

Ambulance

M166



Item no. M16601-01P	
General Product Information	
Dimensions LxWxH	40x81x78 cm
Age group	1+
Play capacity (users)	1
Colour options	



Rocking on the Ambulance is a fun playground activity that children will return to again and again. Children are able to control the rate of play by moving their bodies to make the Ambulance rock. They will feel delighted to have the ambulance respond to their movements. The two sides support the seated position, and the foot and hand holds provide a

stable point to stem feet and hands from, to create the movement. This is not only fun, but is also good for physical and cognitive development. When children begin to learn the connections between their bodies and their movements, they begin to make cognitive connections to a range of body movements and sensations. The ambulance theme ignites the

child's imagination, and will encourage wonderful physical and imaginative play.



Ambulance

M166



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



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.

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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	1.5
Excavation volume	0,19 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	45 cm
Shipment weight	46 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Springs	5 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

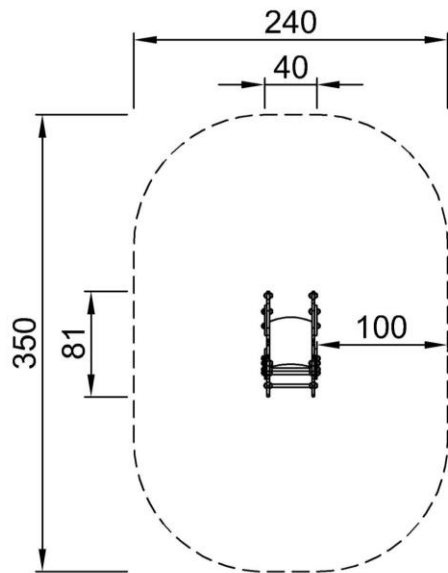


Ambulance

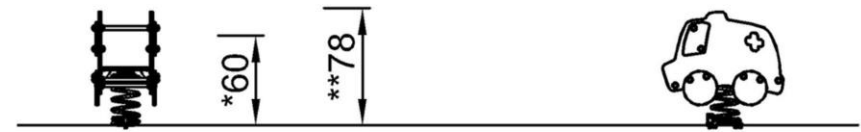
M166

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

* Max fall height | ** Total height



M16601P
*60cm
**78cm
***7.5m²



M16601P
1:100

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

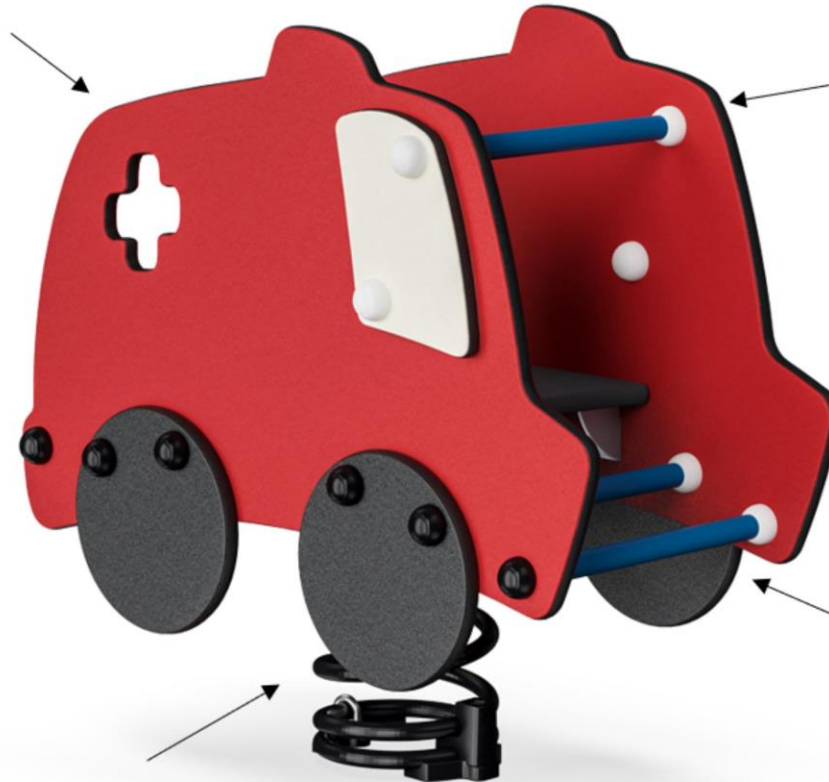
Ambulance

M166



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



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.



Foot support

Physical: the possibility of foot rest supports intensive rocking. Rocking stimulates the senses of balance and space that are fundamental in managing the world securely.



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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M166



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.