

Home & Garden

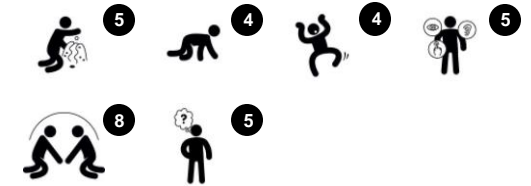
MSC542102



Item no. MSC542102-3417P

General Product Information

Dimensions LxWxH	194x218x170 cm
Age group	6m+
Play capacity (users)	16
Colour options	



Amazing! The adorable Home & Garden play frame combination sets the stage for endless hours of dramatic play and play explorations. The thrill in almost getting lost in the different corners is immense for toddlers. The richness of tactile detail support explorative play and adds to the play duration. The spaces under the box bench, in the garden and house space,

offer graduated play. The transparency of the Home & Garden allows children to play from the outside. This is invited with many tactile activities and openings, supporting cooperative play and social-development. The manipulative items train cause-and-effect understanding, too, stimulating logical thinking. The recognizable themes inspire dramatic play, which is known to

develop language and communication skills. The Home & Garden is playful learning of life skills.



Data is subject to change without prior notice.

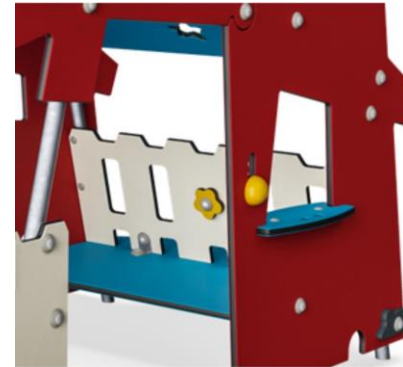
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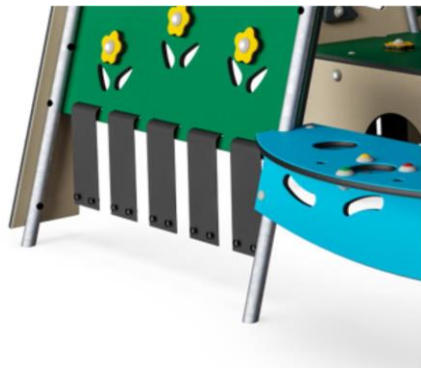


Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.

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 spheres are made of PP. PP has good wearing and impact resistance.



Straps are made of soft and bendable woven bands. Base material of straps is PP which has good wearing and impact resistance.



Sand strainer is made of high-quality stainless steel to ensure durability of the product.

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Installation Information

Max. fall height	45 cm
Safety surfacing area	22,0 m ²
Numbers of installers (persons)	2
Total installation time	11.8
Excavation volume	0,32 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	60 cm
Shipment weight	252 kg
Anchoring options	In-ground ✓ Surface ✓

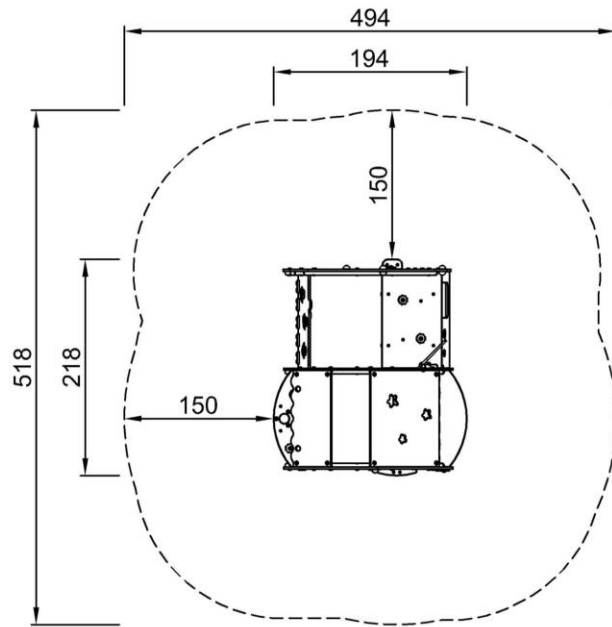
Warranty Information

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

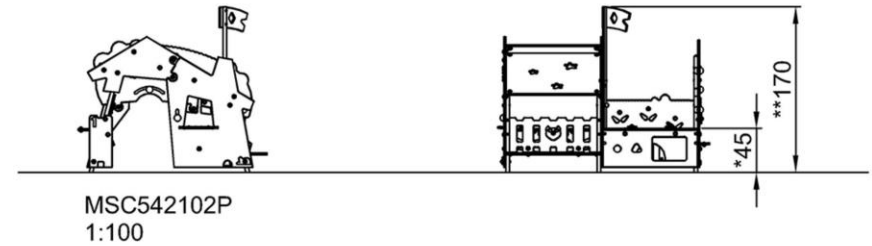


* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



MSC542102P
*45cm
**170cm
***22m²



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



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.



Bench

Social-Emotional: gathering, cooperating or taking a break from play - all train social skills.



Cat

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



Window

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



Den

Physical: crawling through the possible openings trains spatial awareness.
Social-Emotional: the enclosed space invites social play for two or three children.
Cognitive: the differently shaped holes (triangle, circle, square, square with curtains) invites naming and exploring shapes, supporting the understanding of shapes, space and measures.



House

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



Play spheres

Social-Emotional: can be played from both sides, encouraging cooperation.

Cognitive: cause and effect understanding.

Creative: leave a mark and place the spheres at different positions.



Climb-through hole with curtains

Physical: the hole allows for climbing and crawling through, developing cross-coordination, proprioception and spatial awareness.

Social-Emotional: cooperation and turn-taking when playing with friends on the other side.

Cognitive: understanding of object permanence: things can disappear without being gone forever – a thrilling insight.

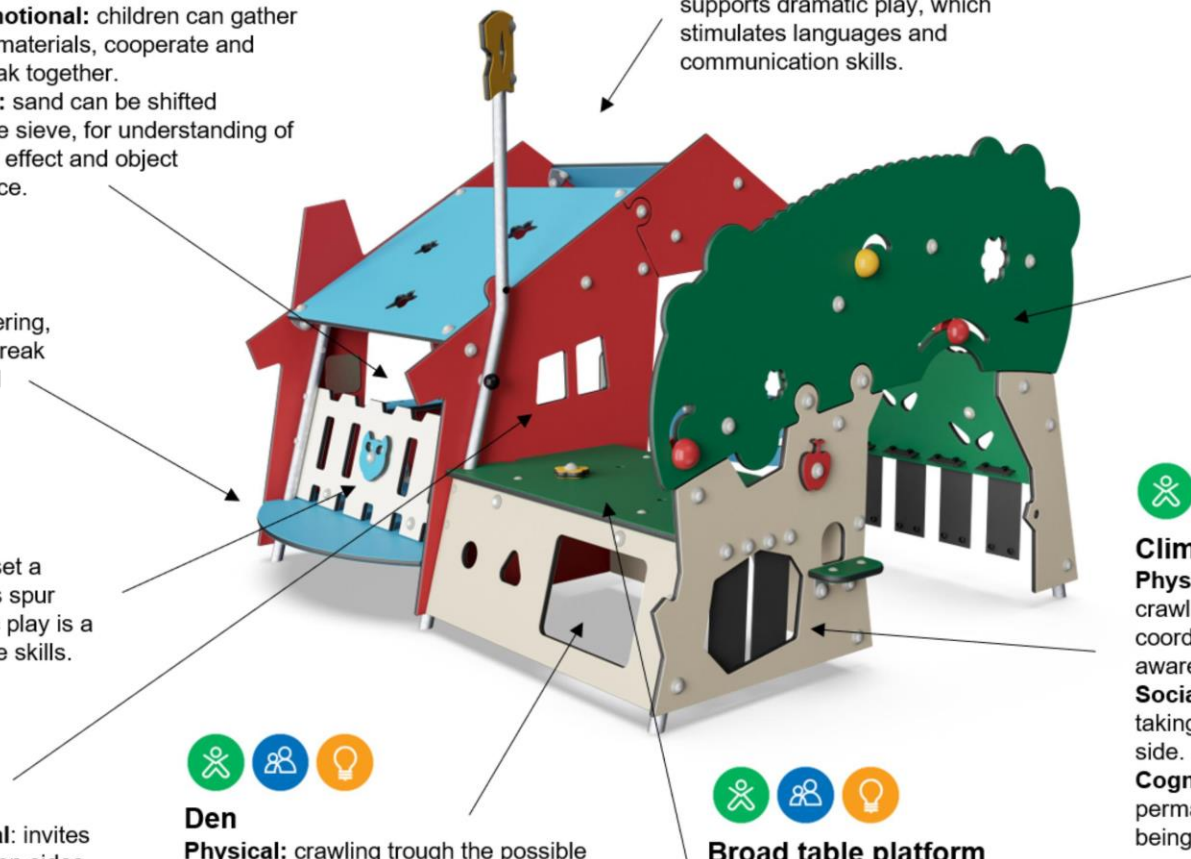


Broad table platform

Physical: cross-coordination and spatial awareness when crawling over and under. This trains secure navigation of space.

Social-Emotional: space for meeting, resting and socializing.

Cognitive: dark green horizontal panel and the sand colored vertical panels support the understanding of space.



Home & Garden

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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.