

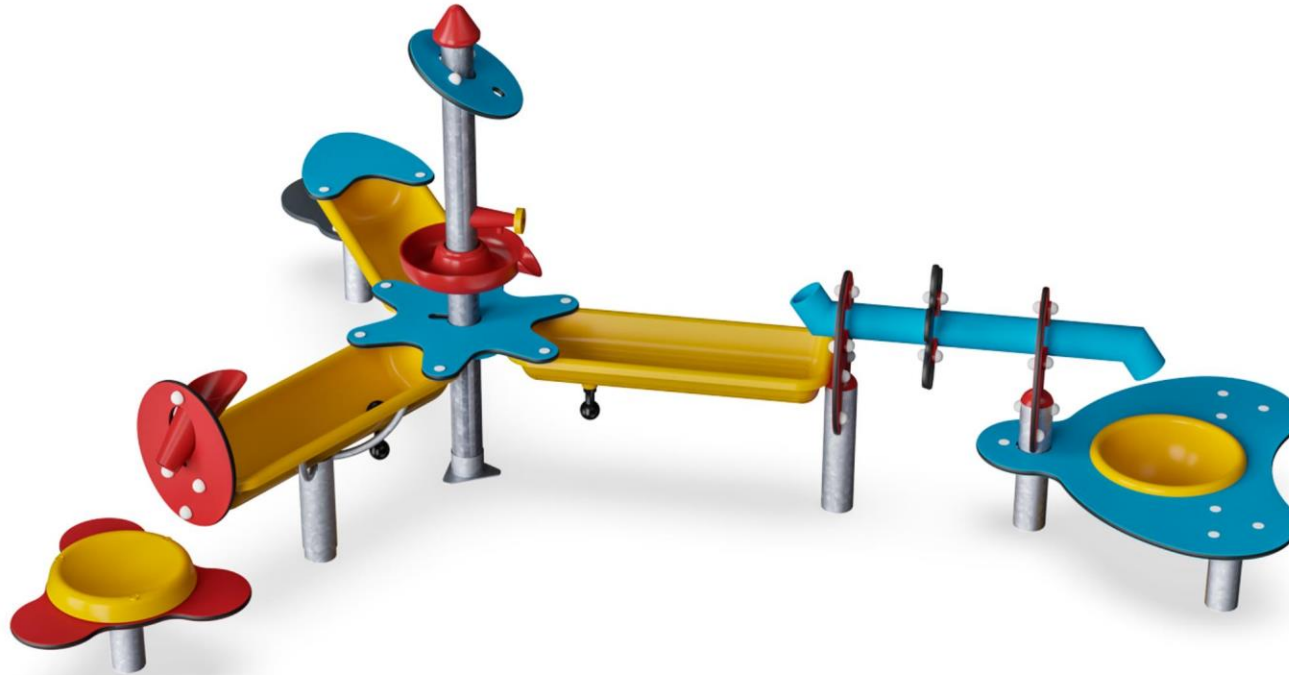
# Waterfall & Chain

M591

Item no. M59170-3417P

### General Product Information

Dimensions LxWxH	357x309x159 cm
Age group	6m+
Play capacity (users)	16
Colour options	



The star-shaped Waterfall and Chain with its vivid, warm colours attracts children again and again. The richness of tactile activities to be explored invites deep play and makes the child want to stay and play for a long time and revisit, again and again. The star shape makes possible social play as all children can see the other children playing, get inspired and keep

contact with one another. The yellow basins can be emptied by pulling the black water stoppers. Children will do this again and again to watch the water running out under the basin. The red water tub with dispenser in the middle of the star opens when pressed and closes when not. This means that all users can open or close the water tap in some way. There is

ample table and seating space, allowing for creative play with sand and water. With the proper surfacing solution, the piece can be used and accessed from all sides by all users.



Data is subject to change without prior notice.

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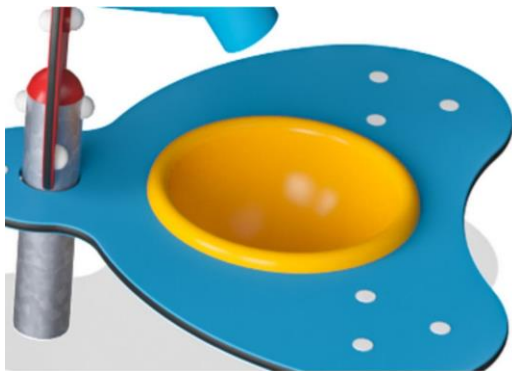
Seats are made of High-Pressure Laminate HPL with a thickness 17.8mm and non skid Surface texture according to EN 438-6. KOMPAN HPL has high wearing strength to ensure long lifetime in all climates.



Long basin is made of pressure moulded high quality nylon (PA6). PA6 has good wearing and impact strength.



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.



Yellow basin is made from UV-stabilised PC with a thickness of 3 mm. The basin can be lifted up for emptying. The basin is fixed to the structure by a steel chain to prevent removal.

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Installation Information	
Max. fall height	0 cm
Safety surfacing area	29,3 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	7.6
Excavation volume	0,95 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	62 cm
Shipment weight	253 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
HPL seat	10 years
Galvanised steel	10 years
Hollow PE parts	5 years
Movable parts	2 years
Spare parts guaranteed	10 years

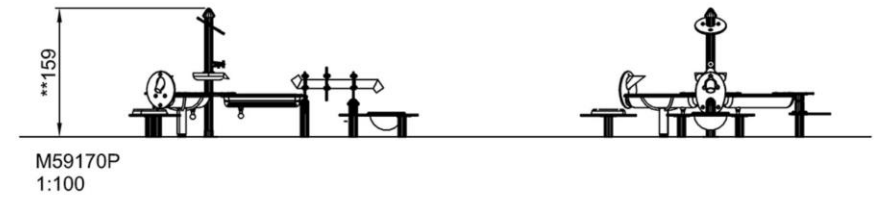
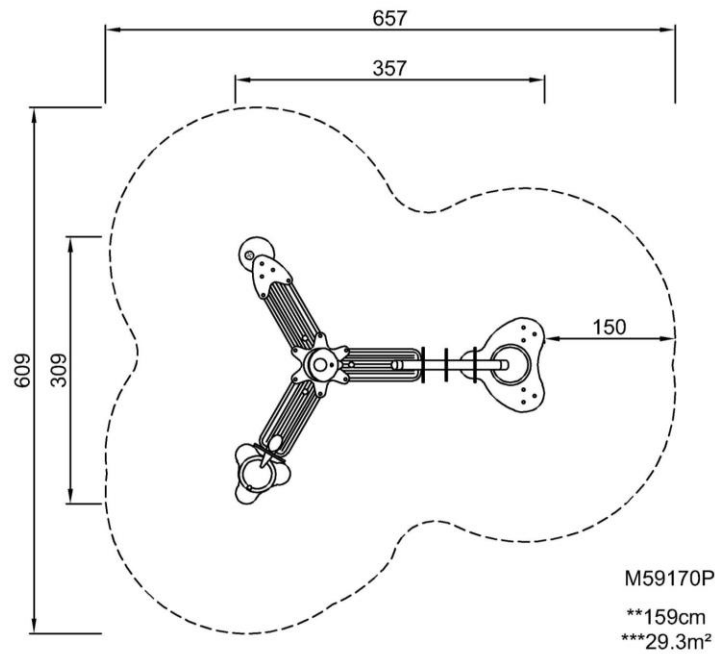


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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

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## Seat

**Physical:** climbing up, jumping down trains muscle and motor skills such as coordination, which is important in navigating your body securely through the world.  
**Social-Emotional:** children can sit and work together due to the three seats/tables.



## Water tap

**Social-Emotional:** trains turn-taking and cooperation when helping get water.  
**Cognitive:** trains cause-and-effect understanding and logical thinking when figuring out how to push for water and let go for stopping the water stream.  
**Creative:** the water when mixed with other materials creates a flexible material that can be changed and shifted, all adding to the child's creation skills.



## Red water dispenser

**Social-Emotional:** trains cooperation and negotiation skills when figuring out where to funnel water to.  
**Cognitive:** trains logical thinking in distributing the water to the basin intended, or elsewhere.  
**Creative:** mixing the water with various grained materials into new, shapeable material stimulates the urge to create in the children.



## Sand funnel

**Social-Emotional:** trains cooperation and turn-taking as children pour water into the funnel.  
**Cognitive:** the passing of materials through funnels trains the children's logical thinking and for younger children the understanding of object permanence: that materials don't vanish, but run through at the other end.



## Sand basin

**Physical:** climbing up, jumping down trains muscle and motor skills such as coordination, which is important in navigating your body securely through the world.  
**Social-Emotional:** children can sit and work together due to the three seats/tables.



## Yellow basin with black rubber stop

**Cognitive:** the logical thinking and understanding of cause-and-effect are trained when children stop or let go of water from the basin.  
**Creative:** water play and mixing water with various grained materials into new, shapeable material stimulates the urge to create in the children.



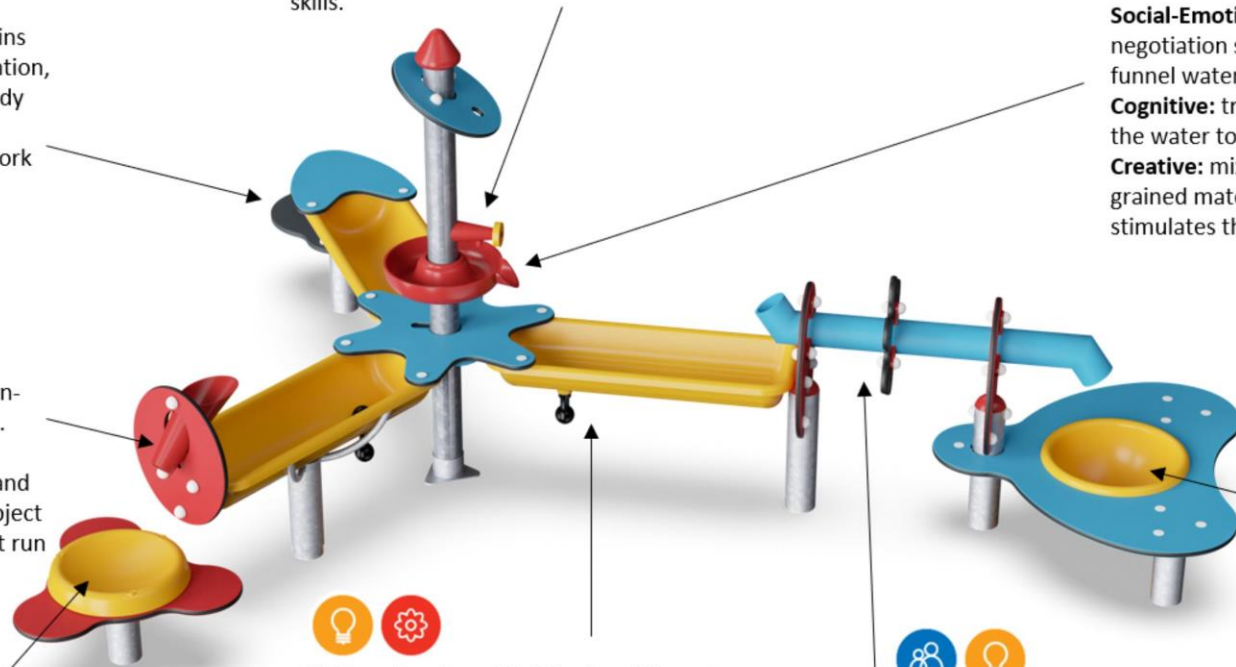
## Long water tube

**Social-Emotional:** children cooperate and communicate from both ends when running water through the tube.  
**Cognitive:** trains logical thinking and cause-and-effect understanding when children wait for the water to run through.



## Water basin

**Cognitive:** the basin can be lifted and emptied, adding to play as well as to logical thinking skills.



# Waterfall & Chain

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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.