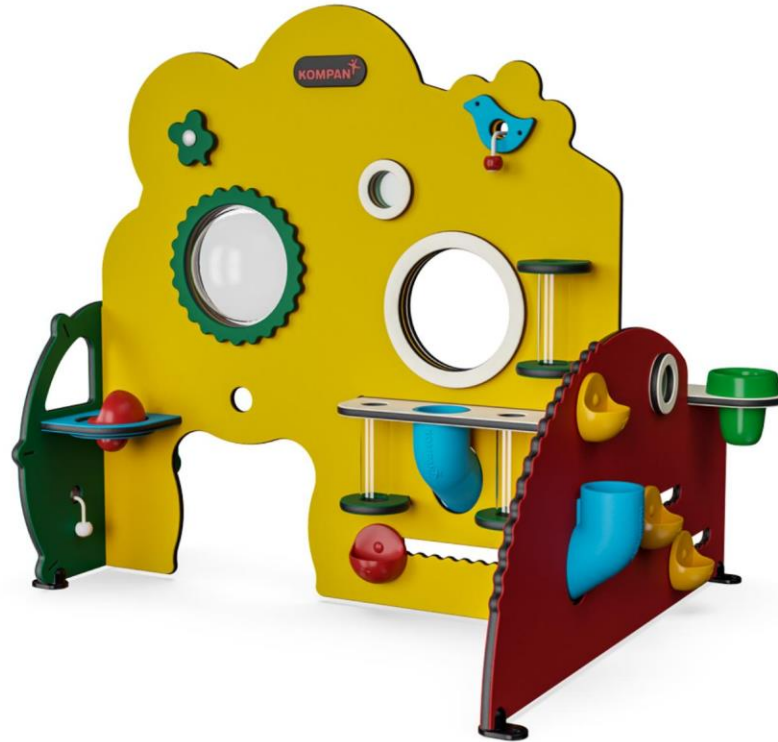


Greenhouse & Florist

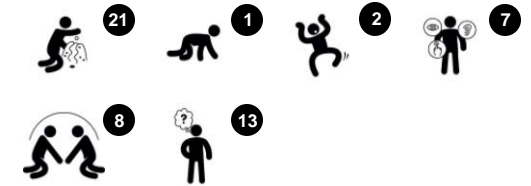
MSV604



Item no. MSV60400-0201

General Product Information

| | |
|-----------------------|-----------------|
| Dimensions LxWxH | 4'9"x3'11"x4'0" |
| Age group | 6m - 4 |
| Play capacity (users) | 8 |
| Color options | |



Wow! Children are immensely attracted to the activity of the Green House & Florist. In a small space, children play intensely, again and again. Loaded with play, the play unit benefits the children's physical, social-emotional, cognitive and creative development. Numerous play features encourage social play as they unite children with tangible, cross-panel play

activities: the tube, sand scoop and string with knob. The Green House & Florist has tangible themes: switch, bell, scoops making sounds when run in the toothed grooves, see-through flower vases. These scaffold logical thinking skills as children push, pull and investigate the numerous play items stimulate the child's logical thinking skills. The rich themes in-spire

dramatic play, which is phenomenal for language development: a main factor for learning, friendships and life success.

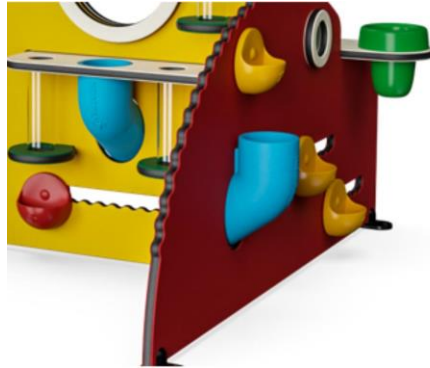


Greenhouse & Florist

MSV604



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.



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



Pots are made of pressure molded high quality nylon (PA6). PA6 has good wearing and impact strength.

| Item no. MSV60400-0201 | |
|---------------------------------|---|
| Installation Information | |
| Max. fall height | 0" |
| Safety surfacing area | 0 ft2 |
| Numbers of installers (persons) | 2 |
| Total installation time | 5.1 |
| Excavation volume | 0.00 yd3 |
| Concrete volume | 0.00 yd3 |
| Footing depth (standard) | 0" |
| Shipment weight | 106 lbs |
| Anchoring options | Surface <input checked="" type="checkbox"/> |
| Warranty Information | |
| EcoCore HDPE | Lifetime |
| Movable parts | 2 years |
| PUR components | 10 years |
| Membrane | 2 years |
| Spare parts guaranteed | 10 years |



On the side of the wall there is a transparent bubble made from UV-stabilized PC.



See-through tubes are made of PPMA. PPMA has outstanding durability and resistance to UV radiation.

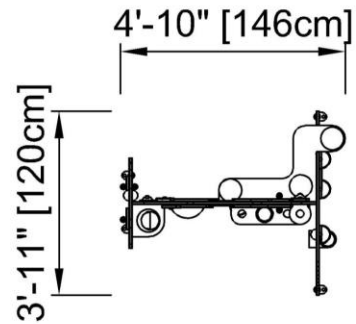
| Elevated activities | Accessible elevated activities | Accessible ground level activities | Accessible ground level play types |
|---------------------|--------------------------------|------------------------------------|------------------------------------|
| Present | 0 | 1 | 1 |
| Required | 0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

Greenhouse & Florist

MSV604

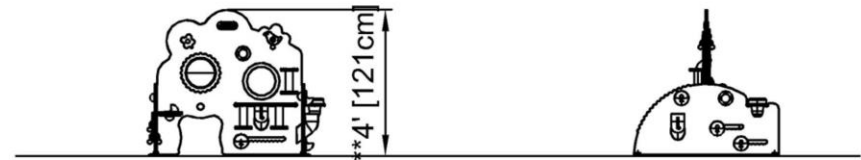
* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



MSV60400-0201

** 4'-X" / 121cm



MSV60400-0201
1:100

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

Greenhouse & Florist

MSV604



Bubble window

Social-Emotional: invites interaction between outside and inside.

Cognitive: distorts the sound of the voice, developing logical thinking.



String with knobs

Social-Emotional: turn-taking and cooperation are supported when pulling the string from side to side with friends or caregiver.

Cognitive: an understanding of object permanence is supported when the knob disappears and reappears when pulled.

Creative: leaving the knob in different positions can support symbolic and creative thinking.



Climb-through hole

Physical: the hole allows for climbing and crawling through, developing cross-coordination, proprioception and spatial awareness.

Social-Emotional: cooperation and turn-taking when passing one another.



See-through tubes

Social-Emotional: the paired tubes invite parallel and cooperative play.

Cognitive: construction play and the understanding of object permanence are supported when shifting items through the see-through tubes.



Bell

Cognitive: understanding cause and effect when ringing bell.

Creative: leaving a mark in creating a sound rhythm when ringing or knocking the bell.



Pot

Cognitive: the pot can be removed, stimulating cause-and-effect understanding. Filling and emptying the pot stimulates logical thinking and the understanding of concepts such as empty and full.

Creative: placing the pot in other areas of the play space in creative ways can support symbolic and creative thinking.



Sand scoops

Physical: hand eye coordination and push-pull movements.

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.

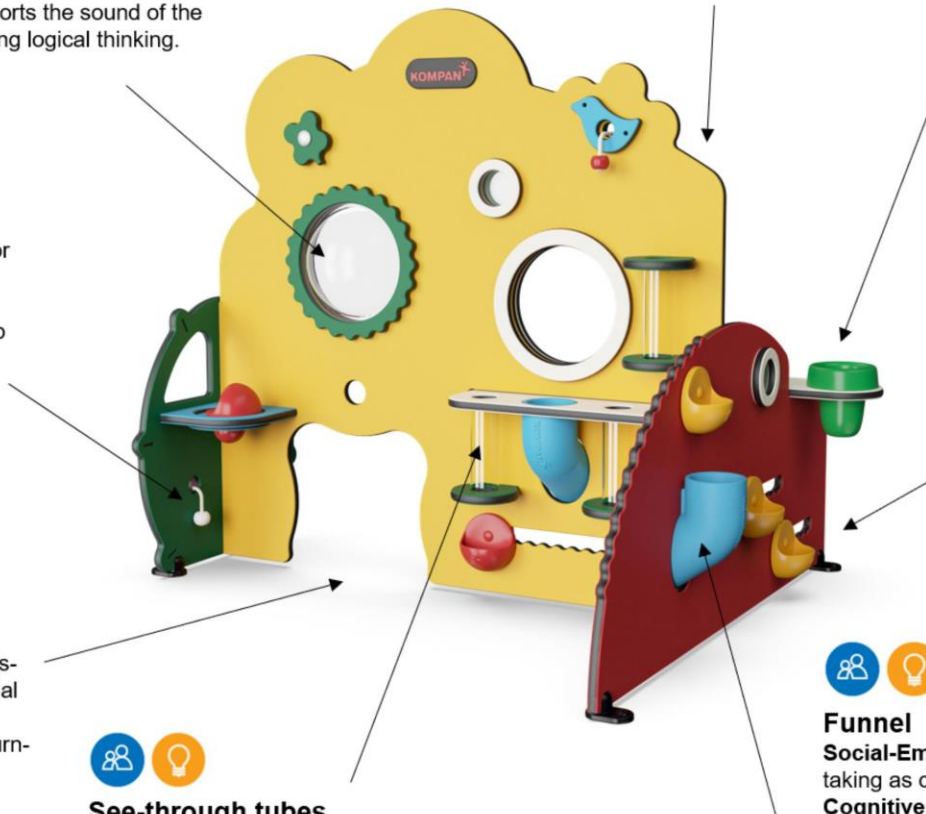
Creative: shifting scoops, creating new scoop positions.



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 materials don't vanish, but run through at the other end.



Greenhouse & Florist

MSV604



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.