

Example of setup*
* Depending on site configuration



Age group
+ 4 years



Dimension
min. 21 m²



Amount of
players
up to 6



Active Learning*
Can be added.

Activities



Movement



Teamwork



Thinking



Strategy



Sound/ Music



Learning

Product data

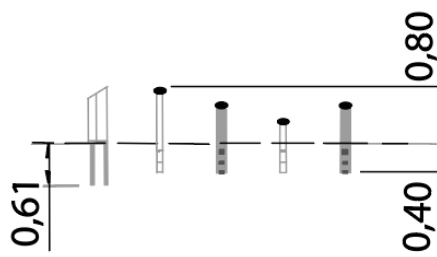
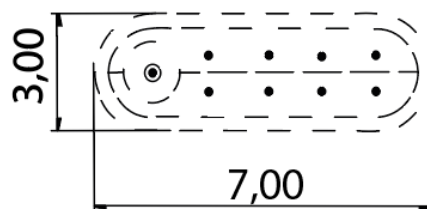
Space requirement	min. 3 x 7 m	
Surface requirement	We recommend rubber surface. Alternatives can be gravel.	
Power supply	input: 110 - 240v AC output: 24v DC	
Power consumption	Estimated daily: 122 W*	
Durability	Designed for permanent outdoors use and to be sturdy against impact and misuse.	
Setup	Customizable	
Materials	Steel:	Stainless Steel Powder Coated
	Electronics:	9 sensors with WiFi

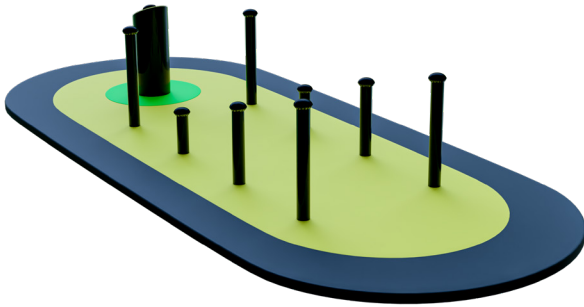
Color option **



* Average daily consumption of 2 hours play / 22 h sleep mode

** Opportunity for custom color, please contact PlayAlive for options





Example of setup*

* Depending on site configuration

Speed is PlayAlive's innovative solution for urban and public spaces. It matches the aesthetics of the city and is an obvious choice for schools, parks and existing playgrounds. Speed doesn't require much space, and the play and learning value is high.


The different activities will challenge children and adults in different ways, for instance their ability to work together or their competitiveness.


Activities on Speed

MindMatch

Find the identical pattern among the satellites on the field. The game will increase in difficulty.

Strategy 

Memory 

Movement 

Mirror

Beat your opponent on an mirrored track. Fastest player wins the game.


Strategy 


Memory 


Movement 

eTennis

Beat your opponent in a game of Tennis. The game is adjust the players level.

Strategy 

Memory 

Movement 

Free Play

Each satellite will have its own play mode with funny sounds, music tunes and light creation.

Strategy 

Memory 

Movement 

*Active Learning

An innovative app (FIL) that works to bring an active element to the school curriculum.

Strategy 

Memory 

Movement 