


Balance Beam

KPL819



Item no. KPL819-0601

General Product Information

Dimensions LxWxH	10x300x30 cm
Age group	4+
Play capacity (users)	2
Colour options	



The Balance Beam is a great playground classic, that attracts children again and again. It can function as playground glue, connecting activities and friends. It can also function as a point for a break, providing seating for children sharing, or parents or carers in need of a point from which to observe the children play. When children balance across the Balance Beam,

they train their equilibrium immensely. The sense of balance is a fundamental motor skill, that is basic for the development of all other skills. The sense of balance for instance makes it possible for children to sit still and concentrate. So the fun of physical play supports child development. The spaciousness allows for ample social interaction and

cooperative play.



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Beam is made of pine wood post pressure impregnated class AB with Tanalith E3475 according to EN335.



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.

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Installation Information	
Max. fall height	30 cm
Safety surfacing area	16,6 m ²
Numbers of installers (persons)	2
Total installation time	1.1
Excavation volume	0,30 m ³
Concrete volume	0,13 m ³
Footing depth (standard)	60 cm
Shipment weight	27 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
Galvanised steel	10 years
Pinewood	10 years
Spare parts guaranteed	10 years

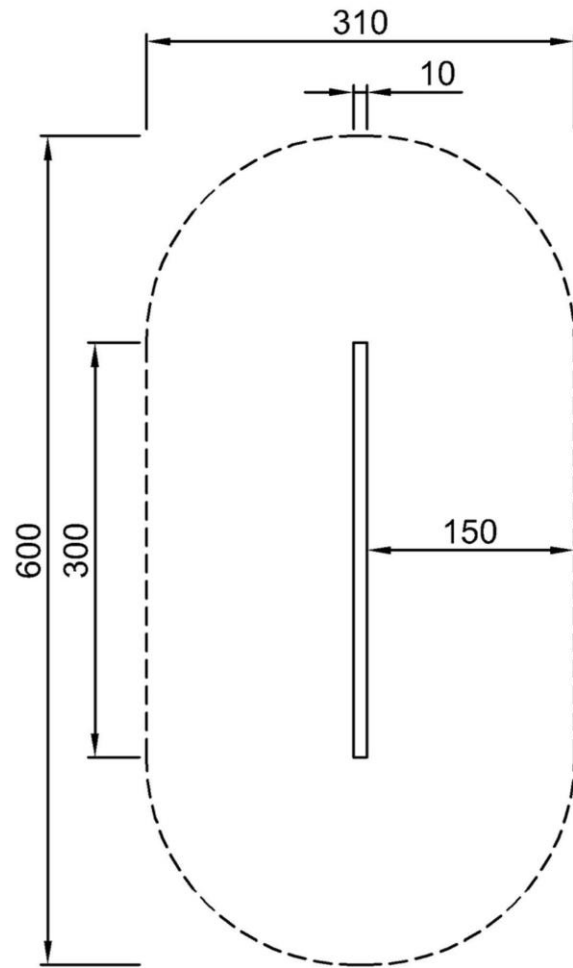


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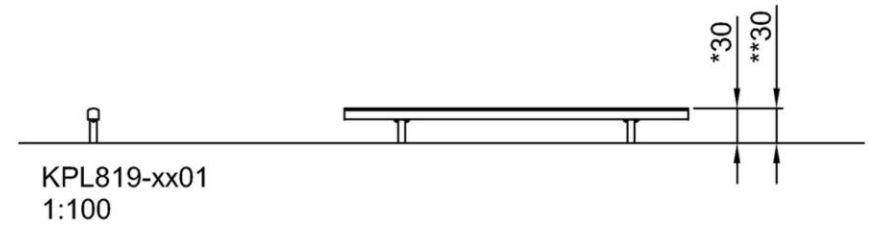
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



KPL819-xx01
*30cm
**30cm
***16.6m²



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

Balance Beam

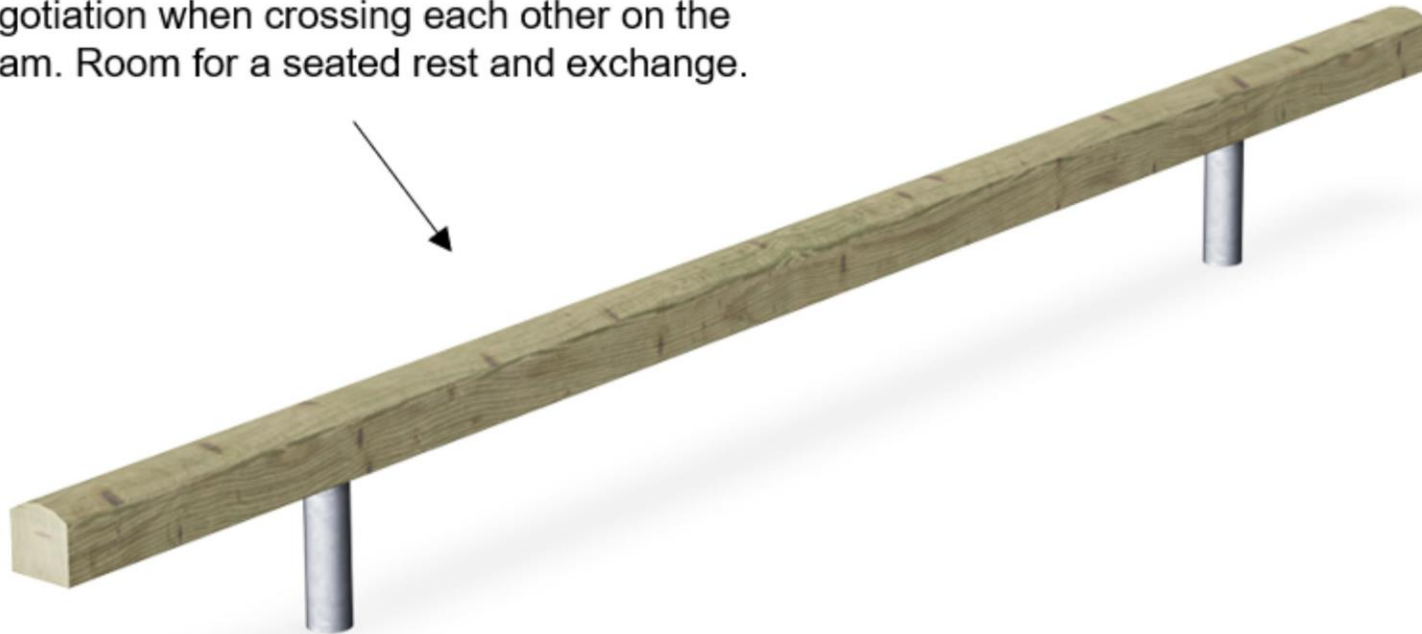
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Balance beam

Physical: trains the sense of balance, fundamental for all other motor skills that makes it possible to navigate the world confidently and securely.

Social-Emotional: turn-taking skills and negotiation when crossing each other on the beam. Room for a seated rest and exchange.



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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.