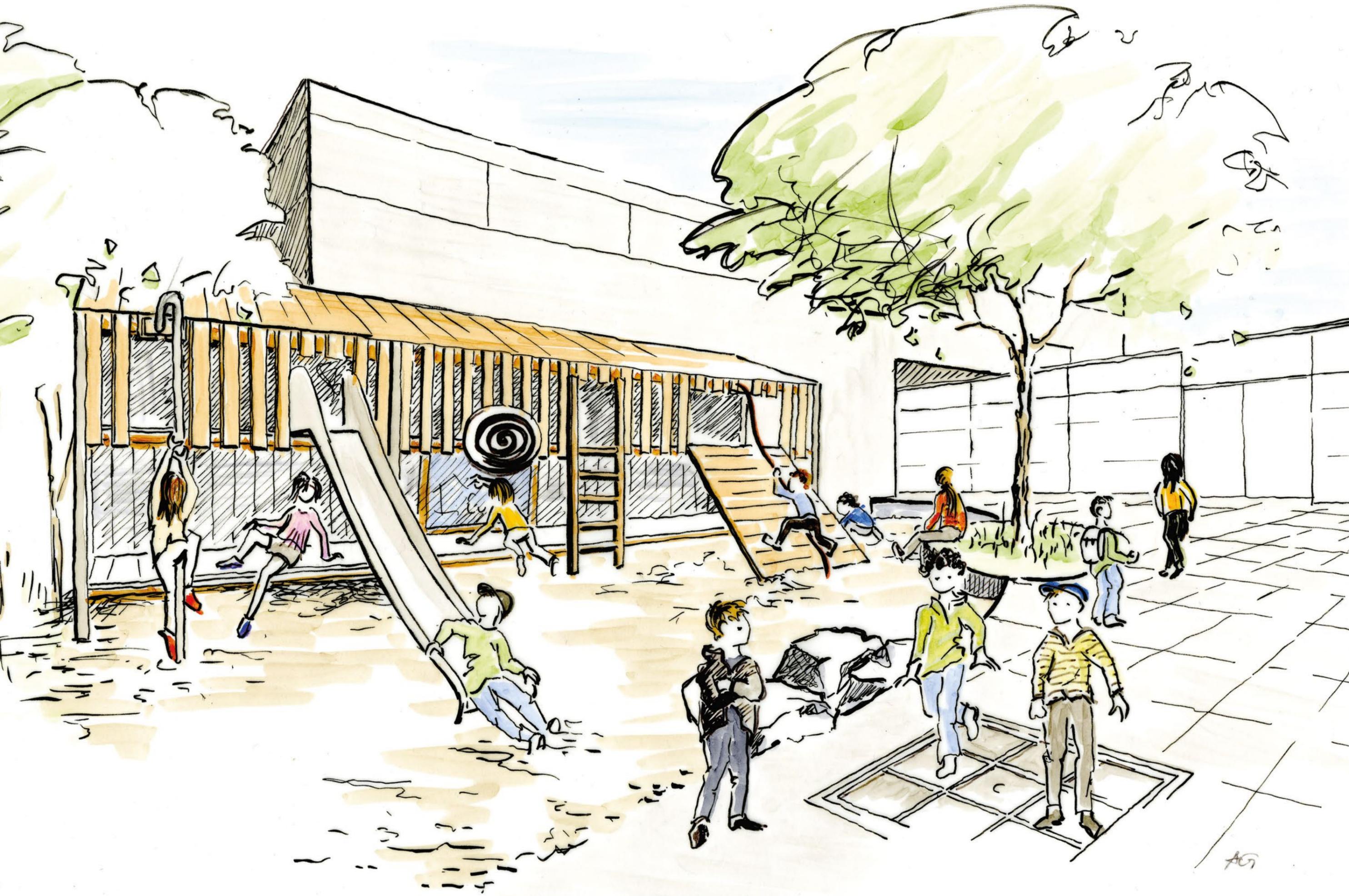


Schools get moving

# Richter Spielgeräte GmbH

Das **Original**, seit über 50 Jahren





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6.51004 Climbing Structure 04

### Getting schools moving

Pupils should feel comfortable in their educational institutions. Here, the role of the school is to provide a positive learning environment as well as a living space that enables open communication and relaxed interaction to be learned through play.

Schools can support this by designing schoolyards to be innovative living spaces that promote pupils getting moving.

### Learning outside

The schoolyard plays a crucial role within the concept of the school being a space for living. We consider it to be a play space with a multitude of functions.

First and foremost, the schoolyard is the place where children spend their break. This plays a very important role in school activities for all concerned, as it represents a time out for children where they take responsibility for themselves. It should and must provide a counterbalance to effort and concentration and be a space that promotes social and cognitive skills.

Children and young people react to these periods of freedom in different ways. While some may feel the need to run and romp about, others retreat. Some have fun playing in a group and enjoy doing something completely different to studying for a few minutes. Irrespective of what the children do, what is really important here is the atmosphere of their surroundings.

Schoolyards that consist merely of fenced asphalt surfaces and, at best, a few benches are more likely to promote stress and aggression, whereas nature-based and movement-oriented designs help alleviate these feelings. The trend towards natural schoolyards is therefore

extremely welcome. An inviting atmosphere with undulating grounds, plants, bushes and trees allows the pupils to forget about everyday school life for a moment.

It is also beneficial to install a carefully selected range of equipment that has been tailor-made to meet the pupils' needs and where the individual character of each school has been taken into consideration.

### Identification

The more attractive and creative the design of the schoolyard, the greater the motivation to play and spend time in it. Interesting play offers combined with special objects – ideally ones that can be played on and trigger an emotional connection – as well as eye-catching installations lend the site an unmistakable and memorable visual identity. In this way, the schoolyard is able to promote identification with the school.



A6.51007 Climbing Structure 07

### Climbing structures

Children have a natural urge to climb onto things or climb up things. Frequently, the degree of success determines their feeling of self-worth. More than any other kind of exercise, climbing stimulates self-perception, promotes the ability to make decisions, supports concentration, trains spatial perception and promotes self-confidence.

In particular when children and young people play together, again and again the situation will arise where they measure and compare their abilities. This process contributes, amongst other things, to feelings of self-value and self-identity. Under certain conditions it can also lead to players making efforts to increase their own performance level. Without wanting to promote a too-strong sense of winning and losing, we would nevertheless like to do justice to this need. Physical activity programmes that stimulate playful and fair competition are a reasonable solution for this.



A6.51007 Climbing Structure 07



6.06000 Jumping Disc

**Do not artificially force exercise but encourage it naturally**

The same requirements placed on a good playground also apply when designing a schoolyard as a space to play.

**The lay of the land**

When it comes to designing children-friendly spaces, the first priority is the geographical lay of the land: the breaks in the line of sight and the different heights of the ground. An undulating terrain

increases the quality of play.

**Surfacing design as a play offer**

It is possible to create play offers simply by thoughtfully selecting different kinds of ground surfacing. In the process, also asphalt areas should be considered so that ball games and pavement-drawing games can be played. A well-balanced selection of plants ensures a good bio-climate, creates shaded zones and allows nature to be experienced.

**Jumping Disc**

Round spring platforms are mounted on strong, low springs. Not only is bouncing on them fun, children can jump off in all directions, as if from a springboard. The momentum, which is intensified by the springs, propels the jumping child quite a long way. Jumping from one disc to the other presents a special sequence of movements and is an exciting challenge for small children. It is therefore recommended to install at least two Jumping Discs.

**Fundamental characteristics:**

- Solid wooden surface with natural structure for a good grip
- Incentive for playing: low wood surface, springs
- Exercise activity: bouncing, springing, jumping, jumping off



7.15000 Lounging Logs

**Lounging Logs**

Border, seating, equipment to promote skills, movement experience – the “Lounging Logs” installation can be all of these things. It is ideal for providing a structure for spacious play areas and positively bordering off age-related activities from one another. Activity areas for young people in particular need alternative seating.

“Lounging Logs” is perfect for defining play areas. Restlessness and tension can be relieved while sitting by gently rocking, and the shared experience of swinging up-and-down promotes communication.

**Fundamental characteristics:**

- Unique feature: the conical shape of the long trunks makes the device a springy object
- Incentive for playing: attractively coloured long trunk
- Exercise activity: balancing, swinging, sitting, springing, jumping off

A varied offer includes:

- exercise activities
- sensory experiences
- opportunities for communication
- retreat and togetherness.

Due to the limited amount of time, it is necessary to offer play equipment that provides success and satisfies the need to play in a short period of time.

The often boisterous and even occasionally aggressive treatment of the equipment and the load placed on it as a result of how often it is used are met by our play equipment's robust construction and fittings.

It really does not make sense to install just one or two pieces of equipment. On the one hand, this leads to aggression because it is not possible to “get a turn”, and on the other even the most robust equipment cannot stand up to this type of load for very long. Irrespective of the equipment, it makes good sense to model the surface area of the schoolyard in an exciting way.

**Equipment**

When selecting equipment, care should be taken to provide several types of different offers to meet the needs arising from a situation where numerous children spontaneously want to play.

### Bell Climbing Poles

Climbing poles of equal length are arranged in a circle to offer children and young people a playful incentive to compete. The reward for climbing is the ringing of a bell at the top when it is tapped.

Boys in particular, like measuring their strengths and skills. For this reason Bell Climbing Poles are suited to areas for young people.

#### Fundamental characteristics:

- Unique and original
- Incentive for playing: tapping the bell
- Exercise activity: climbing



7.90000 Bell Climbing Poles

### Selection of suitable play equipment

#### Tower or platform combinations

- Slide
- Suspension Bridge
- Chain Path
- Bridge
- Double Hanging Rope
- Firemen's Pole
- Inclined Wall
- Balancing Rope with Holding Rope
- Play Pyramid with slides, ladders, climbing nets, mirrors, balancing ropes, ramps

#### Climbing structures:

- Natural and individual design
- Promote body awareness, personal judgement capabilities, individual responsibility, courage

#### Individual equipment for exercise activities:

- Jumping Discs
- Totter Beam
- Bouncing Flower
- Freestanding Chain Path
- Rocking Plank
- Balancing Beam
- Balance Blocks
- Slides, preferably built into the slope

#### Games installed in the ground made of metal:

- Dance Chimes
- Rotating Plate
- Hexagonal Rocking Plate
- Rocking Plate

#### Perception:

- Parabolic Reflectors
- Phones
- Graubner Play Stations for Developing the Senses

#### Moving with others:

- Hexagonal Swing
- Queen Swing
- Cradle Nest
- Quadro Hammock Seat
- Big See-Saw Platform
- Triple Beam Swing
- Giant Revolving Disc
- Jackstraws See-Saw
- Totter Trail

#### Retreat, relaxation and conversation:

- Curve
- Sitting Fence
- Meeting House
- Trunk Seat
- Town Box
- Rope Nest
- Lounging Logs
- Play Cube
- Street Acrobats



6.18460 Car Tyre Swing

### Car Tyre Swing

A milled-off half tyre with a wooden floor insert acts as a swinging platform and is hung on a universal joint with additional ball-bearings to create rotary movement. It's not only fun jumping on and off and swinging together – it also serves as an incentive for children to interact and to learn how to get on with one another. As the chains are shorter in this equipment than in the Tractor Tyre Swing, less strength is required. This means it is also suitable for younger children to play with it.

#### Fundamental characteristics:

- One-point suspension allows for a multitude of different movements
- Incentive for playing: cantilever arm with chain suspension
- Exercise activity: swinging, swaying, turning, jumping on and off, physical effort

### Giant Revolving Disc

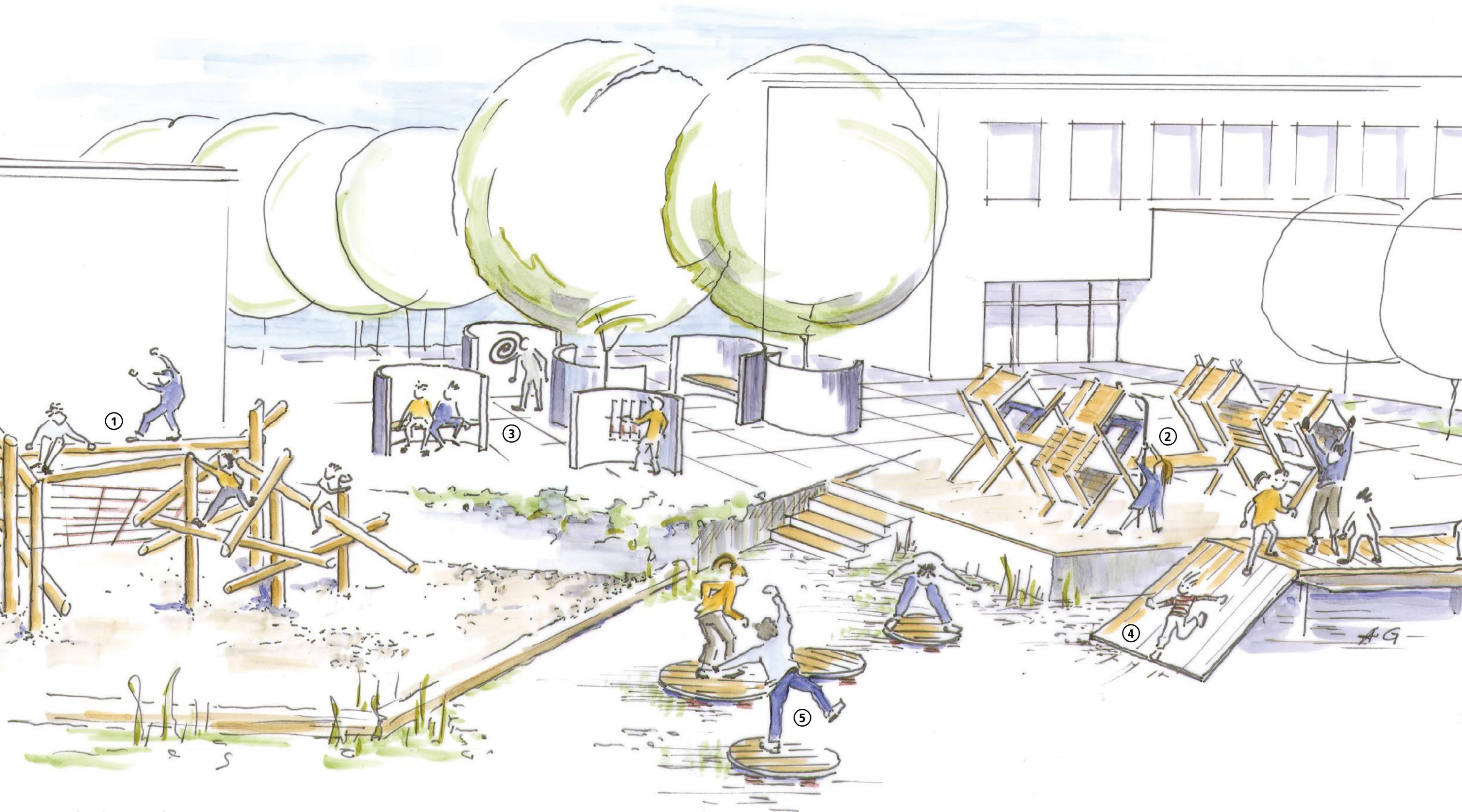
The Giant Revolving Disc is an example of equipment that children take possession of in their own special way. On the one hand, it can be set in motion by its intended function of children running against the slope, with the "passengers" very clearly experiencing the centrifugal force. Those who cannot hold on simply slide off, while stronger and more skilful children can stay on the disc despite a high speed. On the other hand, young people in particular are always on the lookout for attractive meeting places. Quietly rotating, they can talk and enjoy mutual togetherness.

#### Fundamental characteristics:

- Attractive shape, green cladding
- Wood surface for pleasant, tactile experience
- Incentive for playing: large disc, surface design
- Exercise activity: physical effort, turning, keeping your balance, running



7.25000 Giant Revolving Disc



- Planning example**
1. Climbing Structure
  2. Street Acrobats
  3. Curve
  4. Big See-Saw Platform
  5. Jumping Discs



6.17020 Hexagonal Swing special

### Hexagonal Swing

This play equipment provides a high degree of communication in addition to the joy of swinging and swaying. The participants can swing towards each other while watching each other or – and this is special fun – even touching each other's feet. Jumping off is not possible due to the vertically mounted tires.

#### Fundamental characteristics:

- Interesting wood construction thanks to the natural structure of the posts; different suspension lengths make it possible to touch each other's feet
- Incentive for playing: many suspended tyres
- Exercise activity: swinging



6.51500 Rotating Beam

### Rotating Beam

The Rotating Beam is balancing equipment with a higher degree of difficulty, which requires strong, swift physical movement in order to retain balance. It stimulates children to play competitively and in groups. A five-meter-long horizontal balancing beam with rotating ends is fixed to supporting wooden posts about 30 cm above the ground. The Rotating Beam is also an interesting play offer when it is installed alongside paths.

#### Fundamental characteristics:

- Eccentric bearings prevent the beam from rotating too quickly, while the length of the beam ensures the effect
- Incentive for playing: appears to have been put there by chance due to its position
- Exercise activity: equilibrium, balance, body coordination



6.51700 Balance Blocks

### Balance Blocks

Wooden blocks with holes drilled at different lengths are threaded on two tightly tensioned cables extending side by side. The blocks are either stable or wobbly and prone to tilting, depending on the height of their centre of gravity. This creates an attractive balancing trail, which promotes dexterity and physical awareness. The Balance Blocks can be used as an attractive play offer along the side of paths or can be incorporated into an activity trail.

#### Fundamental characteristics:

- Unique and original: every block reacts to the user and their weight according to the height at which the cable is threaded through the holes
- Incentive for playing: blocks arranged at different heights
- Exercise activity: balance, equilibrium, body coordination



7.77060 Climbing Wall (Photo: LUC London)

### Climbing Wall

The Climbing Wall presents an attractive challenge. It can be climbed from both sides with different levels of difficulty. The surface structure and the various stepping and gripping elements offer a trail to suit every child's courageous spirit. The Climbing Wall can be extended and its angle modified between 60° and 90° depending on design requirements. It is suitable as an element to create spaces as well as to separate play areas.

#### Fundamental characteristics:

- Sturdy construction allows for free-standing installation
- Can be climbed from both sides
- Space-forming function
- Incentive for playing: climbing grips, height, connecting construction
- Exercise activity: climbing

**Curve**

The Curve is a very special piece of playground equipment. The design elements, which consist of a curved concrete wall, can be arranged in a row or a corner or any other shape. You can also choose between various pieces of supplementary equipment. This allows the half-shells to be combined, for example, with a rotating disc, a bench or various other modules.

The cosiness of the niches also provides children space for role-playing games. In addition, the Curve can serve as an attractive space divider, which may be used to define different play areas or as a visual and noise screen in places adjacent to roads.

**Fundamental characteristics**

- Space-defining design appeals to the senses
- Functional design
- Different play offers
- Individual elements can be freely combined



7.89500 Curve

**Totter Beam**

Children love situations in which they can show their skill. The Totter Beam is an amusing activity that inspires competitiveness.

The shifting weights and energy from movements vibrate the beam, installed at a low height, which means it is challenging for some to hold on due to the wobbling and teetering. The activity is fun for numerous players at once.

**Fundamental characteristics**

- Incentive for playing: beam mounted on springs, curiosity
- Exercise activity: balancing, shifting weight, wobbling, teetering



6.05000 Totter Beam



6.05000 Street Acrobats

**Street Acrobats**

Our Street Acrobats consist of small space elements that offer various opportunities for hiding and going through openings. The cosiness of the little niches also provides children with enough space for imaginative role-playing games. The equipment can be accessed via a climbing trunk or a connecting bridge element, and the curved firemen's pole allows a swift getaway to the ground.

**Fundamental characteristics**

- Space-defining design appeals to the senses
- Incentive for playing: cosy spaces, role-playing games
- Exercise activity: climbing, sliding, balancing

**Big See-Saw Platform**

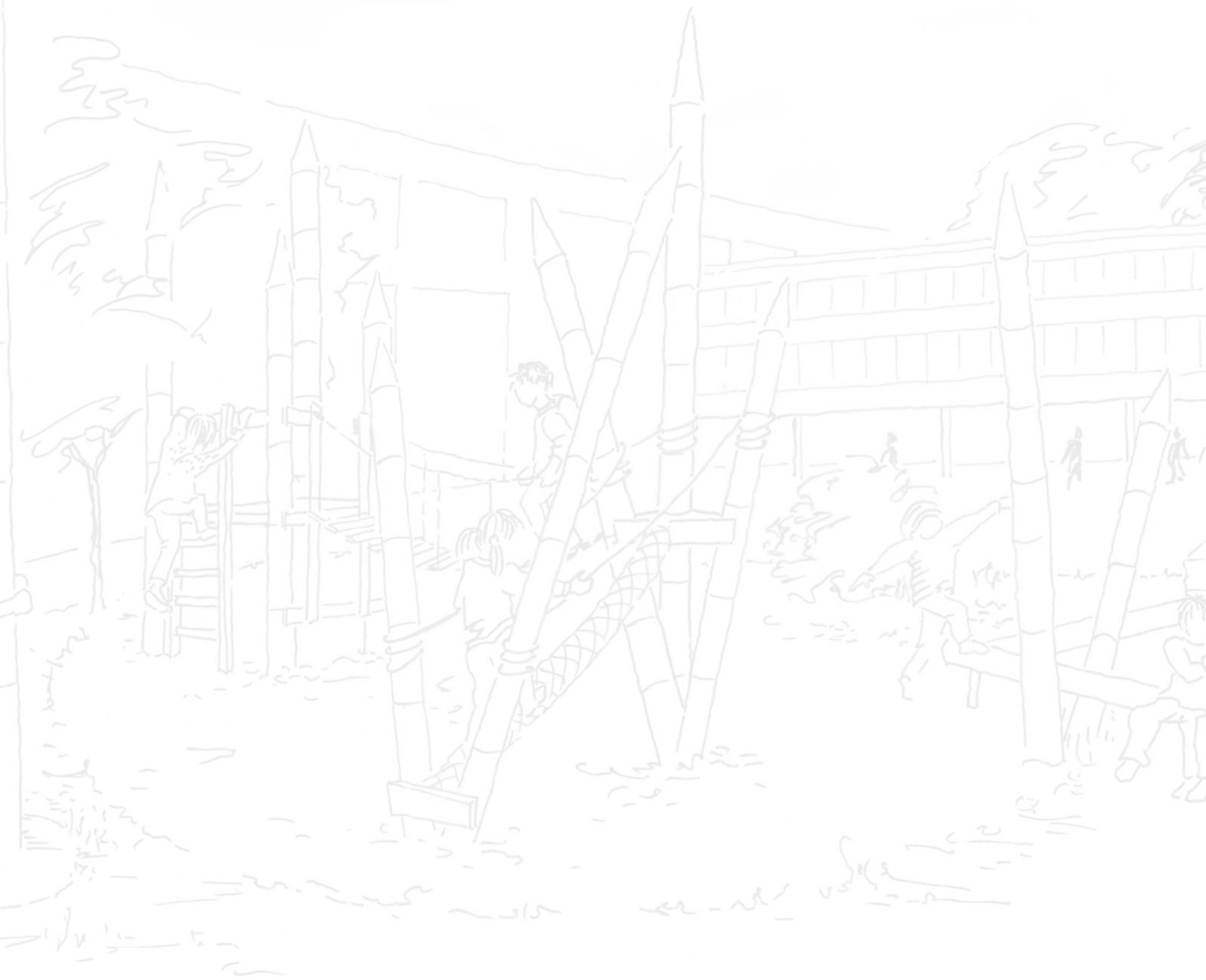
The chief benefit of this piece of equipment is that it encourages people to work together and be aware of the need to cooperate with one another. Many people can see-saw and play at the same time, big children with small ones, heavy ones with light ones, old and young, and even wheelchair users can join in. The Big See-Saw Platform is also an attractive meeting place.

**Fundamental characteristics**

- Unique and original
- Incentive for playing: inclined floor with ramps
- Exercise activity: running, jumping, hopping, riding, shifting one's weight



6.70000 Big See-Saw Platform



Die Sicherheit. Die Qualität. **Das Original.**

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