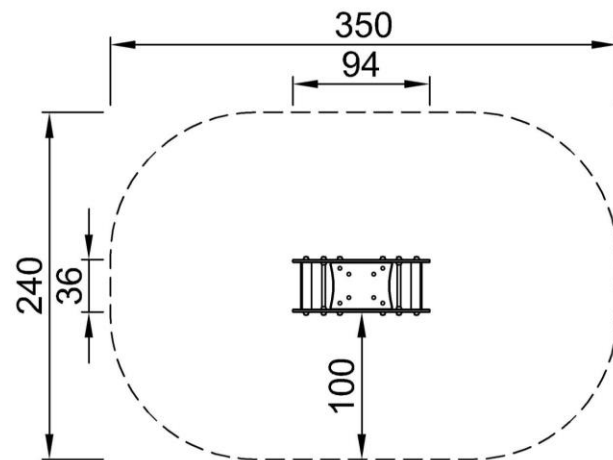


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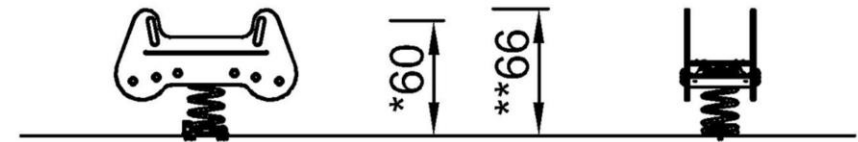
KPL121

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

* Max fall height | ** Total height



KPL121
*60cm
**66cm
***7.5m²



KPL121
1:100

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

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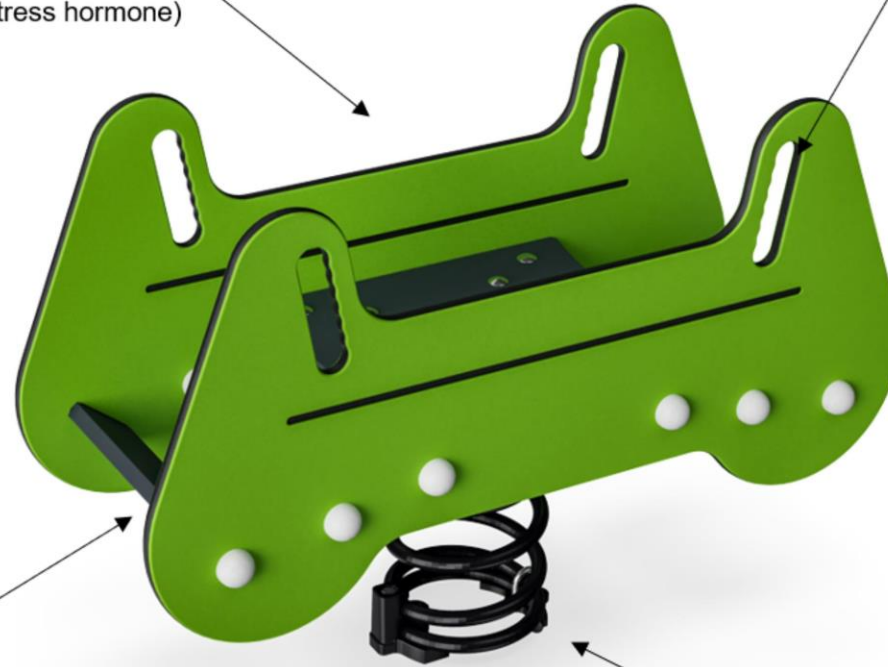
Double seating option

Social-Emotional: the possibility of rocking together trains cooperation skills. Furthermore, the physical contact with others is great for the well-being of children, measurable in lower cortisol (stress hormone) levels.



Handhold

Physical: the possibility to hold on tight enables intense rocking. This trains the hand and arm muscles.



Foot support

Physical: a good footrest supports intensive rocking. Rocking stimulates the senses of balance and space that are fundamental in managing the world securely. To rock intensely also supports coordination and muscle strength.



Rocking springer

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.

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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.