




Wheelchair Carousel

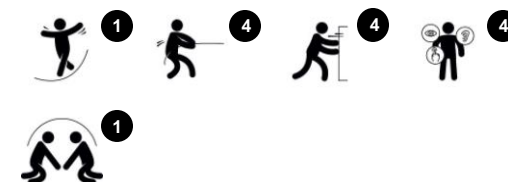
PCM157



Item no. PCM157-0201

General Product Information

Dimensions LxWxH	208x208x70 cm
Age group	2+
Play capacity (users)	8
Colour options	  



WOW – this is play for everyone, no matter their abilities. The huge truly inclusive, universal design carousel attracts big groups of children and adults in for a spin. Due to its versatility, it appeals to children and adults again and again. The ground-level design makes the carousel accessible to everyone. The bench provides a comfortably seated spin. The handholds

function from both sides. From the inside they offer good support, whilst from the outside they help to get the carousel moving. Spinning on this carousel trains the vestibular system, the sense of balance and the spatial awareness. The benefits trained through play also encompass social skills, such as cooperation and empathy by assisting friends of all abilities to spin and

helping others wanting to join or exit. It is play with a purpose for all.



Wheelchair Carousel

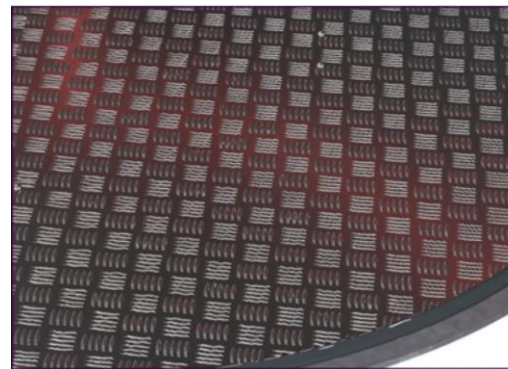
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Heavy duty designed welded carousel chassis of square steel pipes. The steel surfaces are hot dip galvanized inside and outside. The galvanization has excellent corrosion resistance in outside environments and is maintenance free.



The metal parts are made of high quality steel, hot dip galvanized inside and outside with lead free zinc. On the outside, there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colorful design expression.



Deck plate of either 3mm thick high quality aluminum with 2mm high non skid texture pattern or 17,8mm non skid HPL plate. Both deck plate ensures safe play for all users and is maintenance free.



Seat is made of HPL with a thickness of 17.8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.



The roller system is designed with a fully closed lifetime lubricated center bearing supported by 10 wheels with a diameter of 125mm. The outer wheels ensures a smooth rotation under heavy load.



The outside hot dip galvanized steel ring makes a clear indication where the rotation deck begins.

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Installation Information

Max. fall height	100 cm
Safety surfacing area	29,0 m ²
Numbers of installers (persons)	2
Total installation time	4.7
Excavation volume	2,32 m ³
Concrete volume	0,62 m ³
Footing depth (standard)	37 cm
Shipment weight	299 kg
Anchoring options	In-ground ✓

Warranty Information

Galvanised steel	10 years
Aluminium deck	10 years
HPL seat	10 years
Bearing construction	5 years
Spare parts guaranteed	10 years

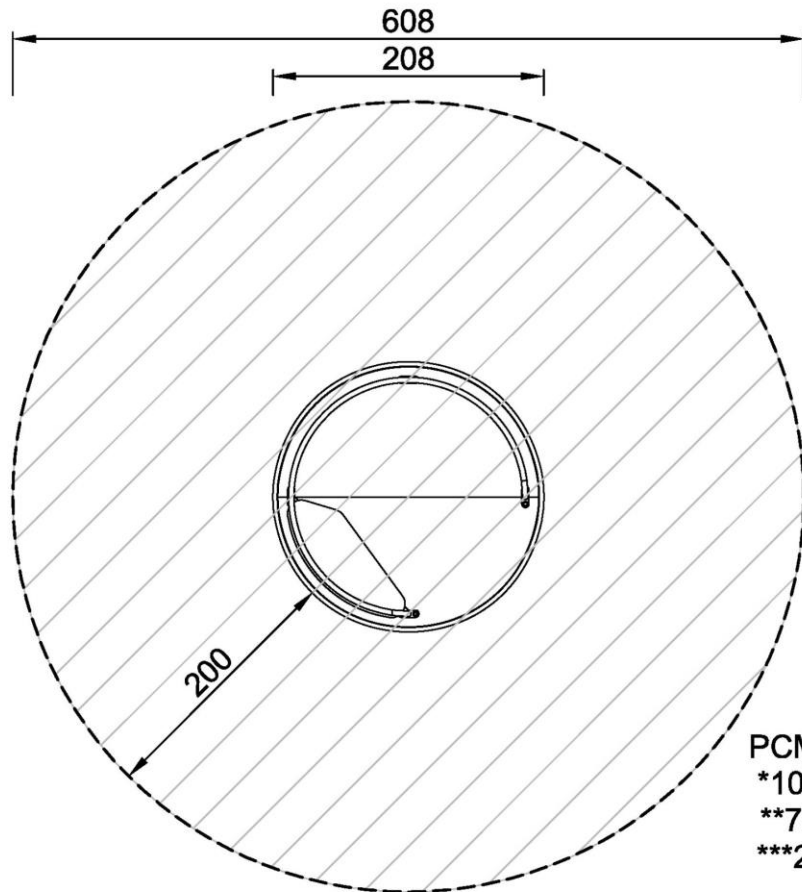


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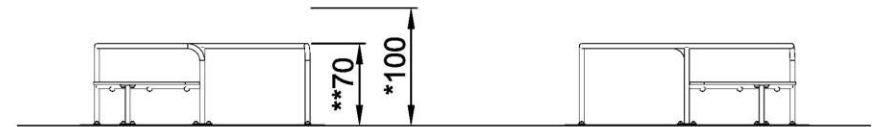
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



PCM157
*100cm
**70cm
***29m²



PCM157
1:100

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

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Bench

Social-Emotional: a secure resting point for less confident or physically agile users. Great point for adult users or assistants.



Handrails and side poles

Physical: pushing or pulling the carousel trains arm and leg muscles
Social-Emotional: pushing and pulling others facilitates cooperation and empathy: when to stop, how to take turns etc.



Open space

Social-Emotional: room for many users, with or without assistive devices, to spin and play together. Training of cooperation and empathy.



Rotation

Physical: pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space when enjoying the ride.
Social-Emotional: listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.



Wide open entrance

Physical: enough space for securely jumping on and off while spinning, training agility, balance and coordination, as well as building bone density.
Social-Emotional: allows space for assistive devices and wheelchairs.

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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.