



## climbing



### Slope

This access to the 60cm platform is an ideal element for the youngest users to practice their climbing skills on. The rounded, polypropylene holds are designed for users to place their feet on and push upwards, whilst a horizontal bar allows users to pull themselves up. Transferring from the ramp to the platform tests children's spatial awareness as they need to pass under the horizontal bar and between the two side panels.

## sliding



### Slide HT: 0.6m

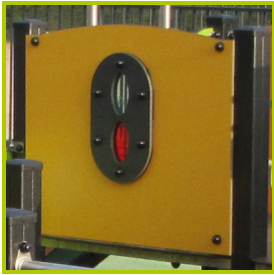
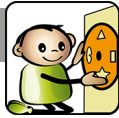
The slide enables users to experience the ever popular pleasure of sliding down to the ground from platforms located at a height of 0.60m and 1.17m. A protective bar at the top of the slide prevents any accidental falls, as well as providing a support for users installing themselves on the stainless steel slide bed.

## handling



### Telescope

The telescope fits on top of a platform post and provides an ideal observation deck for looking out over the rest of the playground.   
Children will use their imagination to become sailors or astronomers in the stories that they create.



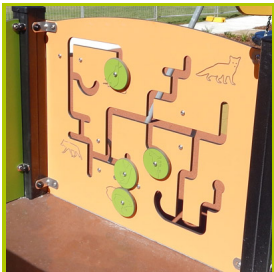
■ **Coloured porthole**

Children get to see the world in a different light by looking through the two coloured, plexi-glass portholes. The green and red viewing windows will be a talking point amongst users as well as adding play value to an infill panel.



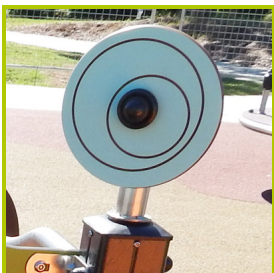
■ **Coloured binoculars**

Fitted on top of a platform post, the binoculars allow children to see the world in another light through this unique element. With their plexi-glass lenses, the binoculars give users the chance to see everything change, green or red or even a combination of the two.  
The binoculars turn through 360° to further increase the viewing possibilities.



■ **Animal panel**

An educational play panel that proves that learning can be fun. Children can move the discs around the maze in the correct order so as to match the animals on the discs with the same images found on the panel. The panel can be used either alone or in the company of parents, who can give information to the youngest users about each of the different animals featured.



■ **Spinning disc**

Fitted on top of a platform post the spinning disc provides visual stimulation for users. As the disc is turned faster and faster the images on the front change shape, before regaining their starting appearance as the disc starts to slow down again.



■ **Flower panel**

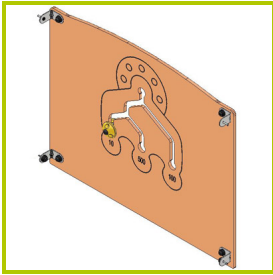
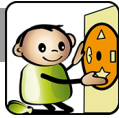
The design of the flower panel stimulates children's fine motor skills as well as their recognition of different sizes and shapes. Users are required to move the flowers around the purposely designed lines in the panel, in the correct order, so that they fit into the correct space corresponding to their shape and size.



■ **Lottery Panel**

The wheel on the lottery panel is spun around, with users able to win between 10 and 90 points, as indicated by the arrow positioned at the top of the panel. The game can be played alone or against other users to see who can score the highest number of points with 3 goes. The panel allows children to learn about applying different levels of strength to get the panel to turn the correct number of revolutions.

## handling



### ■ The Pachinko Play Panel

The yellow disc is dropped from the top of the panel and randomly falls down into one of the 3 different values (10,100 and 500) located at the bottom of the panel. The game can be played alone or against other users to see who can score the highest number of points with 3 goes. Not only is it a fun game, but it also provides children with the opportunity to discover the basic principles of gravitational forces.



### ■ 'Maze' board

The play panel maze is a handling and dexterity game. Children need to think before understanding how the game works: they must turn the wheel and guide the marble towards the desired path, using the effect of gravity. The aim is to bring it to the center or outside circle of the maze. Patience and dexterity are necessary to overcome the tricks and false paths where the ball can fall.



### ■ Triple play panel

As the name suggests this play panel contains 3 separate play activities. The coloured disc provides a visual stimulus, as it is spun faster and faster the shapes change, before regaining their original form as they slow down again. Fine motor skills are tested on the maze panel as the disc is moved along the curved path from one side to the other. The coloured balls can be used to introduce basic counting skills. Their different textures provide a sensorial experience.

## climbing



### ■ Steps

The stairway provides a simple access to the platform. The stairway is wide enough to allow users to pass, whilst narrow enough to reassure younger users climbing up to the multi-play unit for the first time.   
The metal steps are equipped with an anti-slip, textured finish providing grip even in wet conditions.