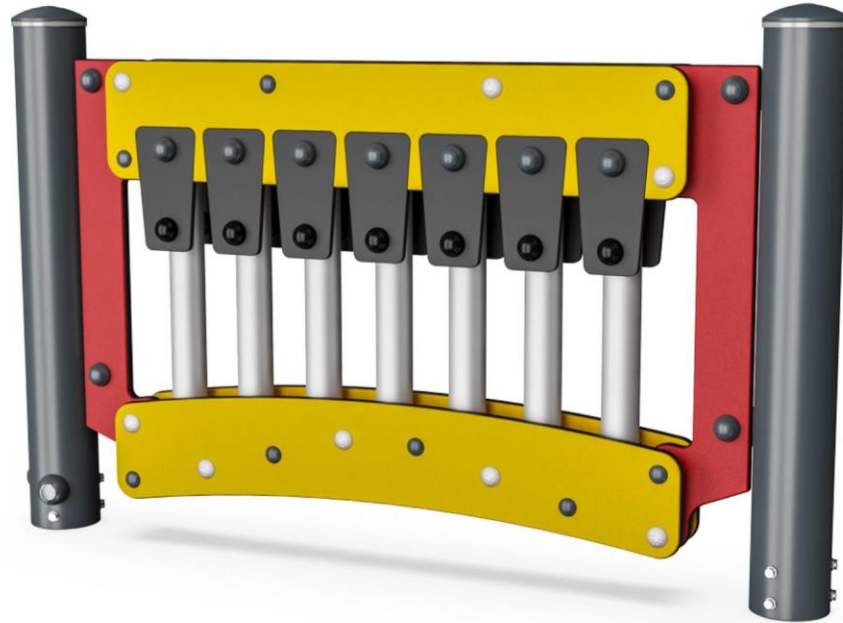





# MUSIC PLAY PANEL

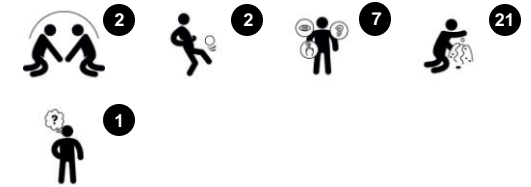
PCM0007



Item no. PCM000708-0601

## General Product Information

Dimensions LxWxH	4' x 5" x 2'6"
Age Group	2-8
Play Capacity	4 children
Color Options	  



The music panel is an irresistible attraction to young children. Its variation of materials, sounds and cooperative play options keep children coming back again and again to participate in creative play, on their own or with friends and teachers. The music pipes offer sensory variation with a tuned and tonal sound outcome. They train the hand-eye coordination

which is crucial to control of movement and e.g. hand writing. The black rubber flaps can be plunked or pipes beaten and tunes created. This trains the understanding of cause and effect and stimulates explorative, creative play. The tonality of the music panel stimulates logical as well as creative thinking and invites cooperation and social play.

# MUSIC PLAY PANEL

PCM0007



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 pipes are made of die-cast aluminium specifically alloyed for outdoor environments. The pipes are in different lengths to create different tones.



Posts are available in different materials: pressure impregnated pine wood posts. Pre-galvanized inside and outside with powder coated top finish steel posts.



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

Item no. PCM000708-0601	
Installation Information	
Max. fall height	-
Safety surfacing area	- ft <sup>2</sup>
Numbers of Installers (persons)	2
Total installation time	2
Excavation volume	0.06 yd <sup>3</sup>
Concrete volume	0 yd <sup>3</sup>
Footing Depth (Standard)	2' 0"
Shipment Weight	88 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

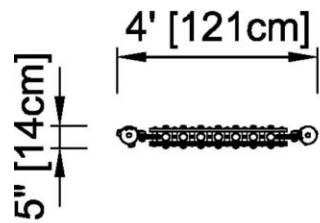
Elevated Activities	Accessible Elevated Activities	Accessible Ground Level Activities	Accessible Ground Level Play Types
Present	0	1	1
Required	0	1	1

# MUSIC PLAY PANEL

PCM0007

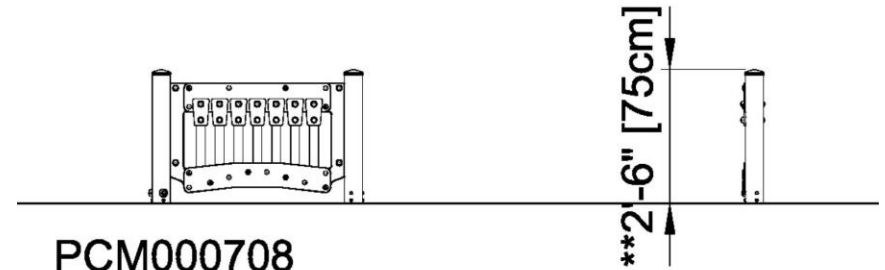
Max fall height | Total height | Safety surfacing area

Max fall height | Total height



PCM000708

\*\* 2'-6" / 75cm  
1/8" = 1'-0"



PCM000708  
1:100

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

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

# MUSIC PLAY PANEL

PCM0007



## Rubber flaps

**Physical:** fine motor stimulation and finger strength when touching and pulling flaps.

**Social-Emotional:** the two rows of flaps invite cooperation and co-creation.

**Cognitive:** cause and effect understanding when discovering sound from flap hitting tube.

**Creative:** the creation of different intensity and tonality stimulates creative skills.



## Music tubes

**Social-Emotional:** invite social interaction and co-creation for more children, on both sides.

**Cognitive:** understanding of cause and effect when striking tubes.



## Xylophone music panel

**Physical:** fine motor skills and hand-eye coordination.

**Social-Emotional:** invites social interaction and co-creation for more children, on both sides.

**Cognitive:** understanding of cause and effect when striking tubes and creating sound.

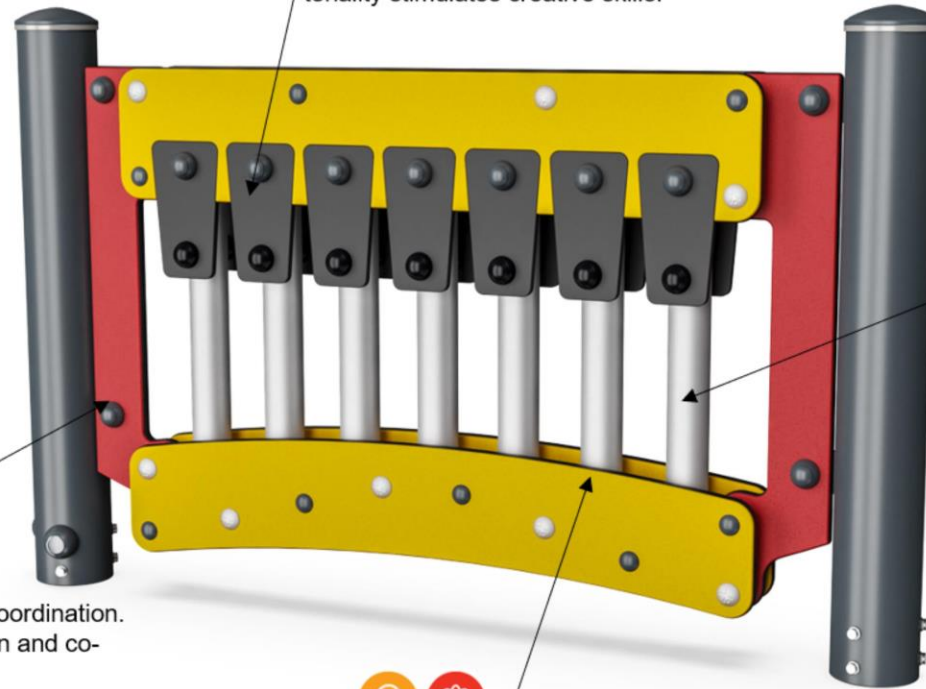
**Creative:** leaving a sound and tonality mark, creating tunes.



## Tonality

**Cognitive:** creative thinking when combining tones into tunes.

**Creative:** composing new tonal combinations stimulates creativity.



# MUSIC PLAY PANEL

PCM0007



## 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.