


# Sway Alley

KPL855



Item no. KPL855-0901

### General Product Information

Dimensions LxWxH	304x80x100 cm
Age group	6+
Play capacity (users)	2
Colour options	



The Sway Alley hugely attracts children to try out their balancing skills. It will be a playground success, again and again, thanks to the responsive horizontal logs: For every step the child takes, it trains important physical skills: use of the sense of balance, tensioning muscles in the feet, legs, core and arms to adjust equilibrium. For less trained bridge-

walkers, the side beams add a welcomed support. Walking the Wobble bridge is a highly social experience also. Children feel the movements of all the other children on the bridge thanks to the interconnected horizontal and vertical carrier chains. This feature adds to the physical challenge of keeping the balance when passing the bridge. It additionally spurs

cooperation, negotiation, turn-taking and consideration. These are important socio-emotional life skills, when making friends.



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



Overhead ladder bars are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



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.

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<b>Installation Information</b>	
Max. fall height	40 cm
Safety surfacing area	21,0 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	4.4
Excavation volume	0,45 m <sup>3</sup>
Concrete volume	0,25 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	127 kg
Anchoring options	In-ground ✓ Surface ✓
<b>Warranty Information</b>	
EcoCore HDPE	Lifetime
Pinewood	10 years
Chains	10 years
Spare parts guaranteed	10 years

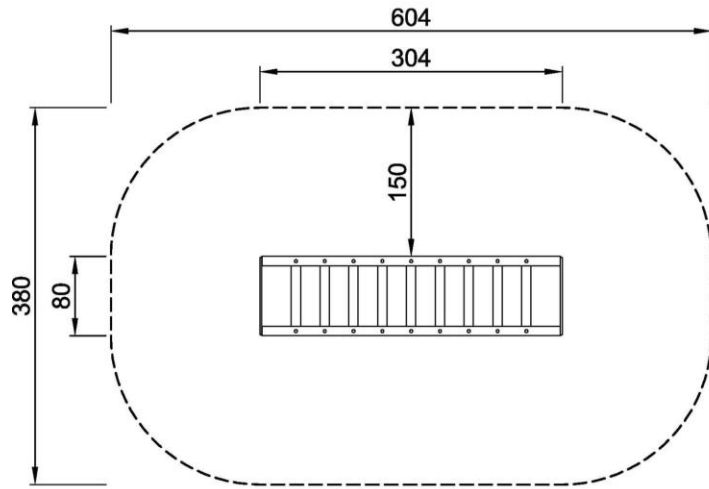


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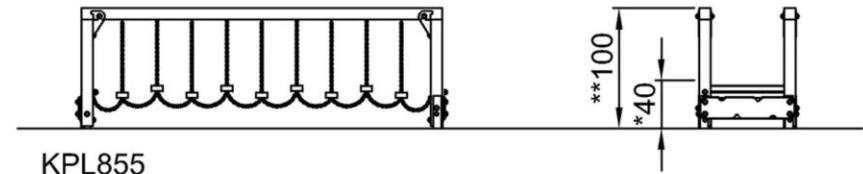
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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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\*40cm  
\*\*100cm  
\*\*\*21m<sup>2</sup>



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1:100

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

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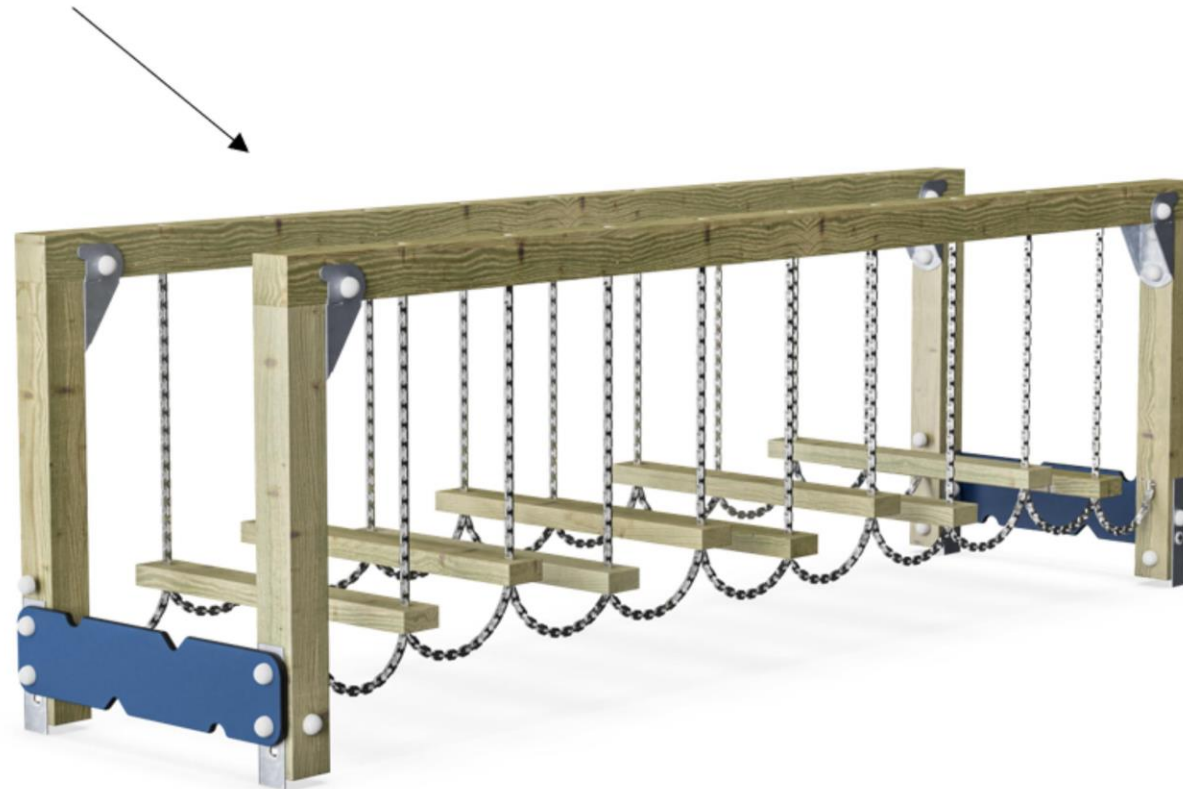
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## Sway alley

**Physical:** passing the swaying bridge steps develops the sense of balance, which is fundamental in navigating the world securely.

**Social-Emotional:** passing others on the way supports consideration and turn-taking skills.



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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.