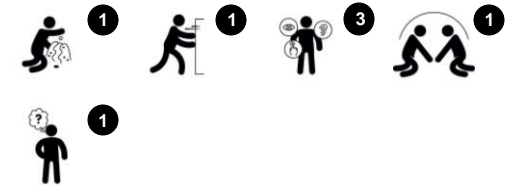


Water Tap

M59305



Item no.	
General Product Information	
Dimensions LxWxH	29x17x107 cm
Age group	2+
Play capacity (users)	1
Colour options	



The water tap is a fantastic play invitation. With its unique universal design it attracts all children in play again and again. The yellow tap only pours water when pushed. When the child lets go of it, the water stops running. It is put at a height where everyone can reach it. Streaming water holds an eternal attraction to children. When merged with sand, the play

experience gets magic. Pushing the tap and feeling the sensation of water streaming will stimulate children's thinking skills and their understanding of cause and effect. Furthermore, the tactile stimulation is intense. Merging water with sand will inspire hours of creative play, shaping and building sand, getting to know the changing characteristics of

sand when it is dry and when it is wet and can be shaped.



Data is subject to change without prior notice.

Water Tap

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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.

Tap is made of injection moulded high quality UV-stabalised nylon (PA6). Nylon has good wearing and impact strength.

Item no.	
Installation Information	
Max. fall height	0 cm
Safety surfacing area	8,2 m ²
Numbers of installers (persons)	2
Total installation time	
Excavation volume	
Concrete volume	
Footing depth (standard)	
Shipment weight	
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	

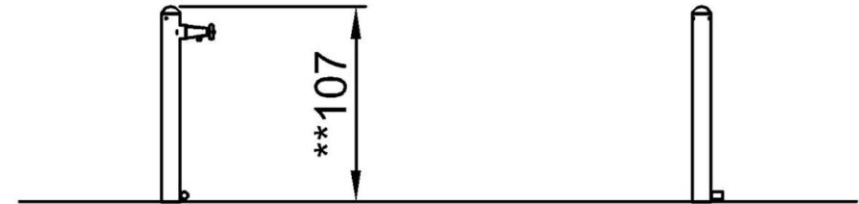
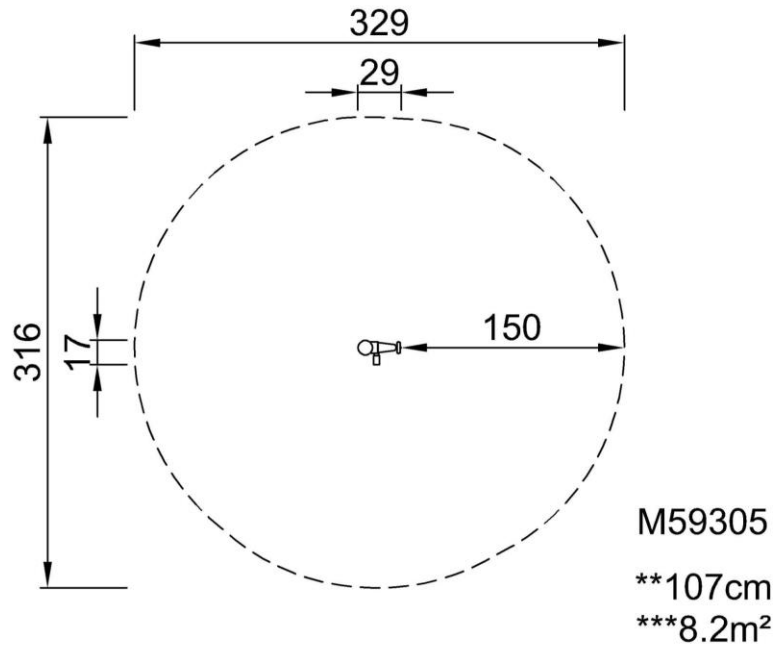


Water Tap

M59305

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

* Max fall height | ** Total height



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

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

Water Tap

M59305



Water tap

Social-Emotional: develops turn-taking and cooperation when helping get water.

Cognitive: supports cause and effect understanding and logical thinking when figuring out how to push for water and let go for stopping the water stream.

Creative: changing the amounts and sequences of the water flow.

Water Tap

M59305



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.