



1+



15



0,6m



1 = 2,96m 2 = 1,9m 3 = 1,6m

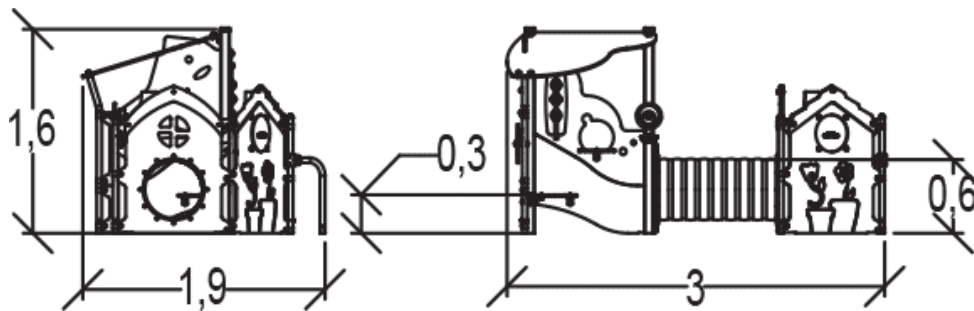


Handicap moteur



Handicap sensoriel

Handicap mental



Fonctions ludiques : 16

fabuler



x2

se rencontrer



x2

se reposer



x1

manipuler



x4

ramper



x1

se cacher



x1

s'abriter



x1

stimulation visuelle

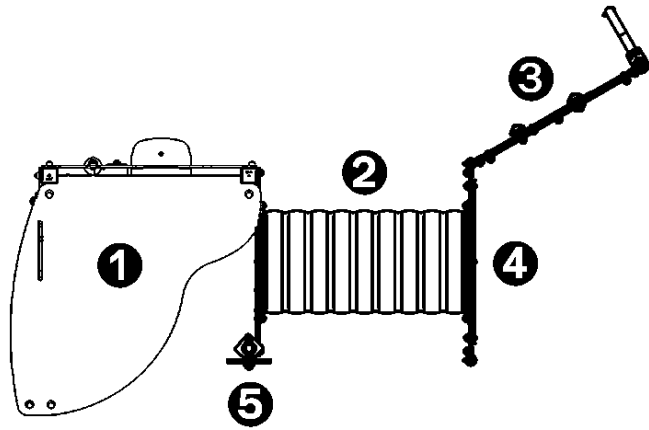


x3

traverser



x1

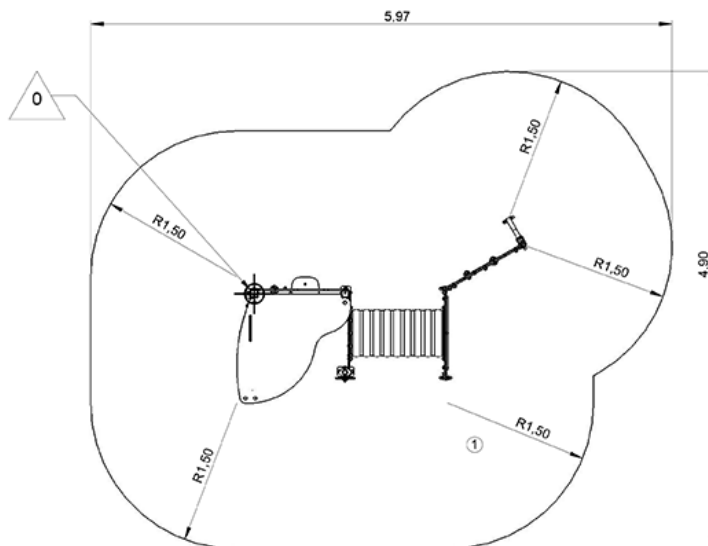




- ❶ Corner Diabolo
- ❷ Tunnel Maisonnette
- ❸ Panneau Smiley
- ❹ Panneau Haut Maisonnette
- ❺ Disque chromatique

## Installation de l'équipement

**Zone d'impact : Surface de sol minimale requise**

-  Zone d'impact
-  Espace libre



		
1	0,6m	23,5m <sup>2</sup>



2



05h00



0.25m<sup>3</sup>



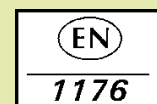
23.5m<sup>2</sup>



161kg



16kg



*Proludic*

0000-00-00