

WeHopper, Mini

PCM158



Item no. PCM158-1001

General Product Information

Dimensions LxWxH	211x43x122 cm
Age group	3+
Play capacity (users)	2
Colour options	



WOW! The thrilling activity of rotating, rocking and cooperating with a friend is hugely appealing to children of all ages. The WeHopper Mini is perfect in size for young children, and their enthusiasm in mastering the activity is pure play. When pushing with the feet and pulling with the arms, the WeHopper is set into motion. This trains coordination skills as

well as muscles. The handholds allow for different grip heights so that a span of ages are able to get a firm grip. When rotating, the children stimulate their sense of balance, which is fundamental for all other motor skills and involves the ability to for instance sit still on a chair. The coordination of movements for the individual child, and not least the coordination

of movements together with a friend, takes concentration and body mastery. This stimulates social skills, and it builds confidence in movement, supporting self-efficacy.



Data is subject to change without prior notice.

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The metal parts are made of high quality steel, hot dip galvanized inside and outside with leadfree zinc. On the top part there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colorful design expression.



The seats are with a structural core of PP and the softer outside layer of black TPV. TPV has high impact resistance across a wide temperature span which also ensures vandal resistance in all locations.



The large rounded handles are welded directly onto the main pipe to ensure high durability of the dynamic product.



The rocking movement is controlled by a heavy duty scaled rubber torsion spring element. The rubber element ensures a damped movement up and down.



Heavy duty engineered bearing system with two single row deep groove high quality ball bearings with rubber seals. The fully closed bearing construction is lifetime lubricated.



The product is equipped with a friction brake placed inside the bearing house. The brake is adjusted to stop within two revolutions.

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Installation Information

Max. fall height	80 cm
Safety surfacing area	20,5 m ²
Numbers of installers (persons)	2
Total installation time	2.9
Excavation volume	0,50 m ³
Concrete volume	0,29 m ³
Footing depth (standard)	100 cm
Shipment weight	160 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

Hot dip galvanised steel	Lifetime
Swing seat	10 years
Bearing construction	5 years
Movable parts	2 years
Spare parts guaranteed	10 years

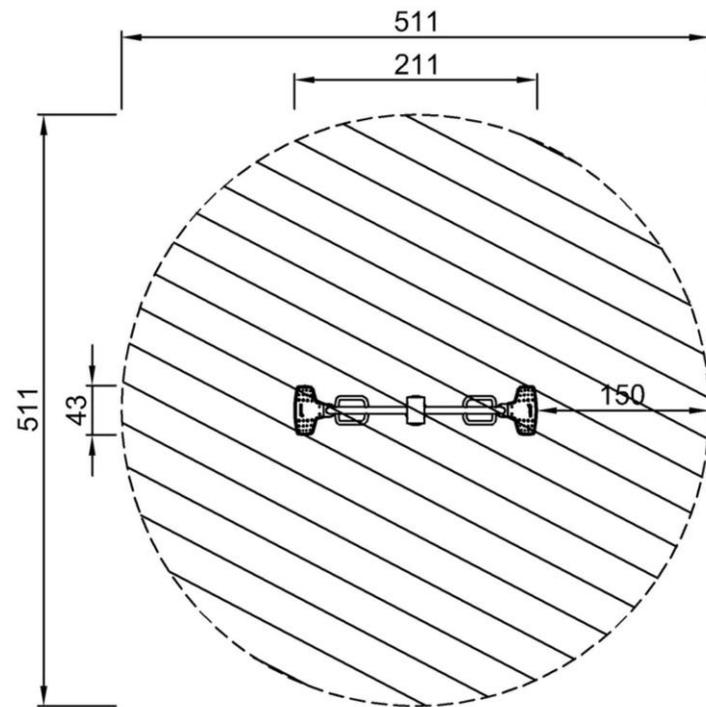


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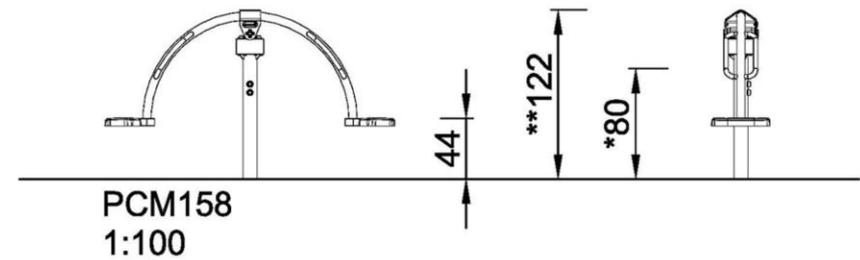
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



PCM158
*80cm
**122cm
***20.5m²



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

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

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Handhold

Physical: the possibility to hold onto more areas of the handhold ensures the right gripping height for a variety of sizes. Holding tight trains arm muscles.



Rotation

Physical: pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space.
Social-Emotional: negotiating how slow or fast to go, and who goes next, children develop their turn-taking and cooperation skills.



Rocking movement

Physical: response to movements adds to spatial awareness and sense of balance. The sense of balance is a fundamental motor skill that helps children concentrate and e.g. sit still on a chair.

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



Rocking together

Social-Emotional: the possibility of rocking two together trains consideration and cooperation 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.