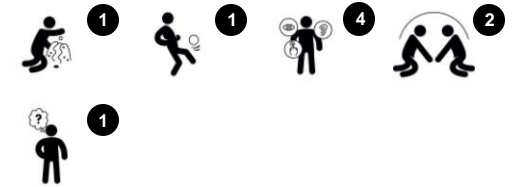


# Magnetic White Board

PCM0013



Item no.	
General Product Information	
Dimensions LxWxH	5'5"x5"x4'7"
Age group	2 - 8
Play capacity (users)	4
Color options	



This large magnetic white board will support hours of play and learning in an outdoor learning environment or playground. The large space is plenty for many children to join in, which will help them to develop fine motor skills when drawing, and language and literacy skills when making signs. The large size supports social play, because there is plenty of room for

interaction and cooperation. White boards can have direct benefits for learning, and they also enhance a variety of dramatic play scenarios, from playing school to making a sign for treasure hunting games. There are cognitive benefits to drawing and leaving your mark, because it stimulates brain development. The magnetic feature can also spark conversations

about the magnetic properties of objects. All around fun for curious minds!



# Magnetic White Board

PCM0013



Board is made of ceramic steel. Ceramic steel has high corrosion resistance and it is completely recyclable.

Posts are made of pine wood posts pressure impregnated class AB with Tanalith E3475 according to EN335.

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.

Item no.	
Installation Information	
Max. fall height	0"
Safety surfacing area	0 ft2
Numbers of installers (persons)	2
Total installation time	
Excavation volume	
Concrete volume	
Footing depth (standard)	
Shipment weight	
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	

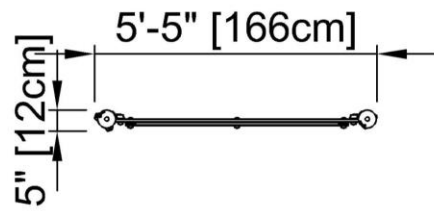
Elevated activities 0	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

# Magnetic White Board

PCM0013

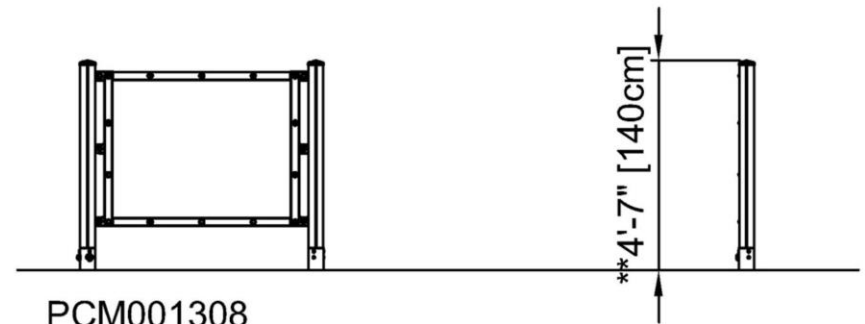
\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



PCM001308

\*\* 4'-8" / 140cm



PCM001308  
1:100

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

# Magnetic White Board

PCM0013



## White Board

**Social-Emotional:** the two sides and width of the white board caters for groups of children cooperating and sharing ideas.

**Cognitive:** understanding of individuality and self expression. Stimulates dramatic play and thus language development.

**Creative:** drawing and leaving your mark stimulates brain development, creative thinking and thus problem solving skills.



## Maze

**Social-Emotional:** communication and cooperation exploring the maze with friends.

**Cognitive:** stimulates memory when memorizing maze routes. Learning about perspective when looking at things at a certain distance.

# Magnetic White Board

PCM0013



## 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.