

TALK & TUMBLE WITH TUNNEL

PCM0005



Item no. PCM000510-0601

General Product Information

Dimensions LxWxH	11'2" x 8' x 3'6"
Age Group	6m-4y
Play Capacity	13 children
Color Options	



Wow! The Talk & Tumble with Tunnel is an immediate attraction for young children. The variety of play activities will ensure long and lively play times, again and again. The scale is perfectly suited to the play of young children. There are many climb or creep through play experiences stimulating important motor skills such as cross-coordination. They support

peekaboo and hiding games. These train an understanding of object permanence in infants: that objects and persons do not cease to exist just because you can't see them. They will re-appear. The play panel with sand scoops and the desk with apple tree offer nice points for social play and rest. The flower panel table and play spheres invite interaction from both sides.

The spheres can be run from both sides of the panel. This stimulates turn-taking skills and emerging social play.

TALK & TUMBLE WITH TUNNEL

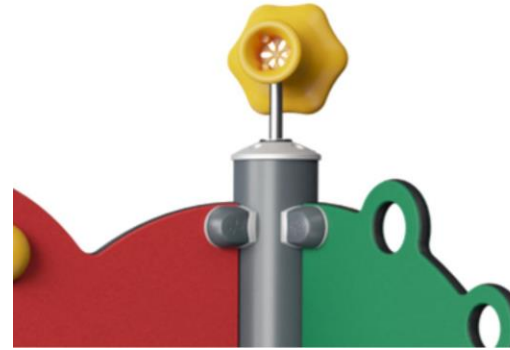
PCM0005



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.

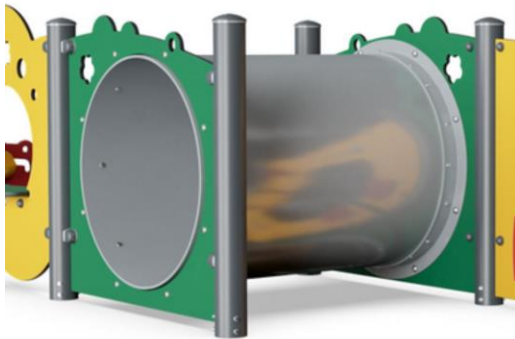


Steel posts are galvanized inside and outside with powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world.



Play activities like the Megaphone are made of pressure molded high quality nylon PA6. PA6 has good wearing and impact strength and is UV stabilized.

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Installation Information	
Max. fall height	1'3"
Safety surfacing area	348.8 ft²
Numbers of Installers (persons)	2
Total installation time	9
Excavation volume	0.25 yd³
Concrete volume	0 yd³
Footing Depth (Standard)	2' 0"
Shipment Weight	387 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
Warranty information	
Panels	Lifetime
Post	10 Years
Spare parts guaranteed	10 Years



Tunnel is made of low-density PE with excellent impact strength and usable within a large temperature span.



Key flap membrane consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Embedded is a four-layered armoring made of woven polyester. The armoring and the two surface layers result in a total thickness of .35".

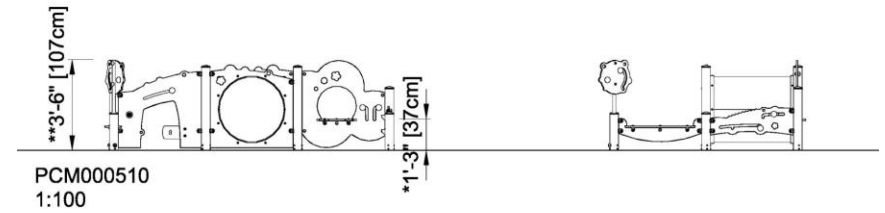
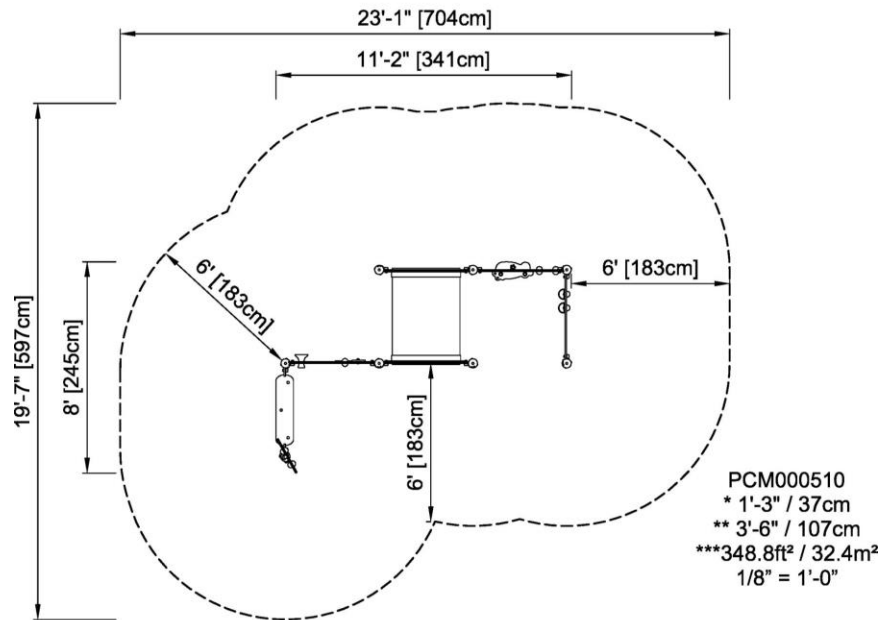
Elevated Activities	Accessible Elevated Activities	Accessible Ground Level Activities	Accessible Ground Level Play Types
Present	0	6	4
Required	0	6	4

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PCM0005

Max fall height | Total height | Safety surfacing area

Max fall height | Total height



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

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

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PCM0005



Spheres

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.



Keyhole flap

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

Cognitive: cause and effect understanding.



Two sides

Social-Emotional: The two rows of flaps invite cooperation and co-creation, on both sides and between the two sides. The low height and the transparency of the panel makes interaction possible between the two sides.



Desk

Social-Emotional: great meeting place and space creator for storing or sitting.



Megaphone

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

Cognitive: distortion of sound evokes curiosity and stimulates an understanding of cause and effect.



Door opening

Physical: encourages running or crawling through, stimulating cross-coordination.



Tunnel

Physical: the children crawl through the tunnel, developing motor skills such as coordination and proprioception.



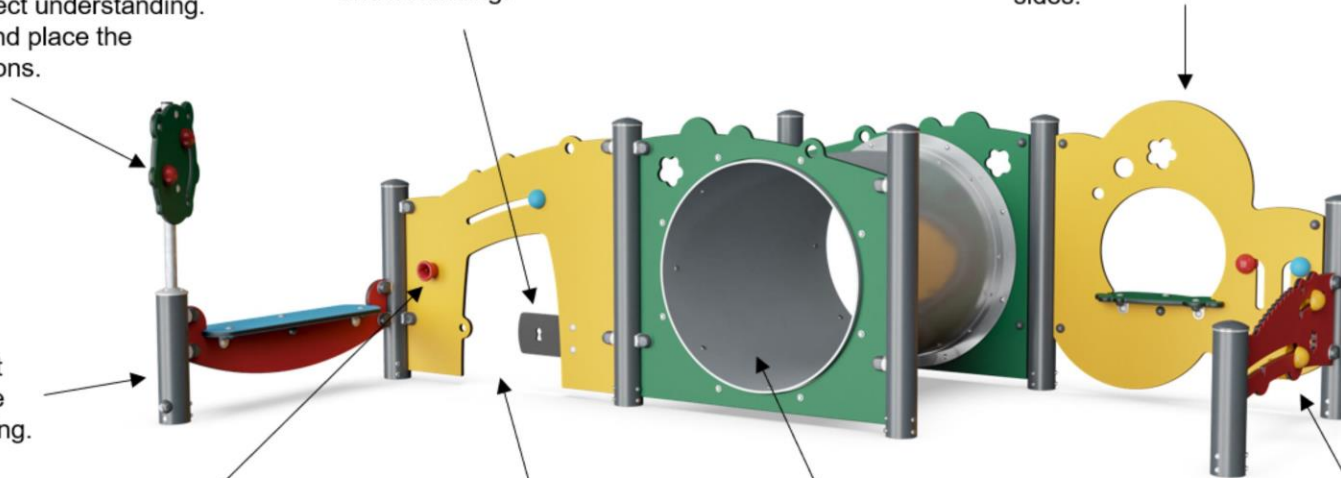
Sand scoops panel

Physical: hand eye coordination and push-pull movements.

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.

Cognitive: logical thinking: cause and effect understanding when running scoops in grooves or shifting materials from scoop to scoop.

Creative: shifting scoops, creating new scoop positions.



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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.