

Toddler Allotment House

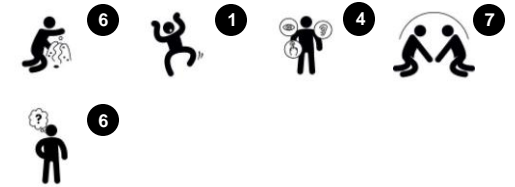
M410



Item no. M41000-3118P

General Product Information

Dimensions LxWxH	139x117x119 cm
Age group	6m+
Play capacity (users)	8
Colour options	



Wow! This toddler-sized allotment house is rich in activities that attract and hold young children in play, repeatedly. The varied play elements support the child's social-emotional, cognitive, and creative development. The many small or big openings and semi-open sides encourage play co-operation from the inside to the outside, increasing the number of children who can

participate in a way that makes sense. There is a number of manipulative play items that respond to the actions of the child: turning desk, spheres running in grooves and door lock. When items respond to the child's actions it stimulates an understanding of causal relations. It motivates talking and stimulates language development.



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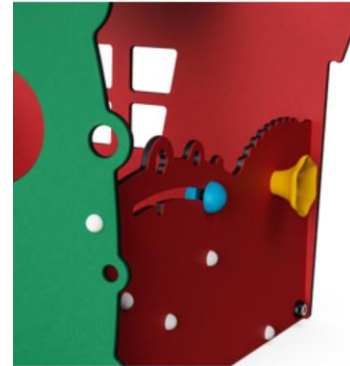
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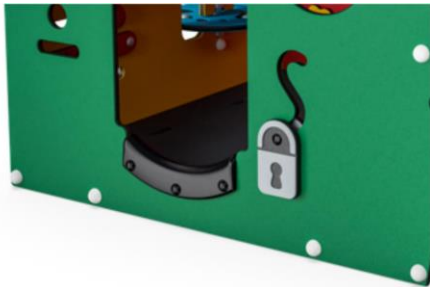
Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Floor is made of HPL with a thickness 10 mm and non skid surface texture according to EN 438-6. KOMPAN HPL has high wearing strength to ensure long lifetime in all climates.



Play activities like the Megaphone are made of injection moulded high quality nylon (PA6). PA6 has good wearing and impact strength and is UV stabilised.



Edge protection is made of PUR. It retains its properties in the temperature range of -30°C to 60°C. Material is UV stabilised.

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Installation Information	
Max. fall height	30 cm
Safety surfacing area	16,3 m ²
Numbers of installers (persons)	2
Total installation time	5.8
Excavation volume	0,09 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	34 cm
Shipment weight	153 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Movable parts	2 years
HPL decks	10 years
Spare parts guaranteed	10 years

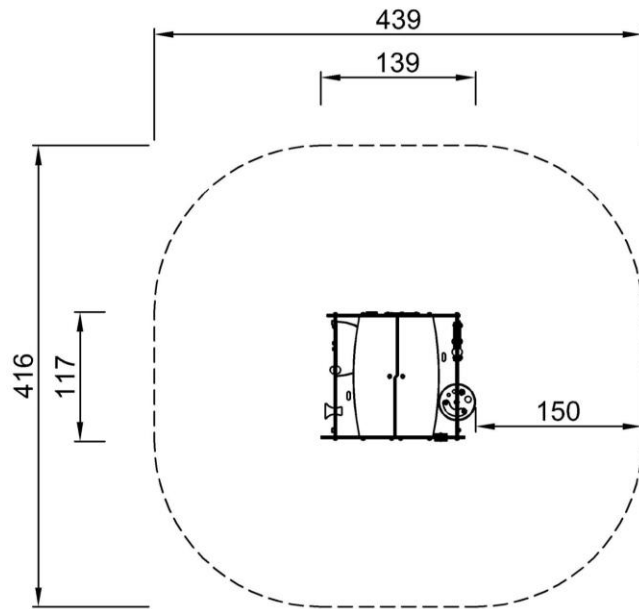


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



M41000
*30cm
**119cm
***16.3m²

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

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Desk

Social-Emotional: fine meeting place and a space creator. Sharing and cooperation from both sides create a social scenario that supports communication and cooperation.



Megaphone

Social-Emotional: can be played from both sides, encouraging cooperation.
Cognitive: distortion of sound evokes curiosity and stimulates an understanding of cause and effect.



Window

Social-Emotional: invites interaction between sides and cooperative play.



House

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



Padlock

Cognitive: the padlock set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language skills.



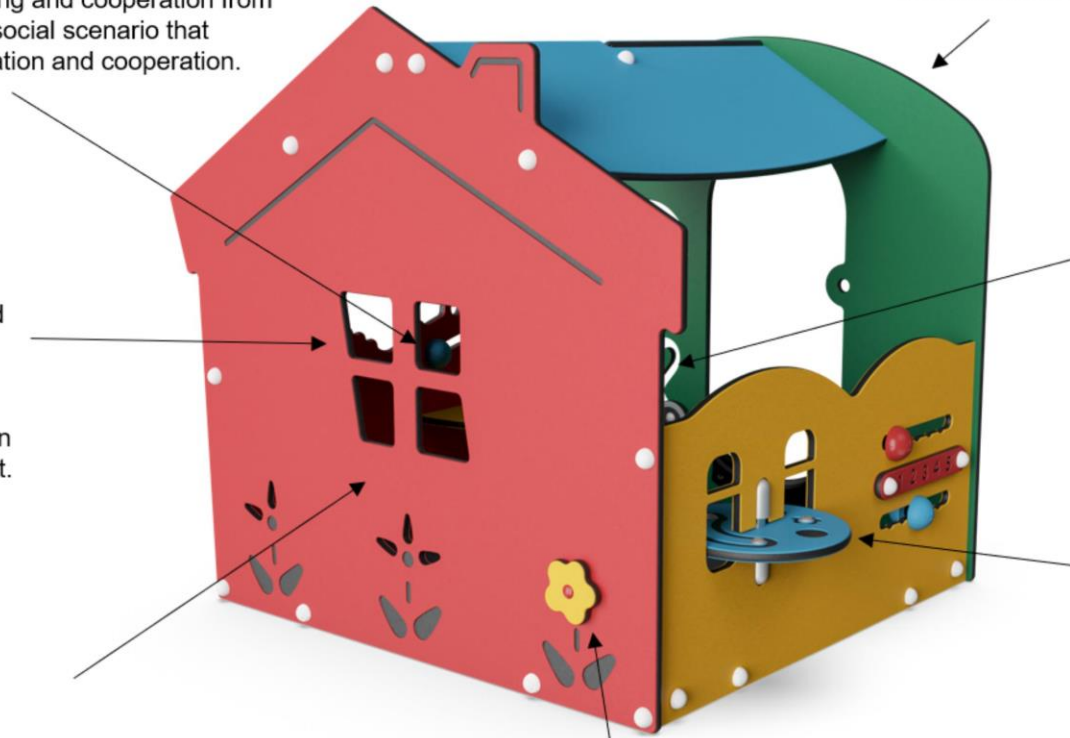
Turn disk and sound creator panel

Social-Emotional: spurs group play and conversations with its two-sidedness.
Cognitive: logical thinking, understanding numeracy.
Creative: creating sounds when the spheres run through grooves.



Flower

Cognitive: the flower set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language skills.



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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.