



Spinner Plate

ELE500008



Item no. ELE500008-3417F	
General Product Information	
Dimensions LxWxH	1'4"x1'4"x1'2"
Age group	2 - 12
Play capacity (users)	1
Color options	 



That's funny! The turning seat of the Spinner Plate makes older children laugh out from joy! It matches the favorite stool or chair, which can rotate and help you stay updated on events in all directions. This functionality in the playground is perfect. The social function is evident, and there is room for two friends seated or standing. This trains cooperation and

turn-taking skills. The physical play and training in rotating standing or seated is the main fun factor. The rotation trains the sense of balance and the core muscles. The sense of balance is fundamental for all other skills. A strong sense of balance helps children avoid falls and navigate the world securely when playing actively. It positively affects the ability to sit still

and concentrate in school. The Spinner Plate is an important, responsive activity for play and active breaks.



Spinner Plate

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Panels of 19mm 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.



Heavy duty engineered bearing system with single row deep groove ball bearings with rubber seals. The fully closed bearing construction is lifetime lubricated and maintenance free. The bearing system has an integrated drag brake according to global safety standards.



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.

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Installation Information	
Max. fall height	1'2"
Safety surfacing area	139 ft2
Numbers of installers (persons)	2
Total installation time	1.4
Excavation volume	0.13 yd3
Concrete volume	0.12 yd3
Footing depth (standard)	2'0"
Shipment weight	24 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
Warranty Information	
EcoCore HDPE	Lifetime
Bearing construction	5 years
Galvanized steel	10 years
Spare parts guaranteed	10 years

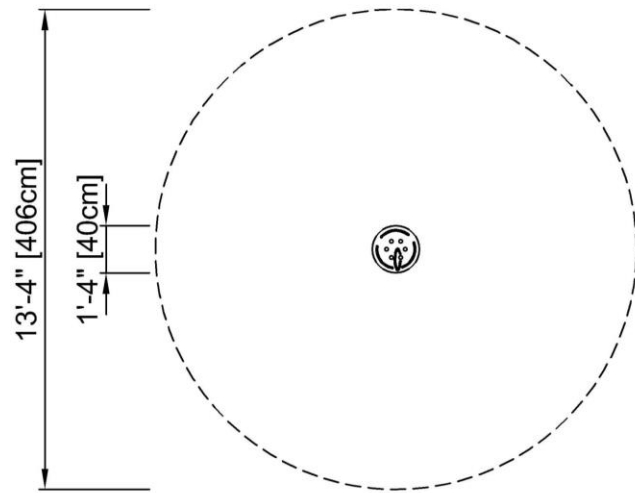
Elevated activities	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

Spinner Plate

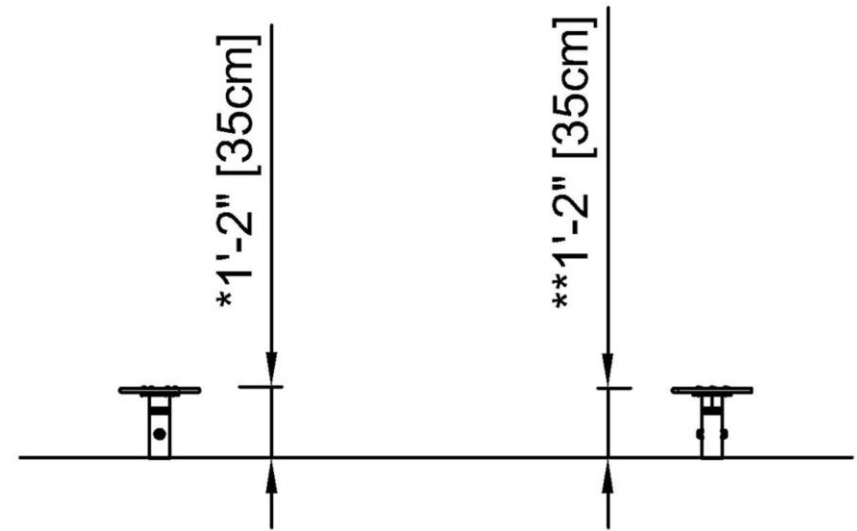
ELE500008

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

* Max fall height | ** Total height



ELE500008BL
*1'-2" / 35cm
**1'-2" / 35cm
***138.9ft² / 12.9m²



ELE500008F
1:100

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

Spinner Plate

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Spinner plate

Physical: training sense of balance and posture control when rotating while standing or seated.

Social-Emotional: rotating together when seated or standing supports cooperation and turn-taking skills.



Spinner Plate

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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.