



# Crazy Hen

M101



Item no. M10170-01P	
<b>General Product Information</b>	
Dimensions LxWxH	36x94x77 cm
Age group	1+
Play capacity (users)	1
Colour options	 



The Crazy Hen was a token for play for 50 years: the whimsical bird-look evokes children's curiosity. The rocking sensation make them want to come back again and again. Movement response is one of the greatest play sensations there are. Apart from the fun, this adds a feeling of control to the child's play. The responsive movement also trains the understanding of

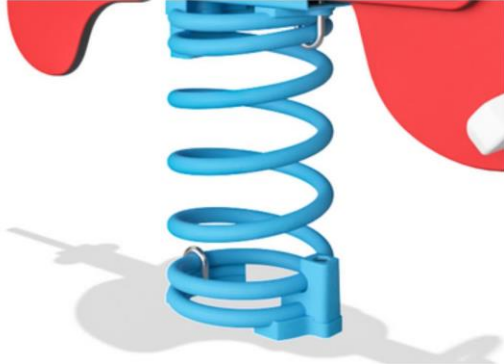
cause and effect in young children: that actions have an effect on the world. Rocking on the Crazy Hen trains the child's sense of balance and space as well as hand and arm muscles when holding tight and pushing your feet hard into the foot support. All of these basic motor skills and muscle training actions help train the child's bodily cognition, supporting important life

skills such as being able to sit still on a chair or navigate traffic securely.



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The springs are fixed by unique anti pinch fittings for maximum safety and long lifetime.



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.



Handles and foot rests are made of high-quality nylon (PA6), which requires low maintenance.

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<b>Installation Information</b>	
Max. fall height	60 cm
Safety surfacing area	7,4 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	2.3
Excavation volume	0,19 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	45 cm
Shipment weight	30 kg
Anchoring options	In-ground ✓ Surface ✓
<b>Warranty Information</b>	
EcoCore HDPE	Lifetime
Springs	5 years
Handle	10 years
Spare parts guaranteed	10 years

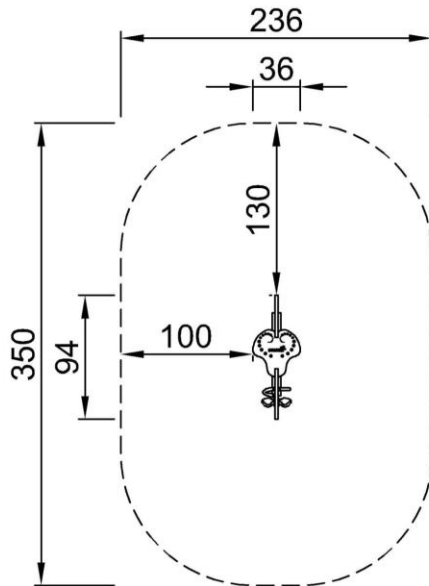


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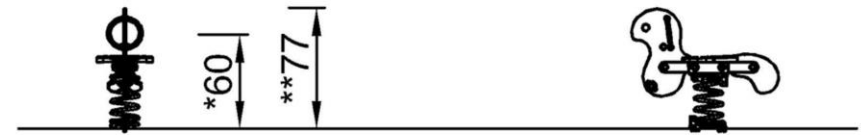
M101

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

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



M10170P  
\*60cm  
\*\*77cm  
\*\*\*7.4m<sup>2</sup>



M10170P  
1:100

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

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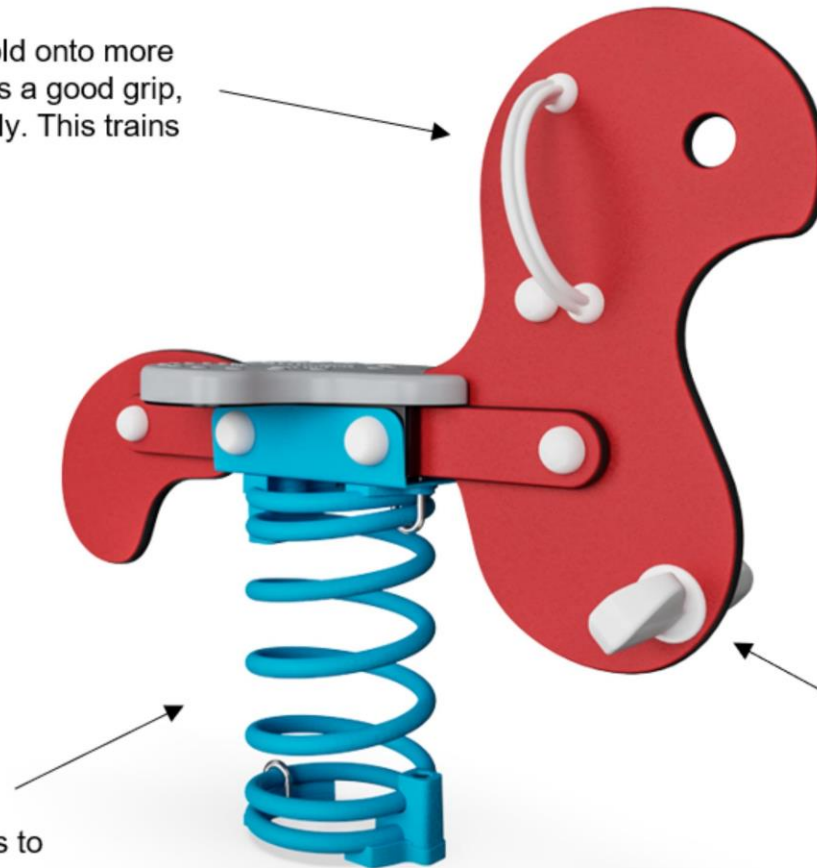
## Handhold

**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.



## Whimsical bird-look

**Cognitive:** suggests a theme and supports dramatic play, which stimulates languages and communication skills.



## Foot support

**Physical:** getting the foot support to rock intensely supports muscles and coordination.



## 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.

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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.