

Sand & Water Work Station

MSC5419

KOMPAN
Let's play



Item no. MSC541900-3417P

General Product Information

Dimensions LxWxH	234x134x127 cm
Age group	6m+
Play capacity (users)	5
Colour options	



WOW! The Sand & Water Work Station is the strongest, dense invitation to play creatively with friends. Sand and water play is serious play for young children, who benefit greatly from opportunities to experiment with the properties of natural materials feeling, forming and building with it. This is supported by a sand basin, a sand funnel and a sand shovel. The

holes in the flowers on top are shaped so that a hose can fit, for adding water. The two heights of the table support children ergonomically across ages. The work station has ample room for young children to play side by side or together. This supports children's social-emotional skills as they grow to form friendships and social relations. The Sand &

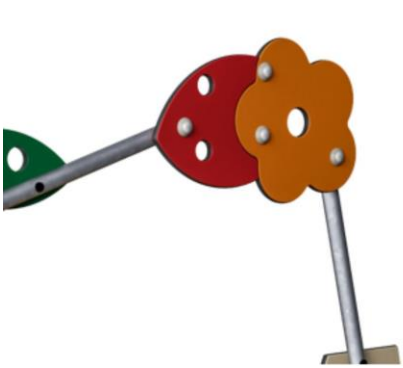
Water Work Station is not only attractive, it is a way to motivate children to play their way to life skills, insights and friendships.



Data is subject to change without prior notice.

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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.



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.



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.



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



Sand shovel is made of PP. PP has good wearing and impact resistance.

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Installation Information

Max. fall height	0 cm
Safety surfacing area	17,4 m ²
Numbers of installers (persons)	2
Total installation time	5.5
Excavation volume	0,23 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	60 cm
Shipment weight	71 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

EcoCore HDPE	Lifetime
Movable parts	2 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

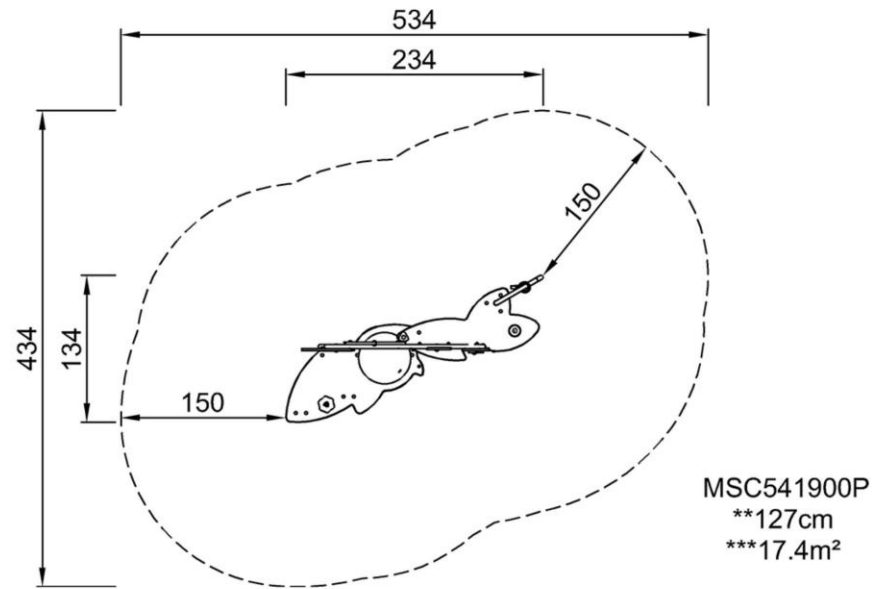


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



MSC54190P
1:100

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

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Desk with sieve

Social-Emotional: children can gather and store materials, cooperate and take a break together.

Cognitive: sand can be shifted through the sieve, for understanding of cause and effect and object permanence.



Sand shovel

Physical: develops dexterity and upper body muscles.

Cognitive: understanding of object permanence, emptying and filling scoop.



Funnel

Social-Emotional: trains cooperation and turn-taking as children put materials into the funnel.

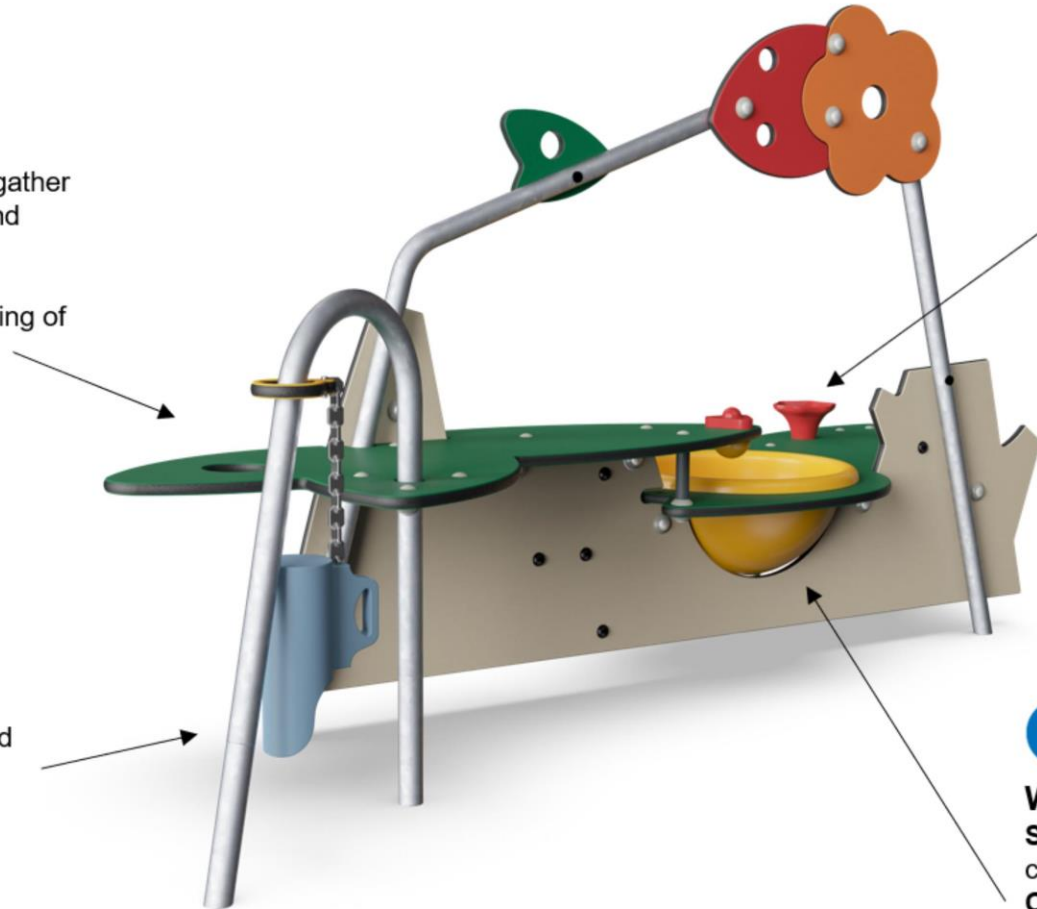
Cognitive: the passing of materials through funnels supports the children's logical thinking and for younger children the understanding of object permanence: that materials don't vanish, but run through at the other end.



Water bassin

Social-Emotional: meeting point for cooperation and sharing.

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