



Active Play Circuits for schools

Building more active, resilient kids



Active Play Circuits

Addressing an emerging crisis

It's well known that physical activity is vital for developing healthy, happy kids. However, physical activity levels amongst children have been declining for years.

Contributing factors include reduced phys-ed and sport in many schools, increased screen time, and COVID. Apart from the physical health impact, reduced physical activity is impacting children's resilience and mental health.

To address this emerging crisis, a_space recognised the need to revolutionise what playgrounds look like in schools. Our team applied decades of experience and researched social trends to envision a solution that would engage and drive improved health outcomes. This has led to the creation of an innovative range named **Active Play Circuits**.



What are Active Play Circuits?

Active Play Circuits are a new form of school playground configured to promote strength, mobility, dexterity, problem solving and resilience.

Inspired by the enormous popularity of the Australian Ninja Warrior series, each Circuit is arranged with a clear start and finish containing a series of obstacles in between.

Designed to challenge and inspire

Active Play Circuits are designed to provide a fun challenge. The challenge inspires kids to improve. For some it will be mastering individual obstacles, for others it will be achieving a 'personal best' time. Through taking on this fun challenge, kids naturally build strength, agility, co-ordination, stamina and resilience.

Innovation, safety and quality

Active Play Circuits are manufactured in Australia by a_space and designed to comply with the Australian Playground Safety Standard AS4685. Created with quality, hard wearing materials, the equipment is built for rugged use and to last for years.



Australian Made

Proudly designed and produced in Australia.



Tried & Tested

Each obstacle is rigorously tested for durability and usability.



Built to last

Locally sourced steel and aluminum are specified and fabricated to withstand the harsh Australian climate

Active Play Circuits For schools

A ready made PE class!

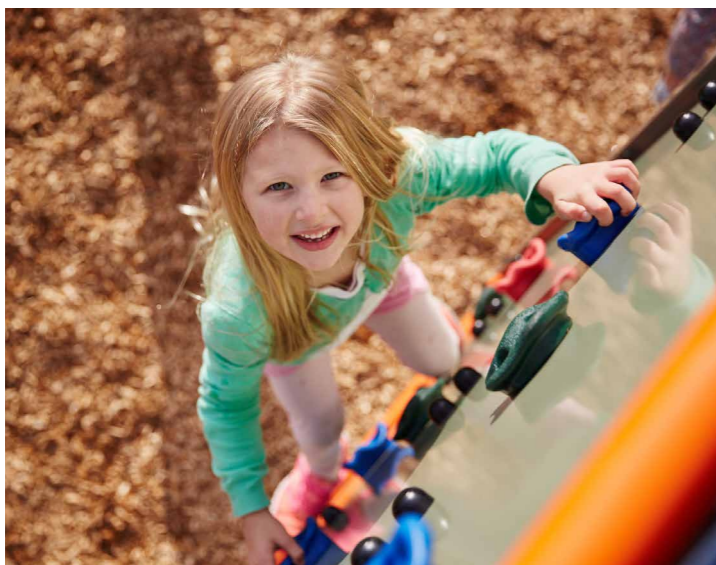
Active Play Circuits have been developed adopting key principals from the Australian Physical Literacy Framework and giving consideration to Australian Curriculum Guidelines for Movement & Physical Activity.

With physical education declining in many schools, Active Play Circuits can help to fill the gap. Teachers without phys-ed training can help drive increased physical activity by scheduling organised Active Play Circuit time. Further structure can be built into Active Play time with the following activities:



Mastering individual obstacles.

Divide a class equally amongst the obstacles and have each group tackle their assigned obstacle for 3-5 minutes before rotating groups to the next obstacle.



Staggered obstacle run throughs.

Send kids off at 20-30 second intervals to move through each obstacle in the course. Allow kids to walk through or around obstacles they find particularly challenging.



Active Play competitions.

Use a stopwatch to time kids individually as they tackle their Active Play Circuit. Consider recording these times and sharing results (either privately or amongst the class) to help drive improvement and enjoy the satisfaction of getting faster over time.



Active Play Circuits

Benefits

Every Active Play Circuit is the result of careful planning to ensure they are widely accessible yet challenging enough to keep kids engaged. The sequencing of obstacles in each circuit delivers fun while building strength and stamina.

The following selection of circuits have been developed to allow for different space availability and budgets.

If you don't see a standard Circuit that meets your specific requirements talk with us and we'll customise a Circuit for your application.

Alternatively, you can bring students into the selection process by having them vote for their favourite obstacles to deliver a truly unique circuit. Details of individual obstacles are provided following the popular standard circuits across the next four pages.



Benefits of Active Play Circuits

- Sequencing and Memory
- Motor Planning
- Bilateral Co-ordination
- Tactile Play
- Sensory Input
- Social Development
- Problem Solving
- Strength and Balance
- Replay Values
- Upper Body Strength
- Resilience
- Cardiovascular Fitness

Strive Circuit



Obstacle Events
6



Age Range
5-12

Highlights

- Sequencing and Memory
- Motor Planning
- Bilateral Coordination
- Cardiovascular Fitness



Max Fall Height
1885mm



Area Required
8.8m x 12.6m

Perseverance Circuit



Obstacle Events
8



Age Range
5-12

Highlights

- Motor Planning
- Tactile Play
- Upper body Strength
- Sensory Input







Max Fall Height
1920mm



Area Required
9.7m x 15.3m





Endeavor Circuit



 Obstacle Events 9	 Age Range 8-18+	Highlights <ul style="list-style-type: none"> - Sequencing and Memory - Upper Body Strength - Replay Values - Tactile Play
 Max Fall Height 2330mm	 Area Required 8.2m x 22.0m	

Ninja Circuit



 Obstacle Events 10	 Age Range 5-12	Highlights <ul style="list-style-type: none"> - Resilience - Cardiovascular Fitness - Social Development - Bilateral Coordination
 Max Fall Height 2330mm	 Area Required 9.2m x 15.7m	

Gladiator Circuit



Obstacle Events 13	Age Range 8-18+	Highlights <ul style="list-style-type: none"> - Sequencing and Memory - Cardiovascular Fitness - Bilateral Coordination - Resilience
Max Fall Height 2330mm	Area Required 13.5m x 14.5m	

Evolve Circuit



Obstacle Events 13	Age Range 8-18+	Highlights <ul style="list-style-type: none"> - Motor Planning - Upper Body Strength - Bilateral Coordination - Sensory Input
Max Fall Height 2360mm	Area Required 11.4m x 15.6m	

Achieve Circuit



Obstacle Events
14



Age Range
5-18+

Highlights

- Sequencing and Memory
- Motor Planning
- Resilience
- Strength and Balance



Max Fall Height
2330mm



Area Required
10.5m x 22.5m

All Rounder Circuit



Obstacle Events
14



Age Range
8-18+

Highlights

- Social Development
- Bilateral Coordination
- Problem Solving
- Cardiovascular Fitness



Max Fall Height
2330mm



Area Required
9.3m x 25.2m

Active Play Circuits











Individual Obstacles

Circuit configurations can be customised for various areas, budgets, and needs. For schools, students can be brought into the selection process by voting for their favourite obstacles to deliver a truly unique circuit.

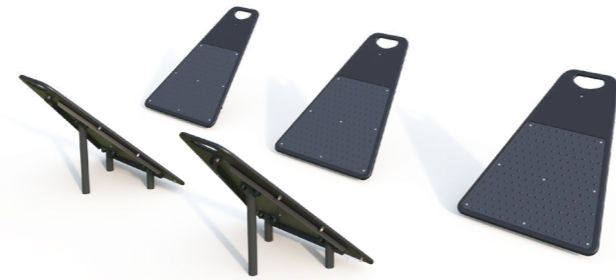
Contact us to obtain voting sheets for your school.





Benefits Key

-  Sequencing and Memory
-  Motor Planning
-  Bilateral Co-ordination
-  Tactile Play
-  Sensory Input
-  Social Development
-  Problem Solving
-  Strength and Balance
-  Replay Values
-  Upper Body Strength
-  Resilience
-  Cardiovascular Fitness

Junior Quin Steps




 Area Required
6.4m x 5.4m

 Max Fall Height
750mm

Parallel Bars




 Area Required
5.2m x 3.8m

 Max Fall Height
1000mm

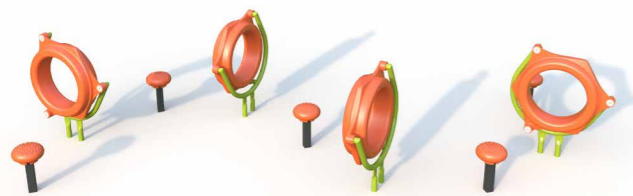
Over Unders Set of Four




 Area Required
4.2m x 5.7m

 Max Fall Height
1017mm

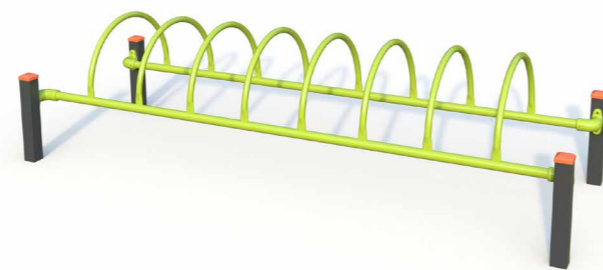
Slinks and Steppers




 Area Required
8.1m x 5.7m

 Max Fall Height
1060mm

Half Hoop Tunnel




 Area Required
6.2m x 4.2m

 Max Fall Height
800mm

Half Hoop 90 Degree




 Area Required
5.2m x 5.2m

 Max Fall Height
913mm

Pole Forrest



 Area Required
6.25m x 5m

 Max Fall Height
1000mm

Monkey Bar with Ladder



Area Required
6.72m x 4.72m

Max Fall Height
1685 - 2085mm

Monkey Bar 90 Degree



Area Required
5.72m x 5.72m

Max Fall Height
1685 - 2085mm

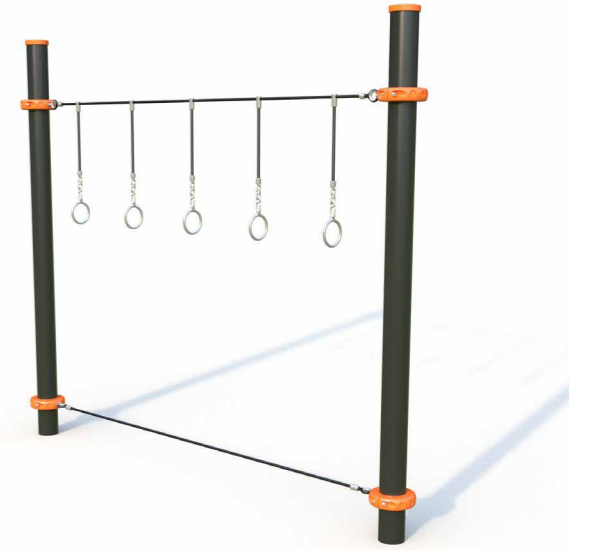
Hang Tough



Area Required
6.1m x 4.6m

Max Fall Height
1720 - 2120mm

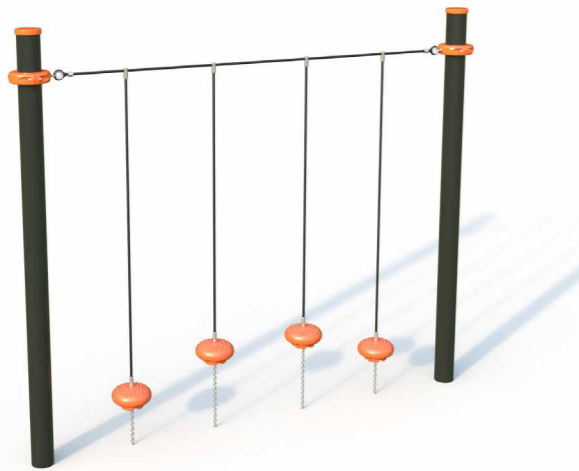
Monkey Rings



Area Required
3.45m x 6.45m

Max Fall Height
1500mm

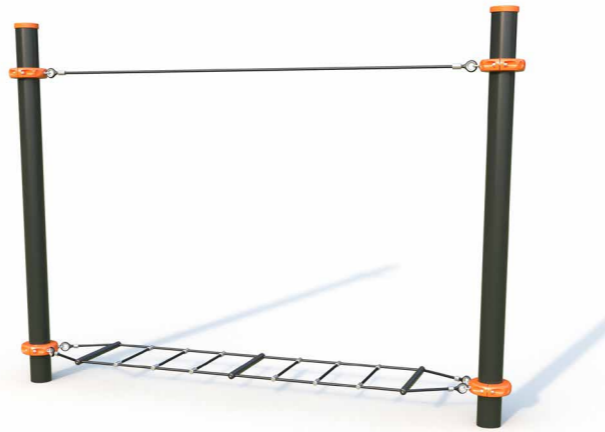
Hopping Islands



Area Required
3.25m x 6.25m

Max Fall Height
595mm

Chasm Crossing



Area Required
3.76m x 6.45m

Max Fall Height
265mm

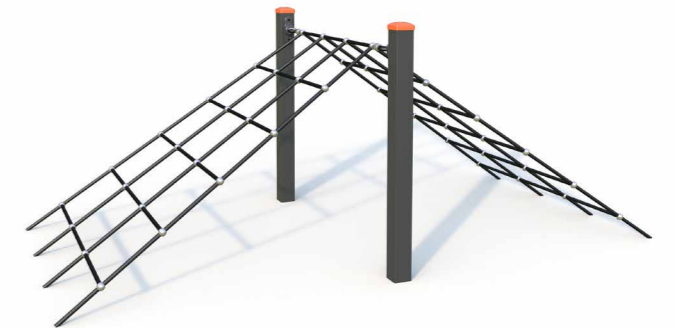
Trail Crossing



Area Required
4.53m x 7.23m

Max Fall Height
2075mm

Commodo Scaler



Area Required
5.8m x 4.5m

Max Fall Height
910mm

Low Cargo
Net



Area Required
6.25m x 6.25m

Max Fall Height
405mm

Ascend
Climber



Area Required
7.5m x 7.1m

Max Fall Height
2285mm

Web Wall
Net



Area Required
4.8m x 7.8m

Max Fall Height
2525mm

Spiders
Web



Area Required
4.2m x 6.4m

Max Fall Height
2180mm

Net Web
Ring



Area Required
4.4m x 5.8m

Max Fall Height
2330mm

Net
Climber



Area Required
5.7m x 4.4m

Max Fall Height
2330mm

Net
Ladder



Area Required
4.37m x 5.6m

Max Fall Height
2330mm

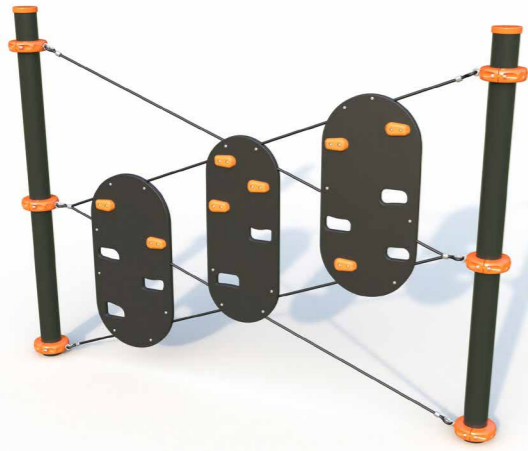
Rockwall
Climber



Area Required
4.4m x 5.6m

Max Fall Height
2330mm

Rockwall Boards



Area Required
4.3m x 7.3m

Max Fall Height
2150mm

U-Shape Net Bridge



Area Required
5.5m x 4.5m

Max Fall Height
1733mm

Net Climber to Sliding Pole



Area Required
4.3m x 4.25m

Max Fall Height
1430mm

Scaling Wall to Sliding Pole



Area Required
5.8m x 5.2m

Max Fall Height
2230mm

Rockwall to Slide & Glide



Area Required
6.2m x 4.4m

Max Fall Height
1600mm

Net Climber to Slide & Glide



Area Required
6.2m x 4.4m

Max Fall Height
1600mm

Tarzan to Slide & Glide



Area Required
8.7m x 4.5m

Max Fall Height
1600mm

Colour Themes

Active Play Circuits

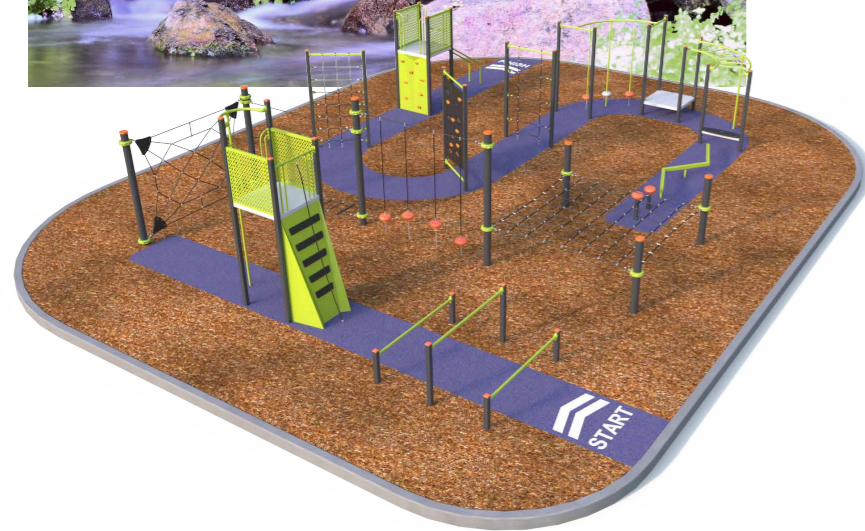
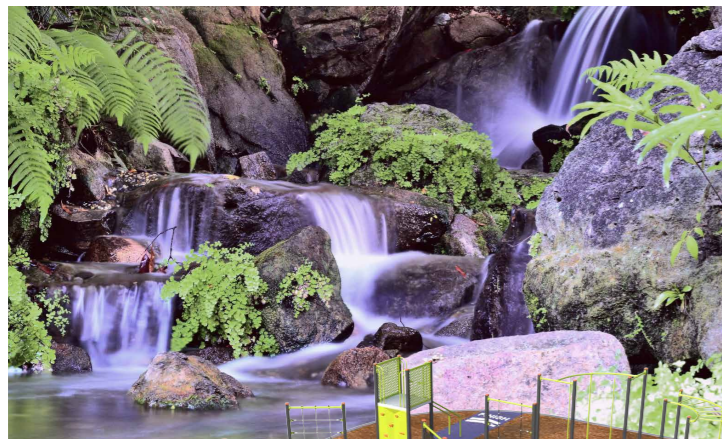
Coinciding with our uniquely Australian design aesthetic.

We have developed three themes based on aspects of our local environment. Each theme provides a contemporary perspective and can be applied to any of our 'Active Play Circuits'.



Rainforest

The rainforest's green glow and brilliantly contrasting cool tones have inspired a modern colour scheme that speaks of the vibrant Australian landscape.



Daintree Shades

Taking its cues from the rich, lush foliage of the Daintree Rainforest and surrounding waterways, this palette offers a relaxing, tonal balance between blues and greens.



Desert Sky

Distinctive blue hues evocative of the colour of an expansive Australian sky strike a harmonious balance with contrasting earth and orange tones to create an inspired landscape aura.



Surfacing Options

Active Play Circuits

Active Play Circuits are available with a range of surfacing options to serve different budgets and requirements.

Mulch or sand enables a higher proportion of equipment to be included relative to a project budget.

Contact us to find out more about the available options and pricing.



Active Play Circuits Helping Kids with Cancer

LITTLE **BIG** STEPS

Little Big Steps is a charity that provides exercise programs and services to improve the outcomes of children living with cancer.

a_space have partnered with Little Big Steps to support the great work they do. With every Active Play Circuit installed a_space will provide a financial contribution to this wonderful charity.

To learn more about the impactful work by Little Big Steps visit littlebigsteps.org.au



Helping kids
with cancer
to get moving



1800 632 222
aspace.com.au
info@aspace.com.au