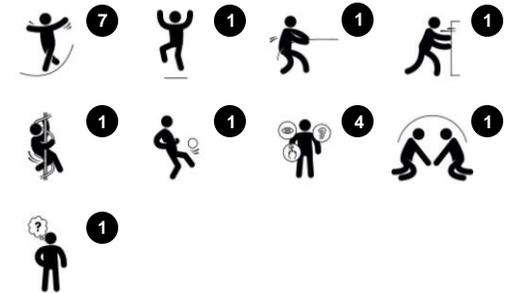


SUPERNOVA

GXY960



Item no. GXY960012-3417	
General Product Information	
Dimensions LxWxH	6'10"x6'10"x2'4"
Age group	5 - 12
Play capacity (users)	8
Color options	



The large, slanted, rotating ring with 7 divided areas motivates children to explore Supernova's countless playoptions: turning, spinning, balancing – seated, lying, standing, alone or with friends. The 7 areas of the ring inspire a multitude of different games -with-rules. The manyplay opportunities and the open ground level design makes it possible for

all abilities to be included in play. Rough-and-tumble play is on, and the pushing of the ring and running train the children's arm and leg muscles and cardio. The jumping on and off of the rotating ring builds bone density. The Supernova trains the sense of balance and space, which is crucial for being able to sit still or navigate traffic safely. Children help one

another and invent games. These stimulate the child's social-emotional skills and cognition, empathy, cooperation skills and logical thinking.



Data is subject to change without prior notice.

SUPERNOVA

GXY960



The Supernova is a unique carousel with no center point placed in an angle of 10° which makes it turn when children walk the ring. The outside ring diameter is 208cm and the upper point is 60cm above ground level.



The 7 ring segments are made of low density PE with excellent impact strength and usable within a large temperature span. Each segment has integrated handholds on both sides and non-skid top surface for safe usage.



To support the play and count revolutions while turning one of the ring segments or one of the connector brackets or ring segment is made in a different color.



The Supernova is designed with a lifetime lubricated maintenance free roller system of vertical and horizontal rollers. The roller system is fully closed and sealed by two rubber lists.



The Supernova is designed with 5 legs with hot dip galvanized surfacing treatment. The galvanization has excellent corrosion resistance in outside environments and requires low maintenance.



The sand colored variant is made of rotomolded stone mixed PE material with non skid surface texture. Minor differences in the stone mix visibility of the material are to be expected.

Item no. GXY960012-3417

Installation Information

Max. fall height	2'4"
Safety surfacing area	484 ft ²
Numbers of installers (persons)	2
Total installation time	3.0
Excavation volume	0.54 yd ³
Concrete volume	0.00 yd ³
Footing depth (standard)	2'0"
Shipment weight	569 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>

Warranty Information

Hollow PE Parts	10 years
Connector brackets	10 years
Galvanized steel	10 years
Roller system	5 years
Spare parts guaranteed	10 years

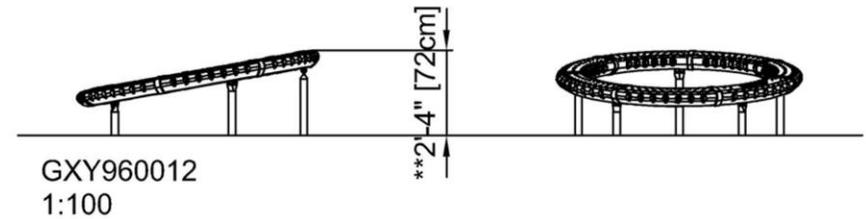
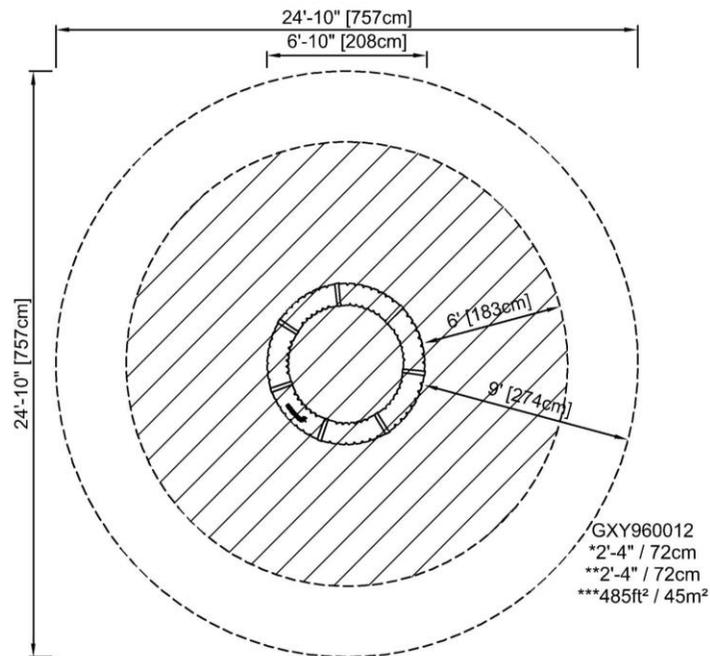
Elevated activities	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

SUPERNOVA

GXY960

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

* Max fall height | ** Total height



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

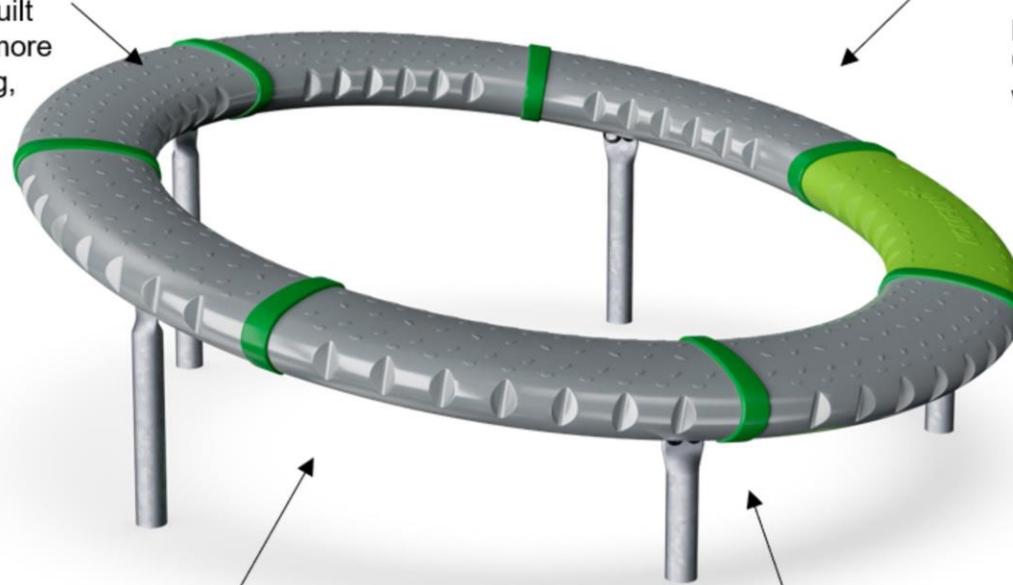
SUPERNOVA

GXY960



Slanting ring

Physical: the inclination develops the sense of balance and muscle strength when walking upwards or pushing the ring into motion. Bone density is built when jumping on and off. Furthermore the cardio gets used when pushing, running.



7 departments/rings

Social-Emotional: turn-taking and cooperation when finding new games. One different colored part makes it possible to count rounds when running, encouraging positive competition.

Cognitive: games-with-rules gets invented, which promotes logical thinking.



Rotation and gravity

Physical: balance and coordination is used to stay on the ring in motion and walking up- or downwards. This also trains leg and core muscles.

Social-Emotional: cooperation setting the ring in motion.

Cognitive: logical thinking, working with gravity when figuring out how to stay on the ring or make it move faster.



Low entry

Social-Emotional: accessible and usable for all abilities and a wide age span.

SUPERNOVA

GXY960



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.