

Shell Nest Seat 120cm H:2.5m


SW990091

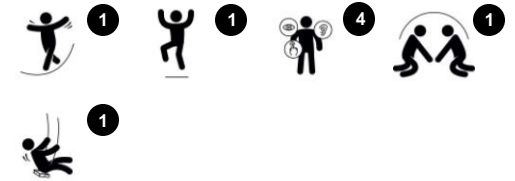


Wow! The shallow, smooth shell nest swing is a hugely inviting play activity. The soft bumpers make this a very comfortable swing seat, which is easy and pleasant to push and use. The lightweight seat welcomes users of all ages and abilities, and heaps of them at any one time, laying, standing or seated, making children return for more play again and again. The holes

in the surface provide an extra support for holding tight. The Shell Nest swinging stimulates children's motor skills, such as balance and coordination. They train core muscles as well as leg and arm muscles when pulling and pushing the swing into motion. The basket invites rough-and-tumble play and stimulates important socio-emotional skills:

turn-taking and cooperation. These are crucial life skills, fun to learn in play.

Item no. SW990091-06	
General Product Information	
Dimensions LxWxH	193x124x208 cm
Age group	4+
Play capacity (users)	7
Colour options	



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The shell seat is made of 100% recyclable polyethylene (PE) and rotomoulded in one piece. The seat is designed with large outer openings for handholds and middle holes for drainage of water and dirt. The four ropes are attached with hot dip galvanised steel brackets to ensure durability for many years.



The bumpers are made with a core of strong polypropylene (PP) with a softer outer layer of thermoplastic rubber (TPE). The soft, shock absorbent bumpers with non slip surface makes the swing seat extremely user friendly.



Ropes are made of UV-stabilised PA with inner steel cable reinforcement. The rope is induction treated in order to create a strong connection between steel and rope which leads to good wear resistance.



Upper chain and safety chain are made of high quality stainless steel to ensure durability of the product.



KOMPAN heavy duty designed swing hangers of stainless steel with anti-twist function. The hangers are attached to the cross beam on a welded bracket with two bolts, The bearings are embedded with silicone lubricant and needs no further lubrication.

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Installation Information

Max. fall height	0 cm
Safety surfacing area	18,9 m ²
Numbers of installers (persons)	2
Total installation time	0.5
Excavation volume	0,00 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	0 cm
Shipment weight	33 kg
Anchoring options	

Warranty Information

Hollow PE parts	5 years
Chains	10 years
Spare parts guaranteed	10 years

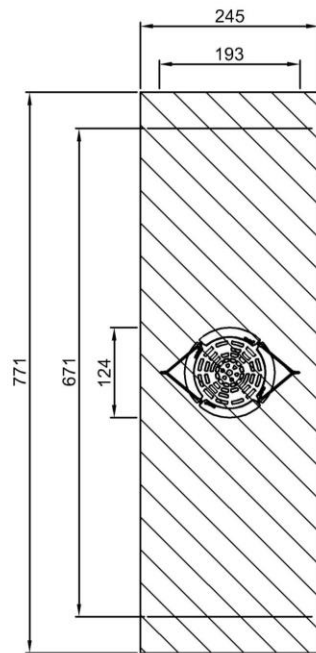


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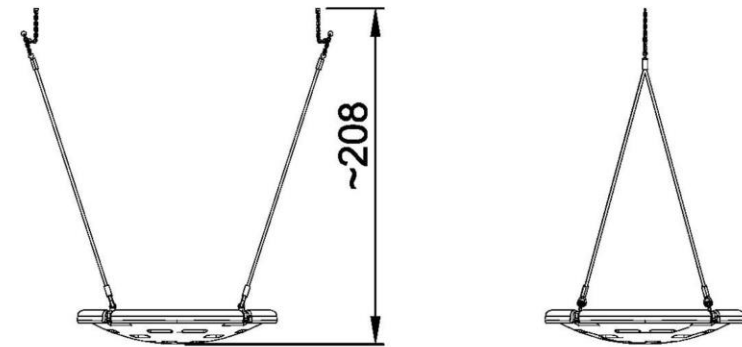
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



SW990091
***18.9m²



SW990091
1:100

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

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

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Shell nest swing

Physical: balance, coordination and spatial awareness are developed when swinging. The swinging movement trains the arm, leg and core muscles, and strengthens bone density when jumping off.

Social-Emotional: the spacious seat allows for many children standing, lying, seated together and is inclusive for all.

Cognitive: cause and effect understanding, rhythm and thinking skills are developed in younger children.



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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.