

# LITTLE ELEPHANT

M189



Item no. M18901-01P	
<b>General Product Information</b>	
Dimensions LxWxH	1'4" x 2'7" x 2'10"
Age Group	6m-4
Play Capacity	1 child
Color Options	



Wow! The whimsical look of the Little Elephant is a play attractor. And it rocks! Rocking is a thrilling activity that attracts young children immensely. Rocking with standing is not only fun, but helps to build physical and cognitive skills. The rocking movements of the Little Elephant respond to the child's own forward and backward movements. This takes

coordination and it develops spatial awareness and a sense of balance. These are fundamental motor skills that help the child move confidently as well as sit still on a chair. The trunk stability is trained, supporting that. The responsive movements help children to be aware of cause and effect: When they move their body, it has an impact. This builds a fundament for

understanding logical thinking. The red sphere on the Elephant's ear adds to that when the child moves it up and down the groove.



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Panels of 3/4" EcoCore™. EcoCore™ is a highly durable, eco-friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Seat is made of HPL with a thickness of .7" with a very high wearing strength and a unique KOMPAN nonskid surface texture.



The rocking movement over axis is made by heavy duty scaled ROSTA torsion spring element. The ROSTA element works without any noise and requires low maintenance.



The steel surfaces are hot dip galvanized inside and outside with lead free zinc. The galvanization has excellent corrosion resistance in outside environments and requires low maintenance.

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Installation Information	
Max. fall height	1'3"
Safety surfacing area	153.9 ft²
Numbers of Installers (persons)	2
Total installation time	3
Excavation volume	0.15 yd³
Concrete volume	0 yd³
Footing Depth (Standard)	1'5"
Shipment Weight	66 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
Warranty information	
Panels	Lifetime
Galvanized steel	10 Years
Springs	5 Years
Spare parts guaranteed	10 Years

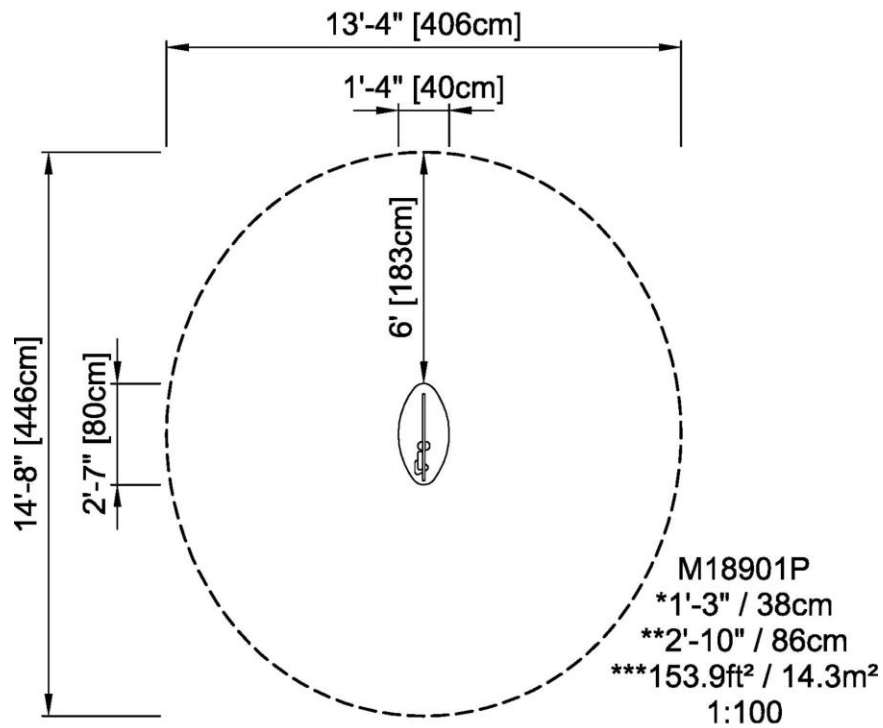
Elevated Activities	Accessible Elevated Activities	Accessible Ground Level Activities	Accessible Ground Level Play Types
Present	0	1	1
Required	0	1	1

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Max fall height | Total height | Safety surfacing area

Max fall height | Total height



M18901P  
1:100

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

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

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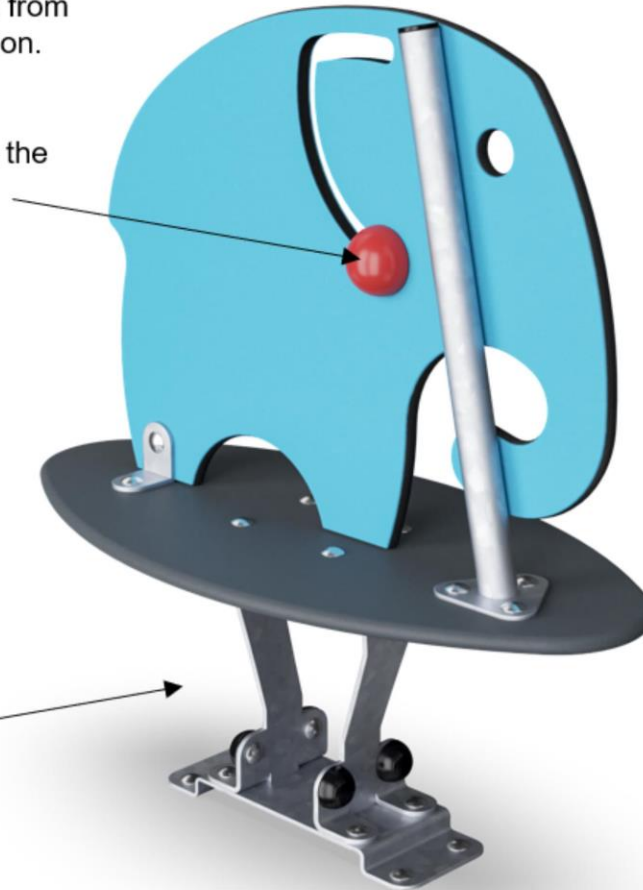


## Play sphere

**Social-Emotional:** can be played from both sides, encouraging cooperation.

**Cognitive:** cause and effect understanding.

**Creative:** leave a mark and place the spheres at different positions.



## Elephant

**Cognitive:** makes children wonder and imagine, using language skills while doing so.



## Rocking movement

**Physical:** response to movements adds to spatial awareness and sense of balance. These are fundamental motor skills that help the child's ability to sit still on a chair (which takes a good sense of balance).

**Cognitive:** trains the understanding of cause and effect: when I move my body, the spring responds with 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.