

Sandworks with Wall

MSC541801



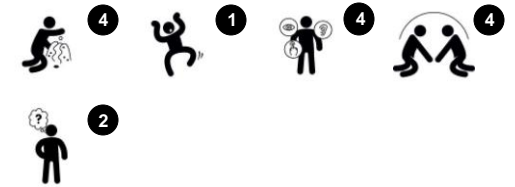
This fantastic sandpit will inspire children to play for long periods of time, as they will have many opportunities to manipulate the sand and play side by side or along with others. Sand and water play is serious play for young children, who benefit greatly from opportunities to experiment with the properties of natural materials with their fingers, hands, and arms.

This play gives important input to the senses, and strengthens motor planning as well as fine motor skills. The sandpit has ample room for young children to play. The manipulatable objects and the window space enhance the play experiences. This structure is not only attractive but has many benefits for young children who stay, play, and develop.

Item no. MSC541801-3417P

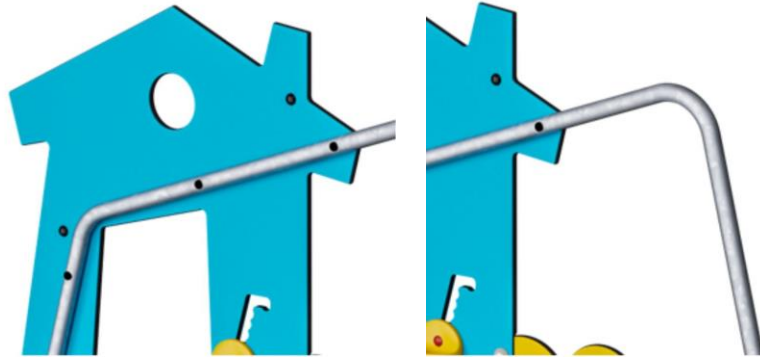
General Product Information

Dimensions LxWxH	5'11"x4'7"x4'4"
Age group	6m - 4
Play capacity (users)	10
Color options	



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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.

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.



Play activities like the Funnel are made of injection molded high quality nylon (PA6). PA6 has good wearing and impact strength and is UV stabilized.



Sand pipe is made from rotomolded PE. PE has high impact resistance across a wide temperature span which ensures durability.



Sand strainer is made of high-quality stainless steel to ensure durability of the product.

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Installation Information	
Max. fall height	0"
Safety surfacing area	0 ft2
Numbers of installers (persons)	2
Total installation time	6.9
Excavation volume	0.34 yd3
Concrete volume	0.00 yd3
Footing depth (standard)	2'0"
Shipment weight	241 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
Warranty Information	
EcoCore HDPE	Lifetime
Movable parts	2 years
Galvanized steel	10 years
Spare parts guaranteed	10 years

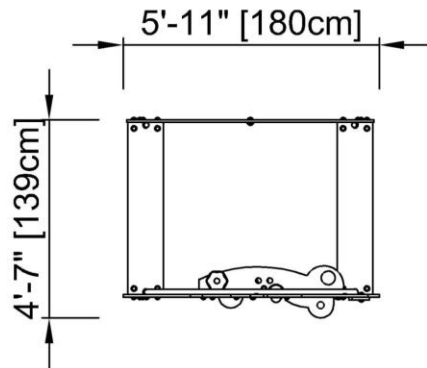
Elevated activities	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

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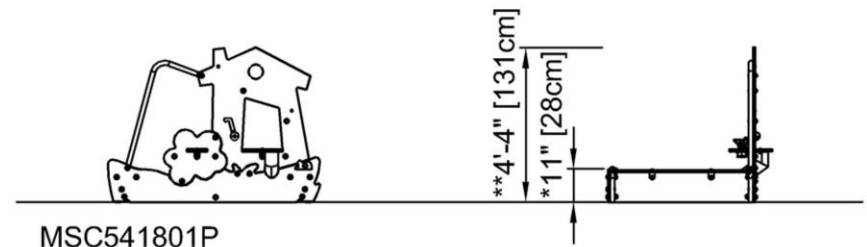
* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



MSC541801P

**4'-4" / 131cm



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1:100

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

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

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Sand scoops

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.
Cognitive: logical thinking: cause and effect understanding when running scoops in grooves or shifting materials from scoop to scoop.
Creative: leave a mark and place the scoop at different positions. Creating sounds when the scoop runs through groove.



Funnel

Social-Emotional: trains cooperation and turn-taking as children put materials into the funnel.
Cognitive: the passing of materials through funnels supports the children's logical thinking and for younger children the understanding of object permanence: that objects still exists even though they are out of sight.



Sandpit

Cognitive: sand play trains the sense of touch and helps children to understand the characteristics of different materials and their uses. Sand can be sieved when dry and shaped when wet.



House

Cognitive: suggests a theme and supports dramatic play, which stimulates languages and communication skills.



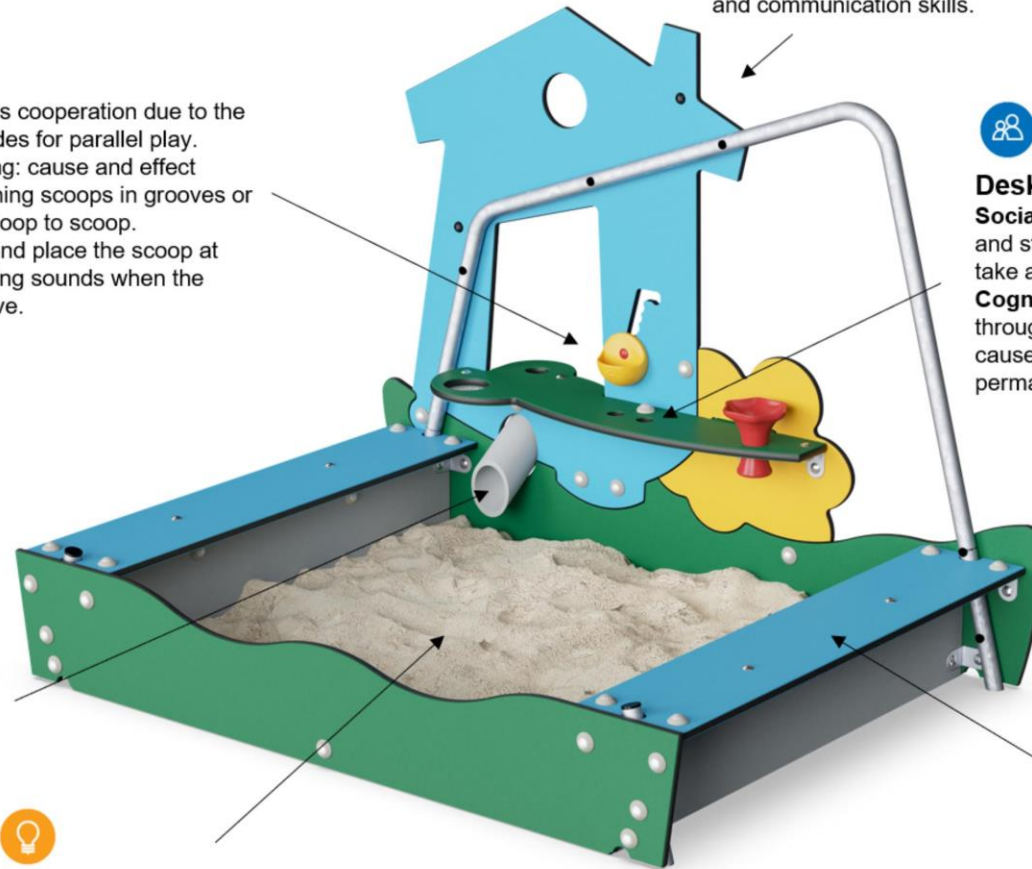
Desk with sieve

Social-Emotional: children can gather and store materials, cooperate and take a break together.
Cognitive: sand can be shifted through the sieve, for understanding of cause and effect and object permanence.



Bench

Social-Emotional: the bench is big enough for two and makes a nice meeting point. Sitting closely together with friends is good for children's social skills and well-being.



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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.