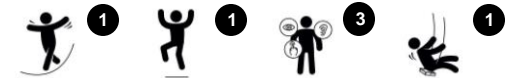


Toddler Seat H:2.5m

SW990031



Item no. SW990031-00	
General Product Information	
Dimensions LxWxH	77x50x217 cm
Age group	1+
Play capacity (users)	1
Colour options	●



WOW! The Toddler Seat is a truly unique swing invention that makes it possible for toddlers to swing before they fully master the cross-coordination skills that conventional swinging requires. When seated, the toddler can push and pull the front chains and thus set the seat in motion. This is a fabulous event for toddlers, who have a strong drive to do things on their

own, but often need help. The feeling of independence is priceless to young toddlers and it boosts their self confidence. Apart from being great fun, swinging on the Toddler Seat trains important gross motor skills such as the sense of balance when seated, moving. Additionally, it is a good training of muscles as the trunk stability and pushing and pulling with

arms all take some force. A truly social-emotionally as well as physically stimulating swing seat.



Toddler Seat H:2.5m

SW990031



KOMPAN designed curved toddler seat is made with an insert of 21.25 mm thick plywood from alder and pine wood. The outside layer is molded in UV stabilized PUR which retains its properties in the temperature range of -30°C to 60°C

The double steel yoke suspension provides the unique parallel movement of the seat. The swing hangers are made of high quality UV stabilised nylon (PA6) housing with integrated lifetime sealed ball bearings. The height adjustable chains are fixed by a stainless steel hook with theft proof snake eye bolt in a turn able anti twist housing.

The four PUR rubber elements at the end of each chain supports the seat movement back and forth initiated by the toddler sitting on the seat.



The seats are available with swing chains of either hot dip galvanised steel or stainless steel for all swings heights.

Item no. SW990031-00	
Installation Information	
Max. fall height	0 cm
Safety surfacing area	14,5 m ²
Numbers of installers (persons)	2
Total installation time	1.3
Excavation volume	0,00 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	0 cm
Shipment weight	22 kg
Anchoring options	
Warranty Information	
EPDM components	2 years
Chains	10 years
Spare parts guaranteed	10 years

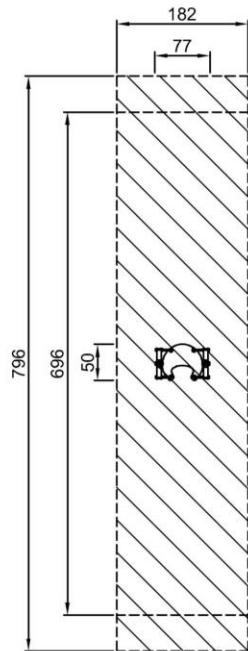


Toddler Seat H:2.5m

SW990031

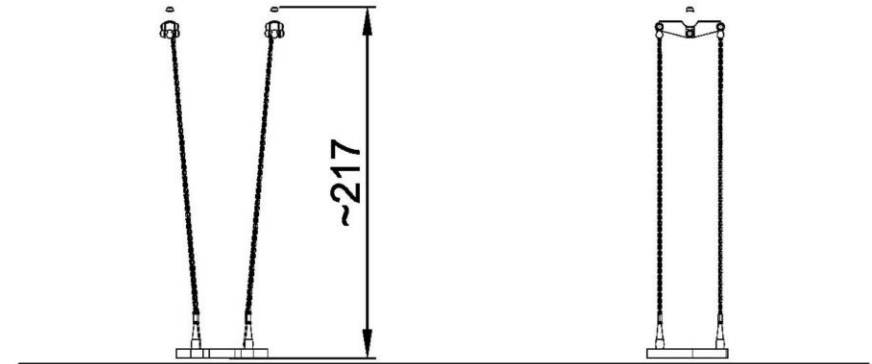
* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



SW990031

***14.5m²



SW990031
1:100

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

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

Toddler Seat H:2.5m

SW990031



Front chains

Physical: pushing and pulling chains takes coordination and trains muscles.

Cognitive: the insight that the child can effect motion with body movements builds up logical thinking and the understanding of cause and effect.



Roomy seat with hole for legs

Physical: the seated position trains trunk stability and balance when pushing and pulling front chains.

Social-Emotional: the supportive carved hole for the legs supports a feeling of security when seated.

Toddler Seat H:2.5m

SW990031



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.