

Steep Slope

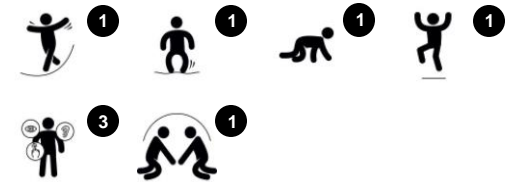
MSV606



Item no. MSV60600-0201

General Product Information

Dimensions LxWxH	120x56x51 cm
Age group	1+
Play capacity (users)	2
Colour options	



The steep slope is a fantastic motivator for play that helps to build strength, balance and coordination for young children. In addition, this challenging structure will help the youngest children assess risk and enrich their cognitive skills in risk assessment and decision-making. The intentional design helps children to feel successful and competent, while also

supporting social skills such as turn-taking and decision-making. These skills are important overall health and well-being. Children can gain a wealth of skills through play on the steep slope, as they practice their balance and strengthen their muscles with friends, as they take turns and share in games that help them to enjoy success. The low slope will help to

extend playtimes for healthy development and great fun.



Data is subject to change without prior notice.

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Seats 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.



Membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Embedded is a four-layered armouring made of woven polyester. The armouring and the two surface layers result in a total thickness of 9 mm.

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Installation Information

Max. fall height	41 cm
Safety surfacing area	12,8 m ²
Numbers of installers (persons)	2
Total installation time	3.5
Excavation volume	0,00 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	0 cm
Shipment weight	29 kg
Anchoring options	Surface ✓

Warranty Information

EcoCore HDPE	Lifetime
Membrane	2 years
Spare parts guaranteed	10 years

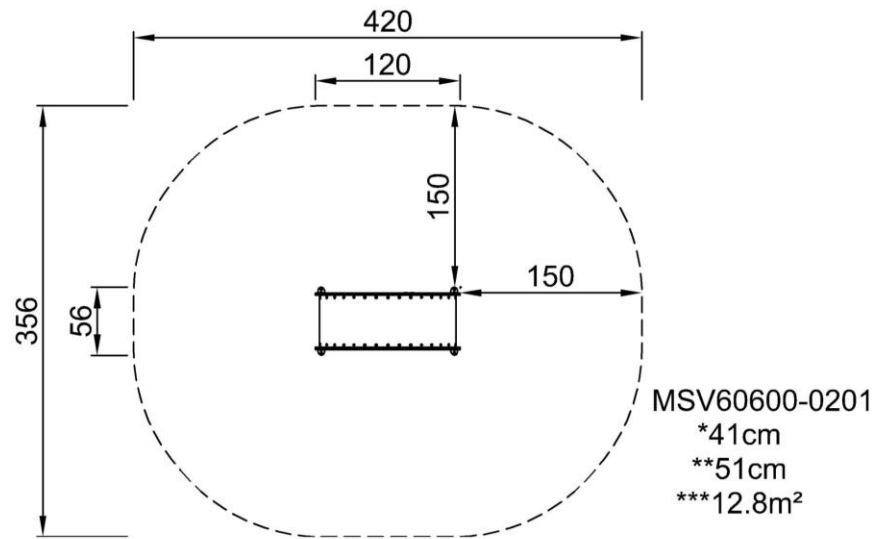


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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Handholds

Physical: gripping the handle to pull up your body trains hand-eye coordination and muscles.



Bouncy slope

Physical: sense of balance and space are supported when moving up. Cross-coordination can be developed when crawling over. Bone density is strengthened when jumping off.



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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.