

# Carousel with Seats

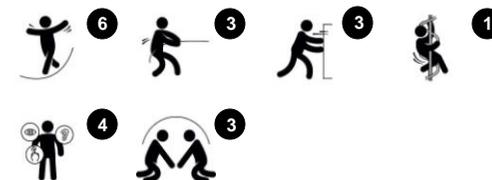
NRO120



Item no. NRO120-0901

## General Product Information

Dimensions LxWxH	155x154x81 cm
Age group	3+
Play capacity (users)	1
Colour options	



The Carousel with Seats is an attractive playground classic for children and adults alike. With its two seats and spinning option it invites social play and thrill, a winning combination for all play. Children can't get enough of that. The spinning starts by pushing or pulling the carousel into motion from the outside. The circular shape makes room for users both

seated and standing, jumping on and off. Spinning on the carousel trains the vestibular system and the whole sense of balance. This is fundamental for the child's ability to navigate the world securely. It's fundamental for walking, running and being able to sit still and concentrate. When the sense of balance is under-developed, children can focus on nothing

but keeping equilibrium, seated or standing. So the fun of stomach tickling spinning serves a true purpose.



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All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.



The steel surfaces are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



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 and located above ground.

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## Installation Information

Max. fall height	100 cm
Safety surfacing area	24,1 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	2.9
Excavation volume	0,44 m <sup>3</sup>
Concrete volume	0,42 m <sup>3</sup>
Footing depth (standard)	100 cm
Shipment weight	182 kg
Anchoring options	In-ground ✓

## Warranty Information

Robinia wood	15 years
Hot dip galvanised steel	Lifetime
Bearing construction	5 years
Spare parts guaranteed	10 years

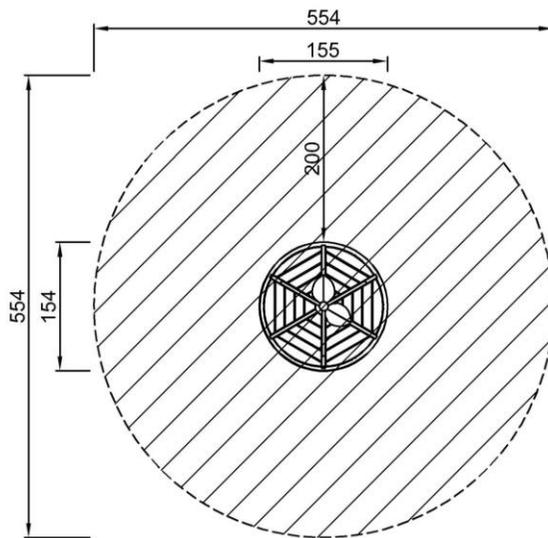


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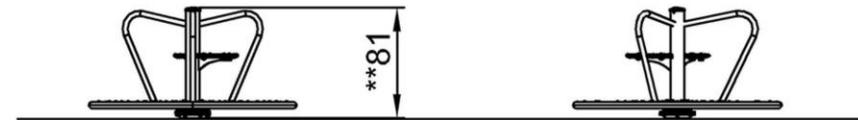
NRO120

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

\* Max fall height | \*\* Total height



NRO120  
\*100cm  
\*\*81cm  
\*\*\*24.1m<sup>2</sup>



NRO120  
1:100

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

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

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## Seat

**Social-Emotional:** offers a place to sit for the less confident spinners.



## Open space

**Social-Emotional:** the open space allows for more children to be together and share. Important life skills like courage, self-confidence, consideration and turn-taking are built.



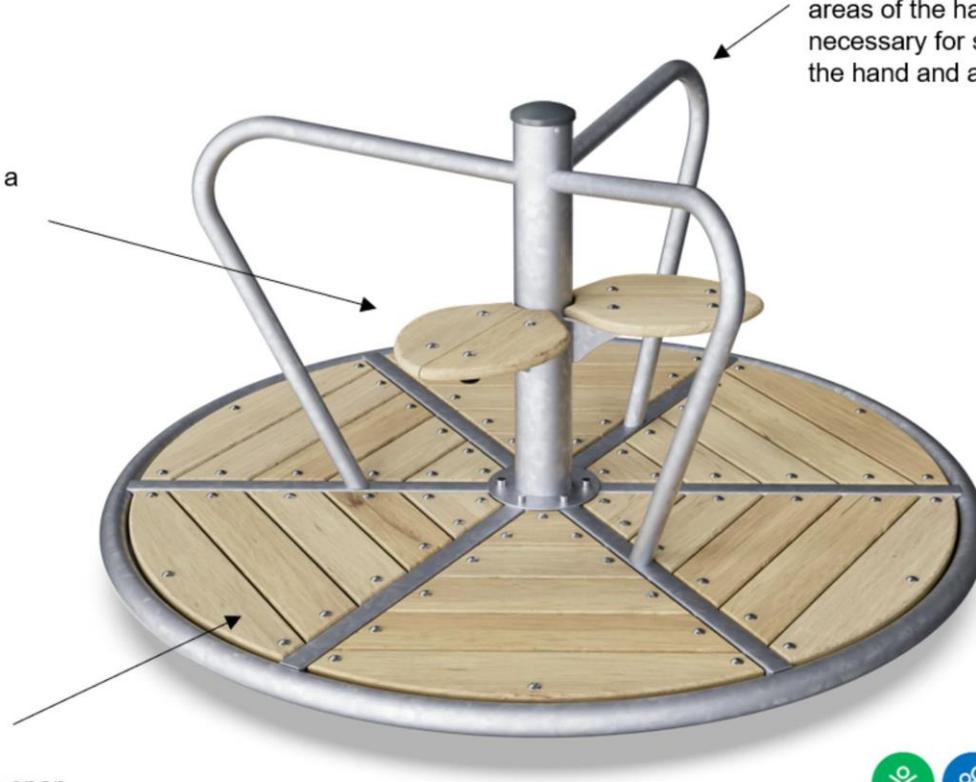
## Handhold

**Physical:** the possibility to hold onto more areas of the handhold ensures a good grip, necessary for spinning intensely. This trains the hand and 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 when enjoying the ride.  
**Social-Emotional:** listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.



# Carousel with Seats

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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.