



# Playnetic, spelen met energie



We learn while playing, by trial and error!

Playing is an essential part of the development of children.

The Playground is the ideal place to just be a child, the place to grow up!

Get children outdoors again!

With the development of fun interactive outdoor play equipment, we get children exercising again. That is our mission and what we are good at! Playnetic develops and manufactures sustainable interactive play equipment which is sold to dealers all over the world.

Have you played outside before on interactive play equipment? In all likelihood, it was made by Playnetic!













MusicBall / StoryBall

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#### Playing together!

Endless fun playing

The AudioNetic has a large amount of knowledge of old and new games. For example, did you know that there are more than 40 different games? No? Well, the AudioNetic does know! It includes challenging games involving, for example: jumping, speed, hopping there is no end to it!

This AudioNetic has a super full USB stick! With as many as 3 different varieties of entertainment:

- 1. Play: with more than 40 different games.
- 2. Jokes and Riddles: Laughing is good for you! Full of jokes and pranks.
- 3. Professor Frogspawn: This nutty professor is brimming with interesting facts.

Extremely strong and practically indestructible. The AudioNetic is housed inside a vandal-proof and weather-proof structure. Very user-friendly and safe!

Safe

User friendly

Registration use



Human power



Vandal resistant

Time lock (optional)





# Very strong and durable

The AudioNetic is weatherproof and almost indestructible. Very Userfriendly and 100% save.





#### Just turn...

Turn the hand crank and generate electricity. The MusicBall chooses a swinging number.

Dancing is not just FUN but also very healthy! New music? Change the USB stick.

The MusicBall is a fun addition to every playground!

Do you love stories? Then the StoryBall is especially for you. Educational and SUPER fun. Change the USB stick for a new story.



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Human power

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Vandal resistant

Time lock (optional)





# Always & Everywhere

Turn the hand crank and generate electricity.









## Which steering wheel will you choose?

Choose from three different steering wheels: The steering wheel of a boat, racing car or aeroplane. Turn the steering wheel and an audio fragment FILLED with experience will play.

Get carried away in your own fantasy and decide for yourself how the story goes.

These steering wheels are great fun as an addition to an existing piece of play equipment!

The KineticWheel is supplied as standard with a wooden steering wheel. Would you prefer a colour? No problem.

Safe

User friendly

Registration use

Audio

Human power

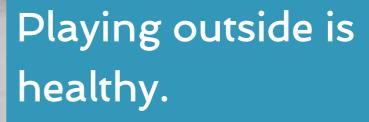
Vandal resistant

Time lock (optional)

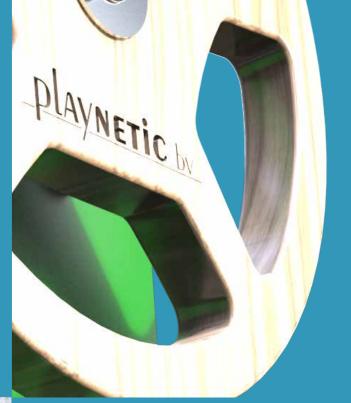








And interactive outdoor play is really SUPER COOL!











#### Enjoy your own music

Put your Smartphone on loudspeaker and place it under the hut. The DJ Post amplifies the sound of your own Smartphone! So no need to connect via Bluetooth or with cables! Because the built-in reel picks up your loudspeaker!

Would you like to enjoy listening to your own music in your favourite hangout?



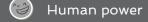






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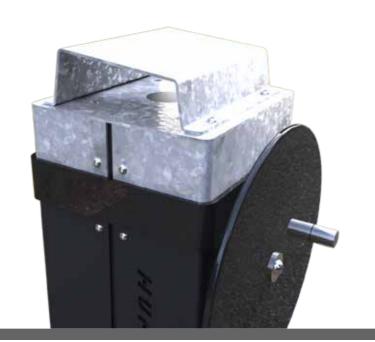






(a) Vandal resistant

Time lock (optional)





### Human power!

This is possible because no external electricity is required. This makes this DJ Post sustainable and environmentally friendly!









#### Jump Jump Stone...

Hey, a song. Do you want to listen to all of the song? Then keep on jumping. Are you getting tired? Let someone else take over...

Jumping is a very intensive form of exercise and contributes to an improved condition and coordination. The music is not just fun but also stimulates your intelligence and reduces concentration problems.

The JumpStone has an internal USB stick which is easy to change. As standard, various sets of children's songs are available. You can also record music yourself!



الله User friendl

Registration use

Audio

Human power

Vandal resistant

Time lock (optional)





Really not necessary! Not required, Just keep on jumping!







#### Let's play!

Pump the pedal with your foot and let the games begin! four interactive games, test your speed, memory, reaction time and numeracy skills.

Everyone can win! Are you not the fastest but do you have a good memory? Then YOU will be the winner of the memory test!



User friendly

Registration use

( Audiovisual

Human power

Wandal resistant

Time lock (optional)





# No electricity required?

No! Place the GameNetic on a concrete foundation and just play. Because the children themselves generate the electricity. Both easy and extremely sustainable











#### Kick and play!

Turn the hand crank and generate electricity. Have you generated enough electricity? Then you can play a game with the sidekicks.

Do you know the right answer? Then sprint to the correct brightly illuminated sidekick and kick it. With your hands or feet, with the ball or whatever you like. Do a memory test or play "the BOMB".





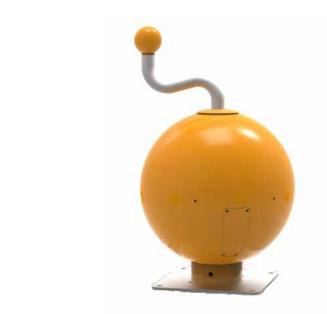
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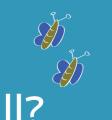
Human power

Vandal resistant

Time lock (optional)







## Standing still?

That's not an option! This game makes sure that you keep moving.









#### Roger Roger

Do you wish to chat too? With the Connect-IT, you generate electricity by turning the hand crank. Press the button and start chatting.

Tell fun interesting facts, jokes or secrets, it's all possible! Give each other tasks and see what happens.

Have you finished your story and do you want to hear what your friend has or friends have to say? Don't forget to end with the words 'over and out'.

Do you want to let several Connect-IT's communicate with each other? No problem!

Curious about how far the Connect-IT can reach? Up to 1 kilometre!

Safe

User friendly

Registration use

Audio

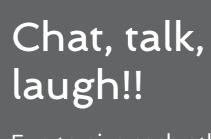
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Fun to give each other assignments ... make up your own game.



"Young children learn the most important things not by being told but by constructing knowledge for themselves in interaction with the physical world and with other children – and the way they do this is by playing."

(Jones & Reynolds, 1992, p. 1)

