

TODDLER SPICA

M191



The Toddler Spica with its cute floral theme appeals hugely to infants and toddlers. The response to movement of the Toddler Spica attracts children again and again. The rotation is a delightful and even thrilling play activity. Children can use the Spica while seated or standing. In both cases that trains the vestibular system, the senses of space and balance.

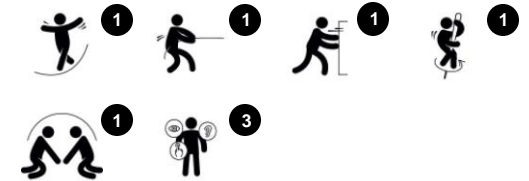
These are important to toddlers in particular, as they support the confidence in moving generally. Confidence in movement helps the child in other aspects of development, for instance in socialization: being able to keep up with the others. In concentration skills: being able to focus on other things than keeping your balance. With room for more than one child, the

Spica supports cooperative play and social play, that will help children to make friends.

Item no. M19101-3517P

General Product Information

Dimensions LxWxH	1'6" x 1'6" x 2'10"
Age Group	6m-4y
Play Capacity	1 child
Color Options	



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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.



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.



The Toddler Spica bearings are installed in a one-piece design bearing house with integrated drain holes for water passage. The two large steel bearings are fully closed and lifetime lubricated.

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Installation Information	
Max. fall height	2'
Safety surfacing area	143.2 ft ²
Numbers of Installers (persons)	2
Total installation time	2
Excavation volume	0.39 yd ³
Concrete volume	0.27 yd ³
Footing Depth (Standard)	2' 4"
Shipment Weight	71 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
Warranty information	
Panels	Lifetime
Galvanized steel	10 Years
Bearing construction	5 Years
Spare parts guaranteed	10 Years

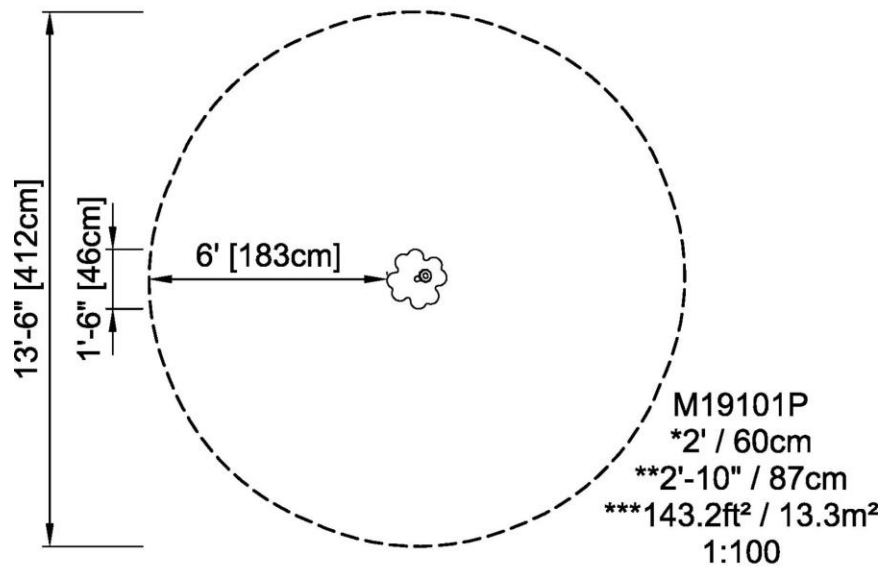
Elevated Activities	Accessible Elevated Activities	Accessible Ground Level Activities	Accessible Ground Level Play Types
Present	0	1	1
Required	0	1	1

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Max fall height | Total height | Safety surfacing area

Max fall height | Total height



M19101P
1:100

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

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

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Curved pole

Physical: more gripping or leaning support points when standing, sitting, hanging holding tight and spinning



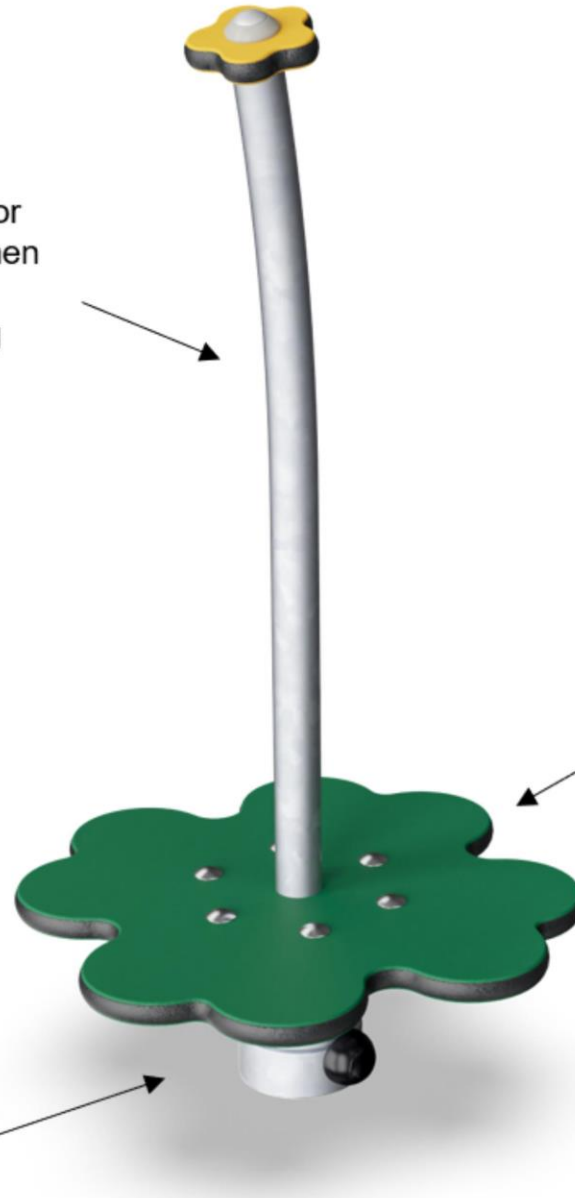
Seat

Social-Emotional: the seat is big enough for more children and makes a nice meeting point for passengers. Sitting closely together with friends is good for children's social skills and well-being



Internal ball-bearing spinner

Cognitive: logical thinking, figuring out how to make the spinner work with gravity, not against it.



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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 teamwork, 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.