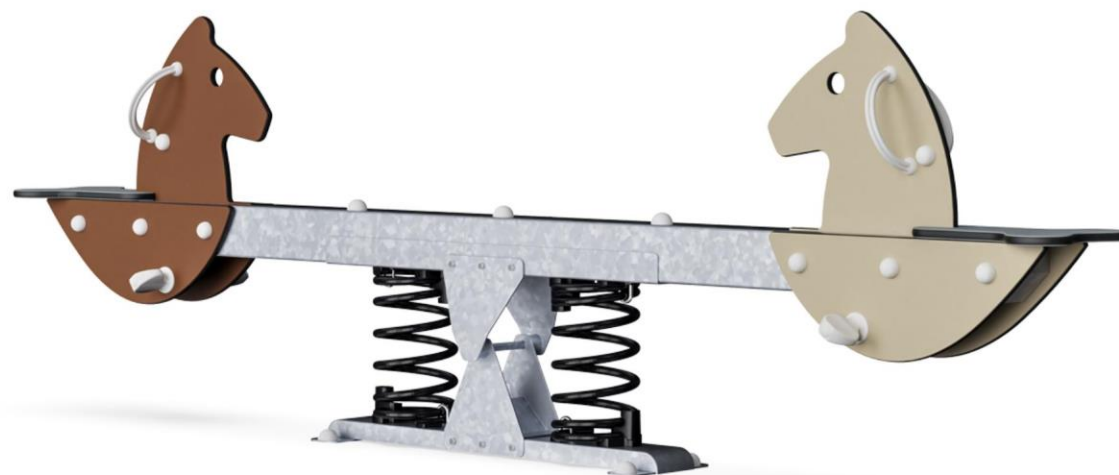


Horse Seesaw

M182



Item no. M18201-01P	
General Product Information	
Dimensions LxWxH	35x310x95 cm
Age group	3+
Play capacity (users)	2
Colour options	



The Horse seesaw with its friendly-looking horses and vibrant colors invite children to try out the rocking experience. Due to the supportive ergonomics, children will play intensely for a long time and come back time and time again. The springs make it possible for users of different ages and sizes to rock together. Adults can participate, too. The

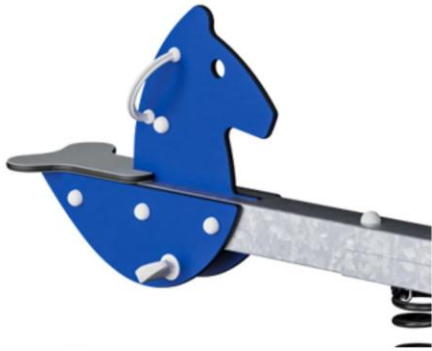
rounded seats and foot and hand holds allow children to give it a good go, even if they are nervous at first. The handgrips support a firm hold for a range of hand sizes. Rocking on the Hopper is a different seesaw experiences, as the springs allows for users of different numbers, weights and abilities to play and cooperate. The seesaw is great for cooperative

play: the child needs to consider the rhythm of the other players' movements. This is good training for cooperation and consideration and allows children with conditions such as autism to get a chance for social play in a secure framework.



Horse Seesaw

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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.



Handholds and footrests are made of injection moulded high quality nylon (PA6). PA6 has good wearing and impact strength.



The steel support posts are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.

Item no. M18201-01P	
Installation Information	
Max. fall height	100 cm
Safety surfacing area	10,6 m ²
Numbers of installers (persons)	2
Total installation time	4.3
Excavation volume	0,43 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	42 cm
Shipment weight	160 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Springs	5 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

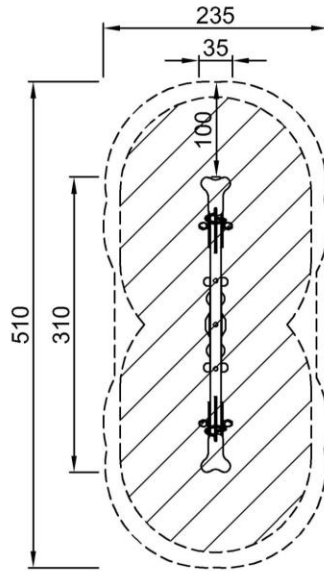


Horse Seesaw

M182

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

* Max fall height | ** Total height



M18201P
*100cm
**95cm
***10.6m²



M18201P
1:100

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

Horse Seesaw

M182



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.



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.



Horse

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



Rocking spring

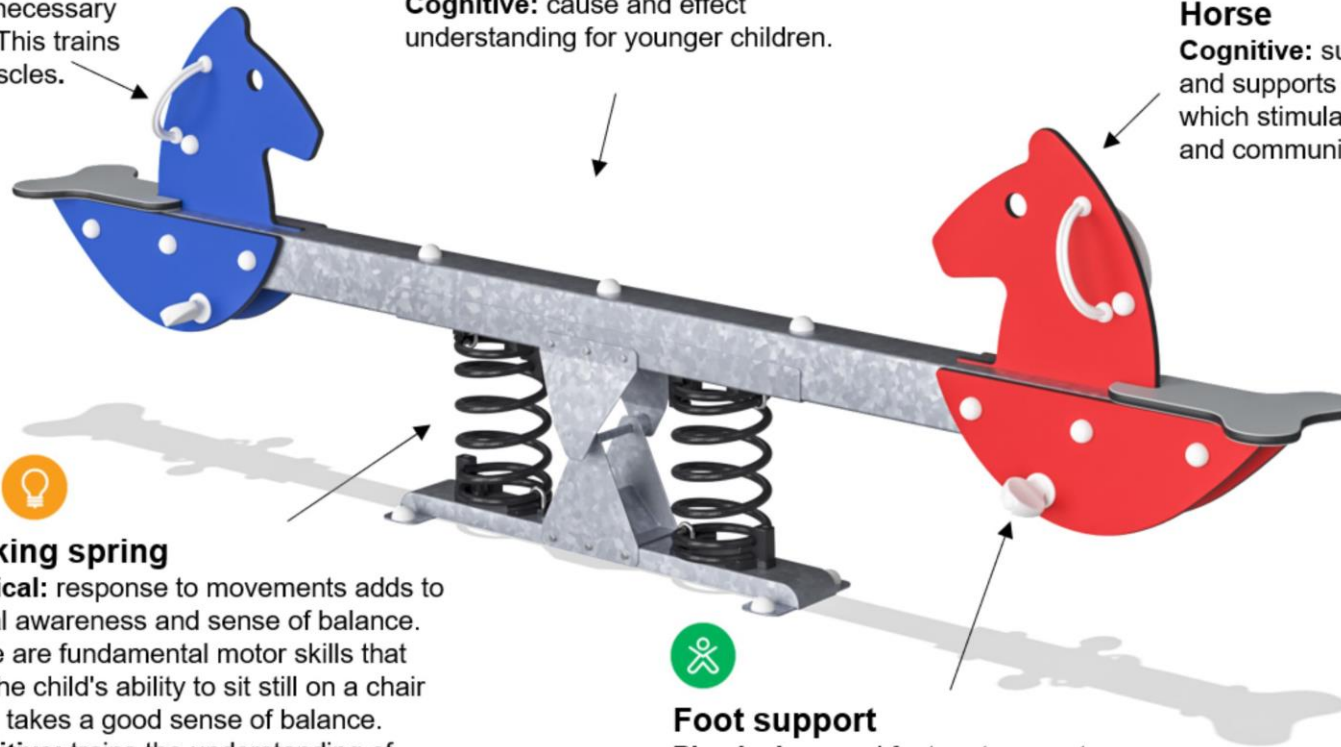
Physical: response to movements adds to spatial awareness and sense of balance. These are fundamental motor skills that help the child's ability to sit still on a chair which takes a good sense of balance.

Cognitive: trains the understanding of cause and effect: when I move my body, the spring responds with movement.



Foot support

Physical: a good foot rest supports intensive rocking. Rocking stimulates the senses of balance and space that are fundamental in managing the world securely. To rock intensely also supports coordination and muscle strength.



Horse Seesaw

M182



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.