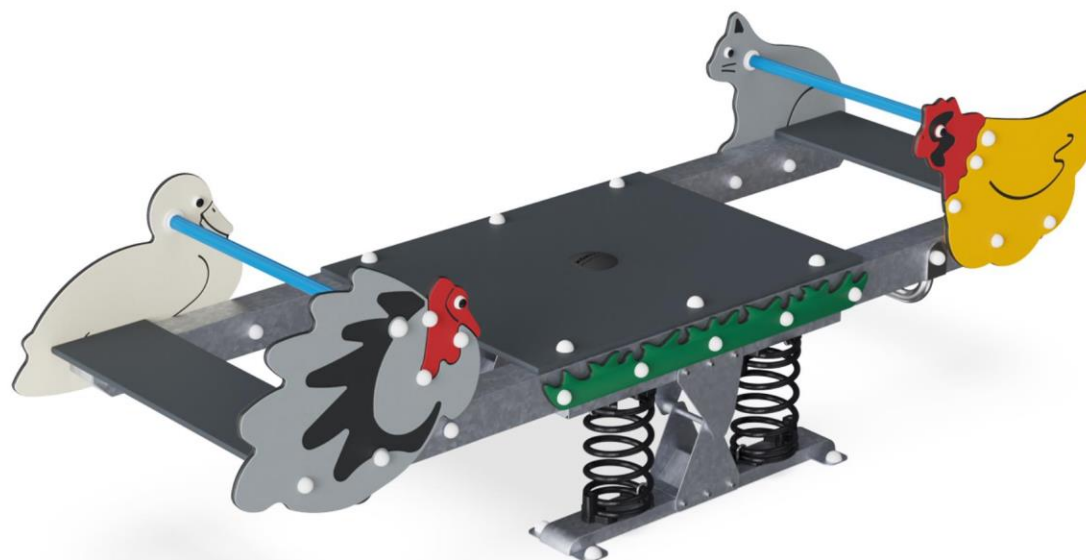


# Fairytale Seesaw

M176



Item no. M17601-01P	
<b>General Product Information</b>	
Dimensions LxWxH	108x328x99 cm
Age group	3+
Play capacity (users)	10
Colour options	



The Fairytale Seesaw motivates children to join in play, rocking together. The spacious design and sturdy back and foot support allow for many children of all abilities playing together. The risk seekers can stand on the middle platform securely, sensing the movement of the others. The spacious platform also allows for socializing, and children lying or sitting. There is

room enough for care givers, too. The seats at the end are big enough for older children as well as adults. The fun thrill of rocking, individually, or in small or in big groups, will make children return for more. Rocking on the fairytale seesaw enhances the children's muscles and motor skills, their balance and coordination. The spaciousness of the seesaw

supports development of social-emotional skills, e.g. cooperation, consideration and turn-taking. Toddlers experience cause-and-effect understanding.



*Data is subject to change without prior notice.*

# Fairytale Seesaw

M176



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.



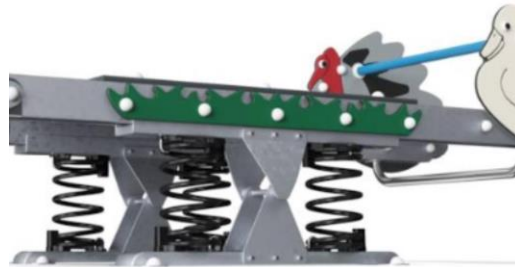
KOMPAN Springs are made of high quality spring steel according to EN10270. The springs are cleaned by phosphating before they are painted with an epoxy primer and a polyester powder coating as top finish. The springs are fixed by unique anti pinch fittings for maximum safety and long lifetime.



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



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



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.



Platform and seats are made of HPL with a thickness of 17,8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.

Item no. M17601-01P	
Installation Information	
Max. fall height	100 cm
Safety surfacing area	18,0 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	8.3
Excavation volume	0,15 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	42 cm
Shipment weight	291 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Springs	5 years
Galvanised steel	10 years
HPL seat	10 years
Spare parts guaranteed	10 years

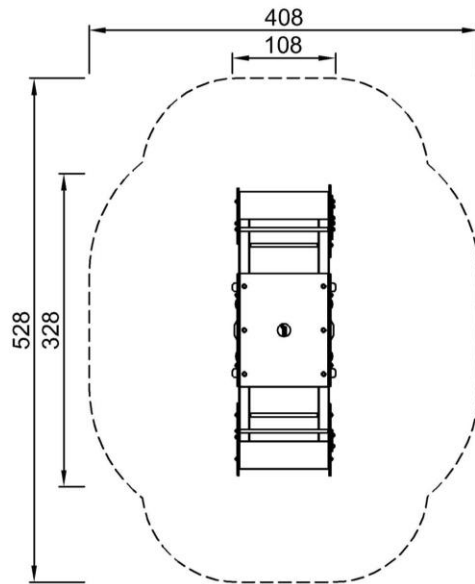


# Fairytale Seesaw

M176

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

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



M17601P  
\*100cm  
\*\*99cm  
\*\*\*18m<sup>2</sup>



M17601  
1:100

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

# Fairytale Seesaw

M176



## Eye

**Social-Emotional:** the eye evokes emotions of empathy, encouraging children to look the duck in the eye.



## 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 footrest supports intensive rocking. Rocking stimulates the senses of balance and space that are fundamental in managing the world securely.



## Center platform

**Physical:** supports agility, balance and coordination when standing, using leg and core muscles, building bone density when jumping. Facilitate sitting and lying also, allowing for users with disabilities.

**Social-Emotional:** provides an inclusive space. Point for gathering and for care givers assisting. Teamwork and socializing when rocking together.



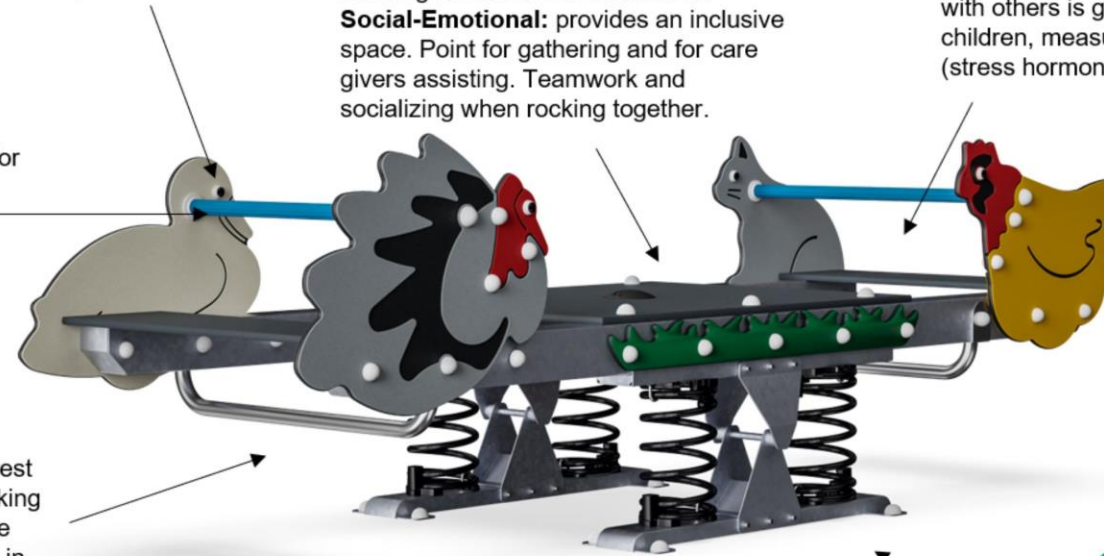
## Double seating option

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



## Animals

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



## 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.



## Rocking together

**Physical:** rocking promotes sense of balance and space, both important in for navigating the body confidently in space.

**Social-Emotional:** consideration of others when rocking.

**Cognitive:** cause and effect understanding for younger children.



# Fairytales Seesaw

M176



**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.