


Toddler Carousel

PCM152



Item no. PCM152-0901

General Product Information

Dimensions LxWxH	228x263x207 cm
Age group	1+
Play capacity (users)	3
Colour options	



The Toddler Carousel adds spinning to swinging, making for a wild experience for the toddlers. The shared experience made possible in the three seats makes the children want to try the Toddler Carousel again and again. Apart from being fun, the spinning and swinging movements train the sense of balance and space. These are crucial motor skills, important

for all other physical skills, and eventually concentration skills for learning. To babies, swinging trains their sense of space as well as their focal tracking. The seated position trains the core muscles. Socially, the three similar seats in parallel play trains thinking skills and the awareness of others from parallel play. The baby swing seat has big holes to support

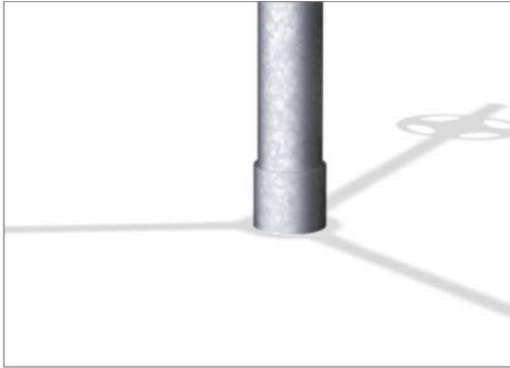
access and easy exit for the child and the adult alike. The front grips are designed to prevent the seat from tilting. This adds to the feeling of security, providing even more joy in play.



Data is subject to change without prior notice.

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The carousel has different anchoring options for both surface and in-ground installation. All footings are hot dip galvanized inside and outside to ensure long lifetime of the product.



The seat hangers are made of high quality UV-stabilised nylon (PA6) housing with integrated lifetime sealed ball bearings. The chains are fixed by a stainless steel hook with theft proof snake-eye bolt in a turn able anti twist housing.



Center post is hot-dip galvanized in dimension Ø159 x 4 mm. Horizontal beams are hot-dip galvanized and powder coated in dimension Ø76,1 x 3,6 mm.



Chains are stainless steel and meet the requirements in ISO1434 -ISO1435 and DIN766.



The baby/toddler seat and suspension hinges are made of soft rubber (TPV). Polypropylene (PP) inside babybasket provides low friction leg openings for easy access (toddler in/out).



Belt seat is made of PUR. All components retain their properties in the temperature range of -30°C to 60°C. All materials are stabilised to a maximum without use of heavy metal stabilisers.

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Installation Information

Max. fall height	150 cm
Safety surfacing area	78,9 m ²
Numbers of installers (persons)	2
Total installation time	5.1
Excavation volume	0,50 m ³
Concrete volume	0,29 m ³
Footing depth (standard)	100 cm
Shipment weight	231 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

Hot dip galvanized steel	Lifetime
Chains	10 years
Swing hangers	5 years
Swing seat	10 years
Spare parts guaranteed	10 years

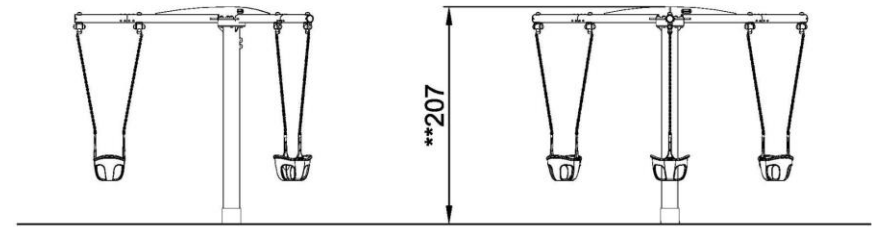
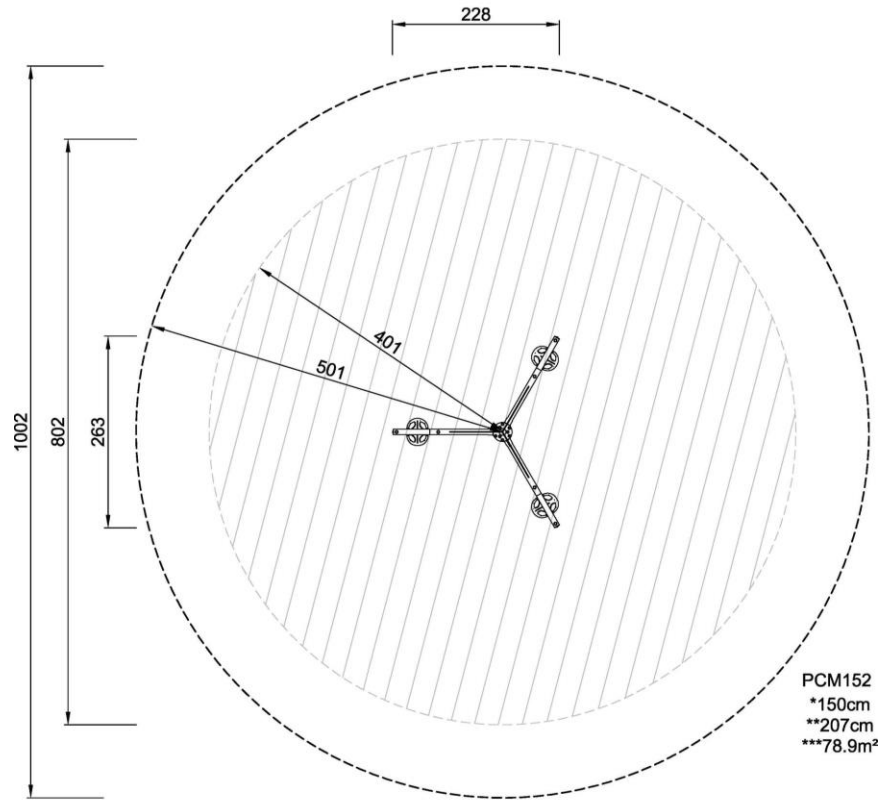


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



PCM152
1:100

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

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

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Rotation

Physical: the rotation develops the sense of balance and space when enjoying the ride.

Social-Emotional: listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.

Cognitive: for younger users, the spinning trains the understanding of cause-and-effect.



Toddler swing seat

Physical: develop core muscles, balance, coordination, and spatial awareness.

Social-Emotional: feeling of security from support.

Cognitive: understanding of cause and effect.



Triple seating

Social-Emotional: stimulates parallel play and cooperation, important for social skills.

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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.