


Cityhopper

M192



| | |
|------------------------------------|---|
| Item no. M19201-01 | |
| General Product Information | |
| Dimensions LxWxH | 50x72x73 cm |
| Age group | 2+ |
| Play capacity (users) | 1 |
| Colour options |  |



The City Hopper with its circular appearance and fun rocking capability, attracts and supports children's play again and again. The circular hand and foot rests allows for a variation of support heights, accommodating more age groups. The rocking sensation is a great movement response. Movement response is among the top play attractions for children, it

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. This stimulates logical thinking. Rocking the Cityhopper trains the child's sense of balance and space and also builds arm and leg muscles, holding tight and pushing feet hard to

increase speed. All of these basic motor and muscle skills build up the child's bodily cognition and life skills such as being able to navigate traffic securely.



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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.



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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Seats 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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|---------------------------------|--------------------------|
| Installation Information | |
| Max. fall height | 60 cm |
| Safety surfacing area | 7,7 m ² |
| Numbers of installers (persons) | 2 |
| Total installation time | 1.5 |
| Excavation volume | 0,21 m ³ |
| Concrete volume | 0,00 m ³ |
| Footing depth (standard) | 42 cm |
| Shipment weight | 34 kg |
| Anchoring options | In-ground ✓ Surface ✓ |
| Warranty Information | |
| EcoCore HDPE | Lifetime |
| Galvanised steel | 10 years |
| Springs | 5 years |
| Spare parts guaranteed | 10 years |

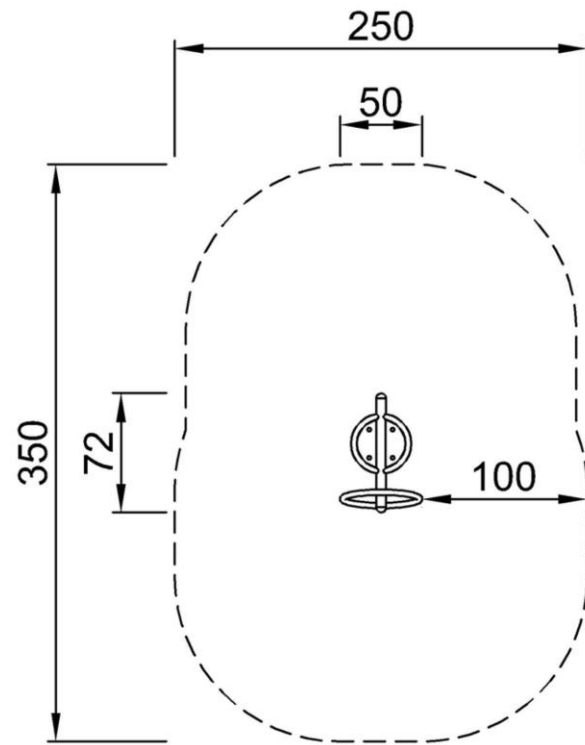


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



M19201
*60cm
**73cm
***7.7m²



M19201
1:100

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

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The circular hand and foot rest

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. 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.





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.