

# Coupling

M529



| Item no.                    |                 |
|-----------------------------|-----------------|
| General Product Information |                 |
| Dimensions LxWxH            | 1'10"x1'10"x11" |
| Age group                   | 2 - 5           |
| Play capacity (users)       | 1               |
| Color options               |                 |



The Train Coupling is a slick multi-functional play piece. It appeals to children thanks to its age appropriate height and dimensions. The Train Coupling bridges the Train and Railway carriage porches beautifully and functions as a gathering point for meeting. This adds a place for informal meeting, and a retraction point from wilder play action. The Train Coupling can also

be a point to step up on and jump down from. This supports the cross-coordination, sense of balance and space and the building of bone density, all important to children's health and development.



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| Item no.                        |                          |
|---------------------------------|--------------------------|
| <b>Installation Information</b> |                          |
| Max. fall height                | 11"                      |
| Safety surfacing area           | 150 ft <sup>2</sup>      |
| Numbers of installers (persons) | 2                        |
| Total installation time         |                          |
| Excavation volume               |                          |
| Concrete volume                 |                          |
| Footing depth (standard)        |                          |
| Shipment weight                 |                          |
| Anchoring options               | In-ground ✓<br>Surface ✓ |
| <b>Warranty Information</b>     |                          |

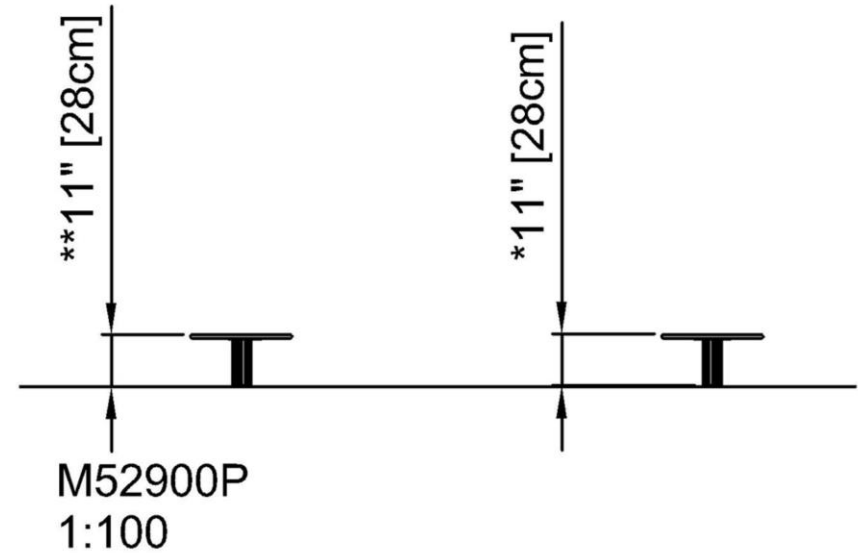
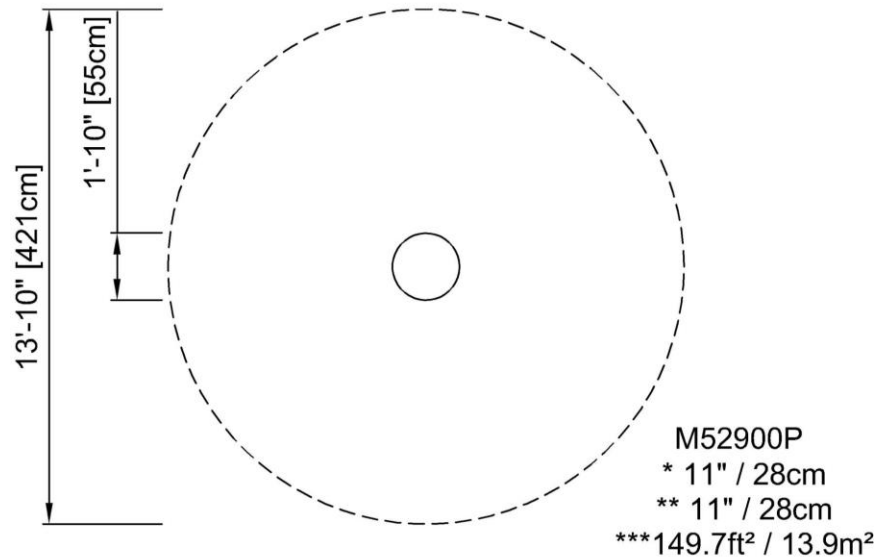
| Elevated activities 0 | Accessible elevated activities | Accessible ground level activities | Accessible ground level play types |
|-----------------------|--------------------------------|------------------------------------|------------------------------------|
| Present               | 0                              | 0                                  | 0                                  |
| Required              | 0                              | 0                                  | 0                                  |

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

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



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

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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.