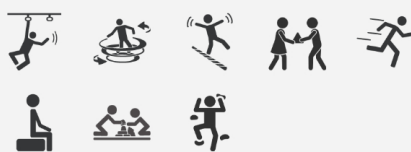


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PRODUCT INFORMATION

Dimensions (W x L x H) : **3.00 x 3.00 x 3.60 m**Age Group : **5-12 years**Capacity : **15**Fall Height : **3.00 m**Safety Area : **38.70 m²**

ACTIVITIES



SKILL EXPERIENCES

37.5%



PHYSICALLY COGNITIVE

0%



37.5%



SOCIAL

25%

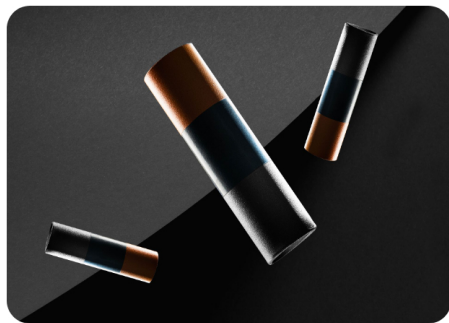


SENSORY

**METAL SERIES-AGMS 66-1**

Adventure Group Metal Series is a range of accessories consisting of products with different functions. . The series feature both individual and group accessories which allow children to perform intense physical activities while playing and socialising. Different types of activities such as spinning mechanisms, mutual swinging and oscillating elements and various rope balance units, which are children's top choices, are among the accessories.



AGMS 66-1**3 - Layer Coating**

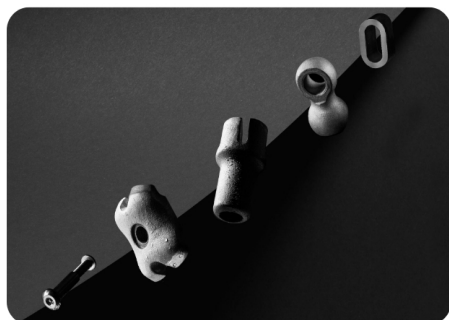
Metal parts are comprised of ST 37 Steel with a 3-step metal finish. Sandblasting and solvent-free zinc primer coating and electrostatic powder paint application is inherently corrosion resistant under extreme weather conditions and UV.

**Speed Control**

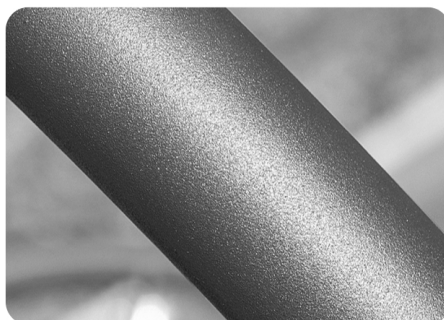
Our playground equipment includes a speed control mechanism that can adjust the rotation speed. This system prevents the speed increasing beyond a certain value of the rotation mechanism in rotating playground equipment such as carousels. Thanks to this speed adjustment, children using the playground equipment are ensured to use the equipment safely and are protected from injuries.

**CmrRope**

CmrRope™ is formed by 6 strands of galvanized wires and a core either steel or fiber. Each strand is tightly braided with Polyester which is adhered to galvanized wires with a patented method to create a solid surface where polyester meets with wires. So extra protection is achieved against friction and vandalism. Surface is extremely abrasion and UV resistant also fire retardant.

**Aluminum Cast Connectors**

Single-casing aluminum cast connectors are compressed with 300 tons to avoid moving and premature wear. "E (end stop) connector" is shapely and pleasant to grip with no sharp angles or edges. These connectors are fastened to main frame either to welded flanges on main frame or with "C" aluminum clamps to main frame.

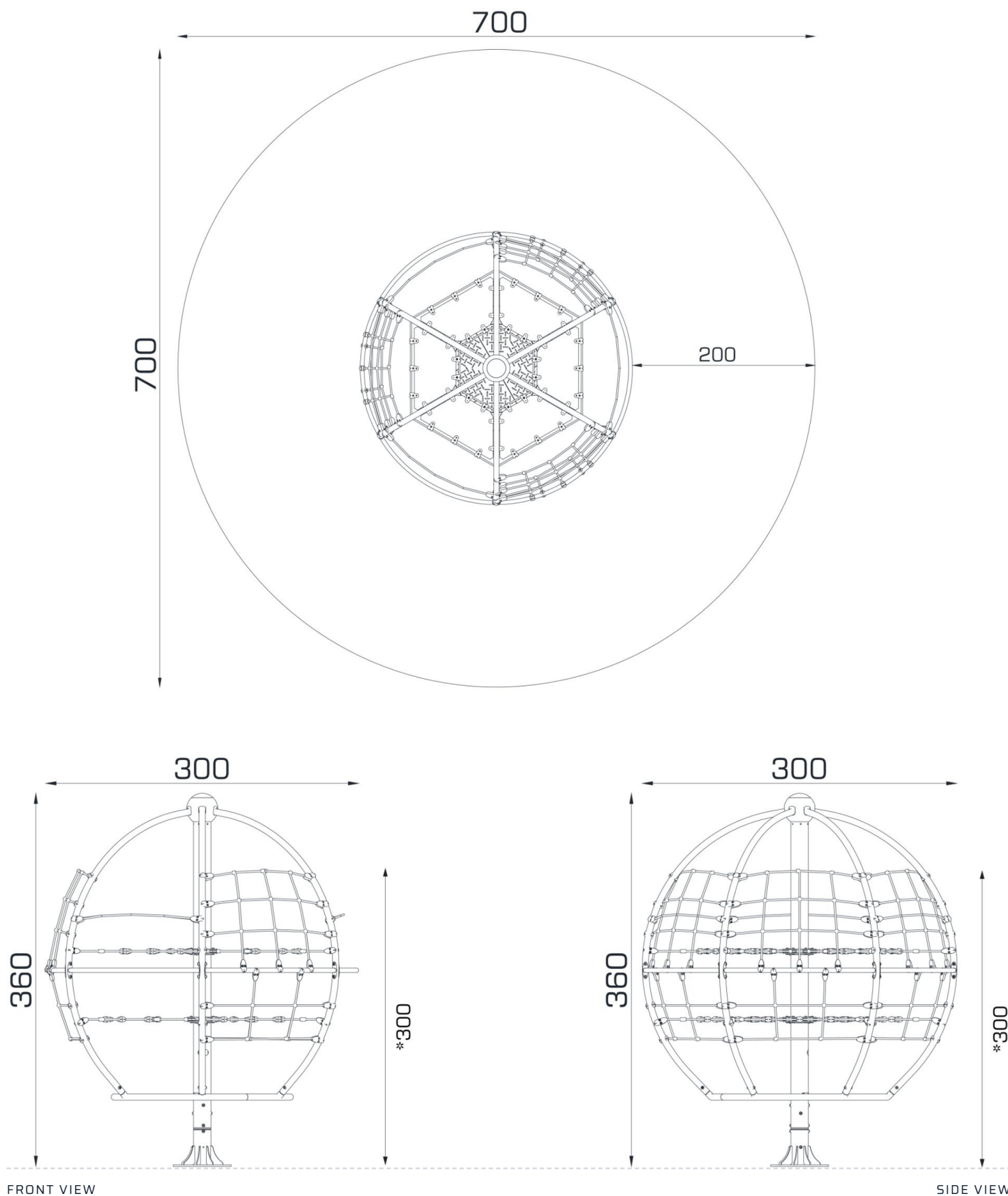
**ST 37 Metal**

ST 37 is a versatile material known as structural steel; thanks to its low carbon content, it can be easily shaped and offers excellent weldability. Frequently preferred for applications such as park equipment where safety and durability are prioritized, this metal stands out with its balanced mechanical performance and high load-bearing capacity. Since its surface is highly suitable for chrome plating, galvanization, or painting processes, it provides high resistance against outdoor conditions and offers effective protection against corrosion.

**Rubber**

This material is a high-strength composite designed for industrial applications where durability and flexibility are paramount. Thanks to its three-layer structure and textile reinforcement, it provides superior resistance against pressure, abrasion, and tearing.

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*Maximum Fall Height Measurements shown are in centimeters.

AGMS 66-1**HANGING**

To hang in arms is the act of carrying the body with the hands or arms, possible to traverse to another platform or play item.

**PULL**

To pull is the act of pulling item towards you or you towards an item with one or both hands, or possibly with the entire body.

**ROTATE**

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.

**BALANCE**

To balance is to stay upright when walking or standing on a surface that makes this challenging.

**SPIN**

To spin involves a fast, repeating horizontal or vertical turn of the body on a piece of equipment that facilitates social interaction.

**CRAWLING**

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly incline surface.

**ACCESSIBLE**

These are special areas where children with disabilities can play and have fun and without feeling different.

**COLLABORATION**

Collaboration is the feature of the playgroup to bring all children together, regardless of gender, enabling them to play and interact around a shared goal.

**INTERACTION**

It is children's communicating with the play group by touching and feeling.

**PUSH**

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.

**SLIDE**

To slide is the act of moving fast downwards steady on a slide.

**RUNNING**

Running is an activity that encourages children to interact with the playgroup by running and develop physically.

**SOUND-RHYTHM**

Sound and rhythm transform children's movements in the play area into an artistic exploration, simultaneously developing both their motor skills and auditory perception.

**SITTING**

It is an area where children can rest while sitting and have fun.

**ROLE PLAY**

Role play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.

**ROCK**

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.

**SWING**

To swing is the movement of swinging back forth, of in circular movement, seated, standing or lying, in a unhindered arc.

**SOCIALIZE**

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.

**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.

**CLIMBING**

To climb is the act of moving upwards, cross coordinating arms and legs, on a vertical or inclined surface or net.

**BOUNCING**

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.

**LOGICAL REASONING**

Reasoning is a cognitive process of discovery within the playgroup that enhances children's problem-solving and analytical thinking skills through strategic obstacles and logical steps.