

# You & Me Seat H:2.5m



SW990121

**KOMPAN**  
Let's play



Item no. SW990121-00

## General Product Information

Dimensions LxWxH	61x93x14 cm
Age group	1+
Play capacity (users)	2
Colour options	 



With its whimsical look and easy-entry seat the You and Me swing invites the child and adult. Having tried it once, parents and toddlers will come back again and again: the height of the seats is such, that adult and child can be at eye level when swinging. Thus the first swing rides become a secure, yet thrilling and new experience for the toddler. To toddlers, the

gently swinging movement is a source of endless joy. But apart from that it also trains the development for important sensory-motor skills such as the sense of balance and space. This is important to build up the ability to gradually manage space independently, yet securely. The child-parent connection in play is important for the child-parent bonding in social activities.

But it is equally valuable for the child's growing independence in play. Last, but not least, it is immensely joyful.

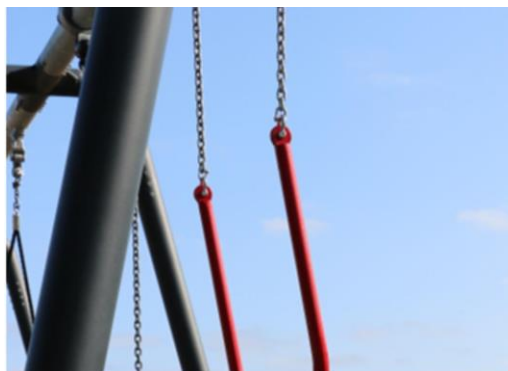


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KOMPAN heavy duty designed swing hangers of stainless steel with anti-twist function. The hangers are attached to the cross beam on a welded bracket with two bolts, The bearings are embedded with silicone lubricant and needs no further lubrication.



The You & Me Swing seat is fitted with 6mm stainless steel chains.



The frame is powder coated inside & outside hot-dip galvanised steel and the bumper on the back side of frame is made of PUR.



The You&Me swing seat can be installed in Kompan A-Frame, Robinia Frame and Portal swing systems for the heights 2.5 and 3.0. The swing seat is not applicable for 2.0.



All soft seat materials are UV and ozone protected to the maximum within the frames of the strongest environmental demands.



The baby seat is made of black TPV (Santoprene) and the design has large leg holes for easy placement of baby/toddler.

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Installation Information	
Max. fall height	0 cm
Safety surfacing area	0,0 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	0.3
Excavation volume	0,00 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	0 cm
Shipment weight	24 kg
Anchoring options	
Warranty Information	
Galvanised steel	10 years
Chains	10 years
Movable parts	2 years
Swing seat	10 years
Spare parts guaranteed	10 years

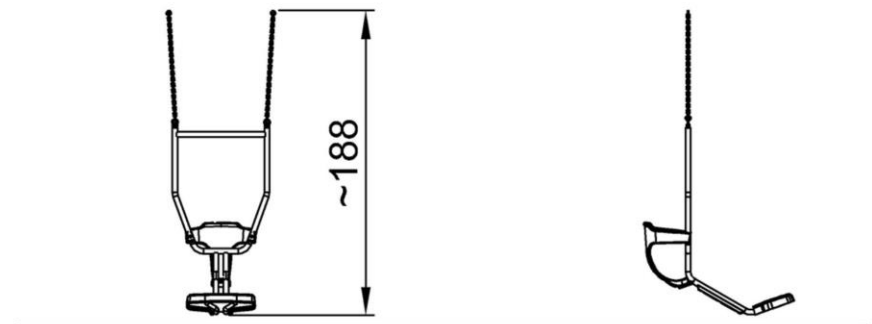
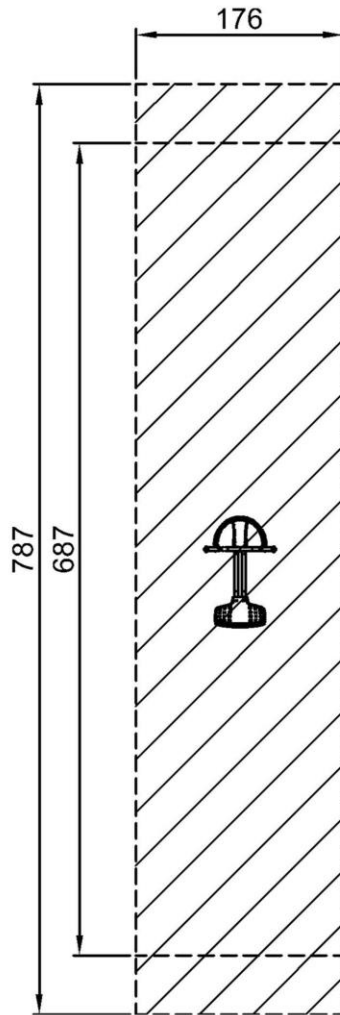


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



SW990121  
1:100

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

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

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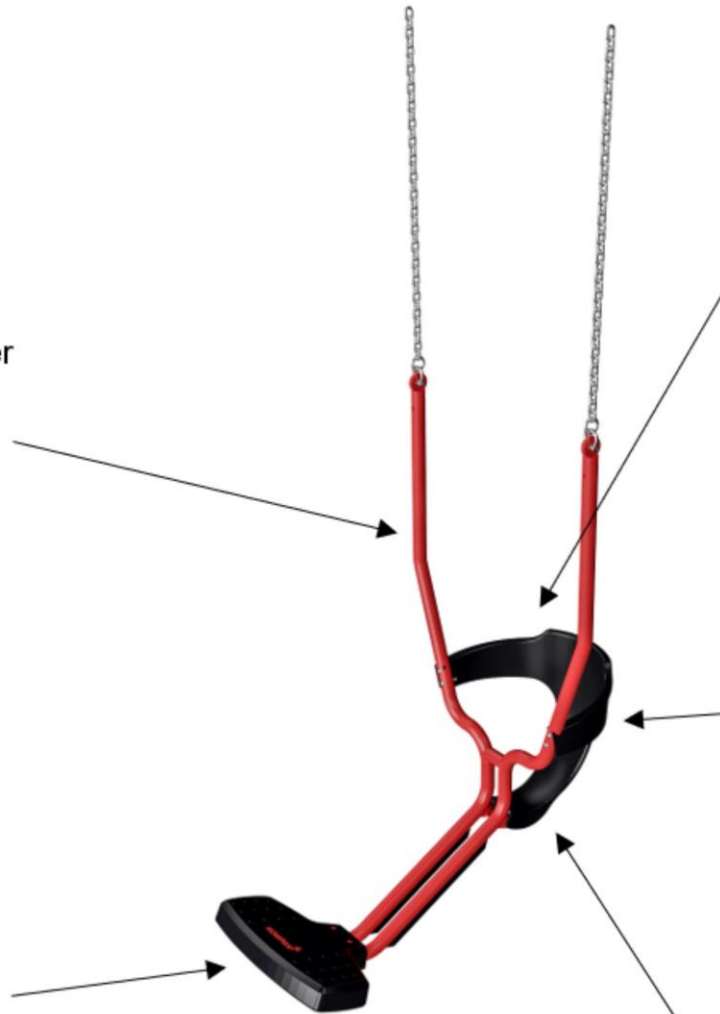
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## Grip bars

**Physical:** height and diameter to support grips of sizes from toddler to grandparent.

**Social-Emotional:** feeling of security when being able to hold onto properly proportioned grip.



## Toddler seat

**Physical:** balance and spatial awareness. Good back support and space to ease putting children in the seat and lifting them up, including winter clothing.

**Social-Emotional:** eye-height with adult stimulates social contact and emotional bonding.

**Cognitive:** swinging movement supports understanding of cause and effect.



## Back support

**Physical:** good, soft back support.

**Social-Emotional:** feeling of security and comfort.



## Low, open seat

**Physical:**

**Adult:** possibility to place the toddler in the seat while keeping eye-contact.

**Older child:** training of motor and muscle skills.

**Social-Emotional:** security in responding to toddler's moods while swinging.



## Openings for legs

**Physical:** ease of seating and room for movement.

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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.