

# Service & Workshop

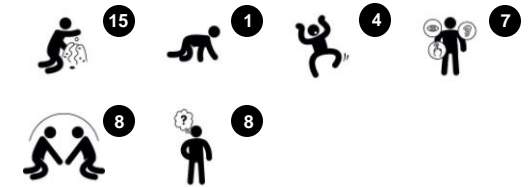
MSV602



Item no. MSV60200-0201

### General Product Information

Dimensions LxWxH	147x120x121 cm
Age group	6m+
Play capacity (users)	8
Colour options	



The Service & Workshop is a wildly attractive play universe for infants and toddlers. It is loaded with play possibilities and children play intensely, again and again. Infants and toddlers explore, using the structure as support for raising, crawling and walking around. Numerous playfeatures motivate social play and support child development. The Stop-Go

sign, the gears and strings unite children that way. The Workshop side has tangible themes: gearing and steering wheels and microphone. The Service side has pressure measurer and bell. The pushing, pulling and investigation of the numerous manipulative play items stimulate the child's logical thinking skills. The rich themes inspire dramatic play, which is

phenomenal for language development – a main factor for learning, friendship-building and life success.



Data is subject to change without prior notice.

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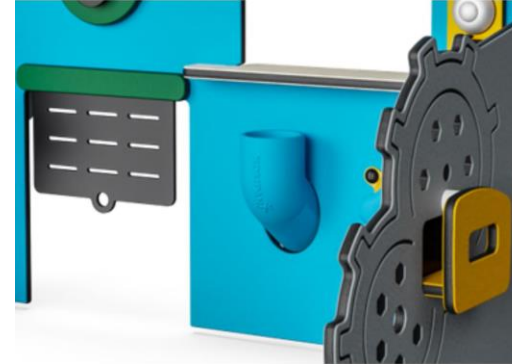
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Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



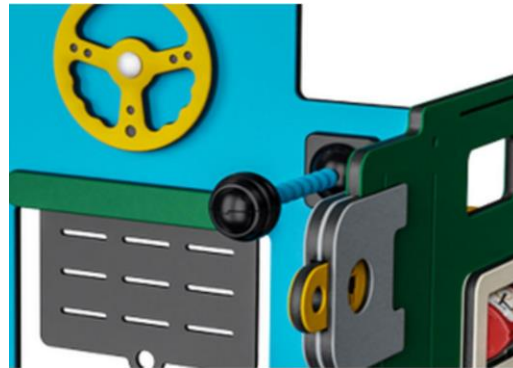
Corocord membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Tested and compliant with REACH requirements for PAH. Embedded is a four-layered armouring made of woven polyester. The armouring and the two surface layers result in a total thickness of 7.5 mm.



Sand pipe is made from rotomoulded PE. PE has high impact resistance across a wide temperature span which ensures durability.



Pots are made of pressure moulded high quality nylon (PA6). PA6 has good wearing and impact strength.



Microphone is made of PC and fitted on a flexible shaft of POM material.

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### Installation Information

Max. fall height	0 cm
Safety surfacing area	15,1 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	6.1
Excavation volume	0,00 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	0 cm
Shipment weight	52 kg
Anchoring options	Surface ✓

### Warranty Information

EcoCore HDPE	Lifetime
Movable parts	2 years
PUR components	10 years
Membrane	2 years
Spare parts guaranteed	10 years

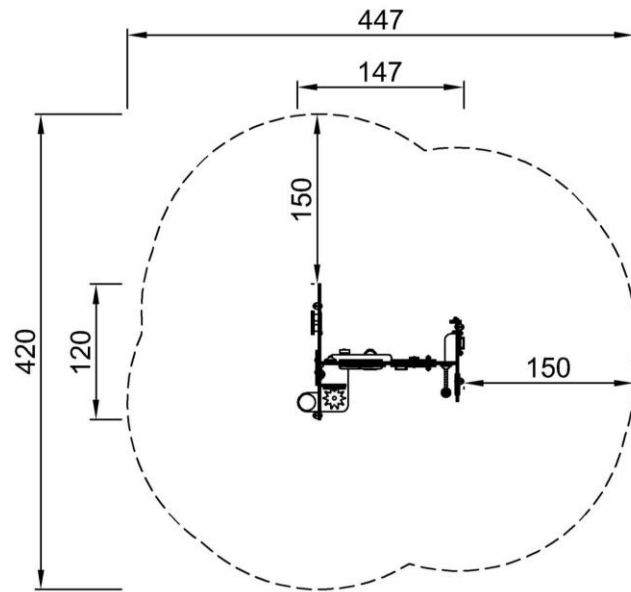


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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\*\*121cm  
\*\*\*15.1m<sup>2</sup>

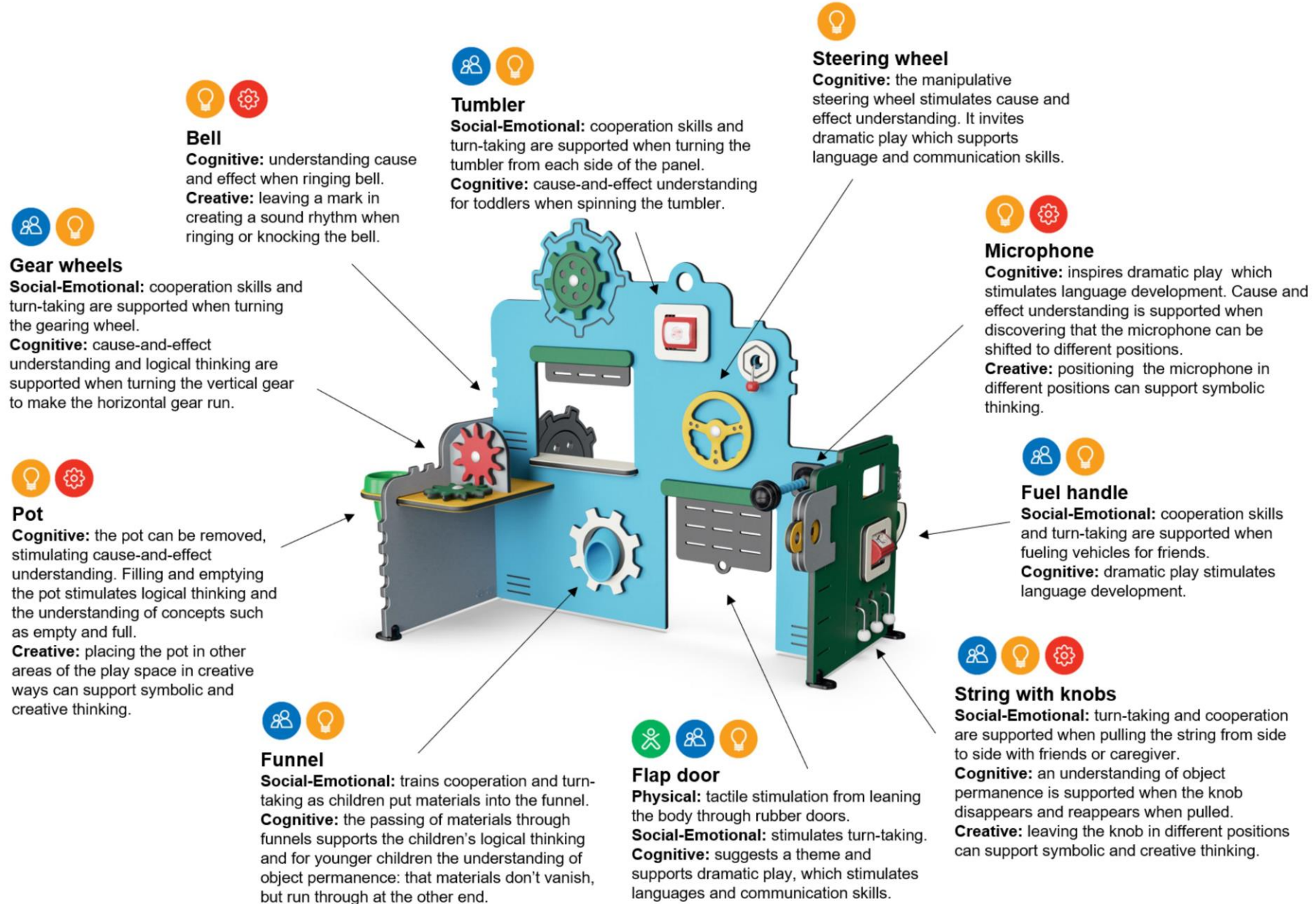


MSV60200-0201  
1:100

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

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## Gear wheels

**Social-Emotional:** cooperation skills and turn-taking are supported when turning the gearing wheel.  
**Cognitive:** cause-and-effect understanding and logical thinking are supported when turning the vertical gear to make the horizontal gear run.



## Bell

**Cognitive:** understanding cause and effect when ringing bell.  
**Creative:** leaving a mark in creating a sound rhythm when ringing or knocking the bell.



## Tumbler

**Social-Emotional:** cooperation skills and turn-taking are supported when turning the tumbler from each side of the panel.  
**Cognitive:** cause-and-effect understanding for toddlers when spinning the tumbler.



## Steering wheel

**Cognitive:** the manipulative steering wheel stimulates cause and effect understanding. It invites dramatic play which supports language and communication skills.



## Microphone

**Cognitive:** inspires dramatic play which stimulates language development. Cause and effect understanding is supported when discovering that the microphone can be shifted to different positions.  
**Creative:** positioning the microphone in different positions can support symbolic thinking.



## Pot

**Cognitive:** the pot can be removed, stimulating cause-and-effect understanding. Filling and emptying the pot stimulates logical thinking and the understanding of concepts such as empty and full.  
**Creative:** placing the pot in other areas of the play space in creative ways can support symbolic and creative thinking.



## Fuel handle

**Social-Emotional:** cooperation skills and turn-taking are supported when fueling vehicles for friends.  
**Cognitive:** dramatic play stimulates language development.



## 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.



## Flap door

**Physical:** tactile stimulation from leaning the body through rubber doors.  
**Social-Emotional:** stimulates turn-taking.  
**Cognitive:** suggests a theme and supports dramatic play, which stimulates languages and communication skills.



## String with knobs

**Social-Emotional:** turn-taking and cooperation are supported when pulling the string from side to side with friends or caregiver.  
**Cognitive:** an understanding of object permanence is supported when the knob disappears and reappears when pulled.  
**Creative:** leaving the knob in different positions can support symbolic and creative thinking.



# Service & Workshop

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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.