



# Active Play Circuits for open space

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 open spaces. 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 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

## 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.



## 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



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





# Ninja Circuit



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





## Gladiator Circuit



 <b>Obstacle Events</b> 13	 <b>Age Range</b> 8-18+	<b>Highlights</b> - Sequencing and Memory - Cardiovascular Fitness - Bilateral Coordination - Resilience
 <b>Max Fall Height</b> 2330mm	 <b>Area Required</b> 13.5m x 14.5m	

## Evolve Circuit



 <b>Obstacle Events</b> 13	 <b>Age Range</b> 8-18+	<b>Highlights</b> - Motor Planning - Upper Body Strength - Bilateral Coordination - Sensory Input
 <b>Max Fall Height</b> 2360mm	 <b>Area Required</b> 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















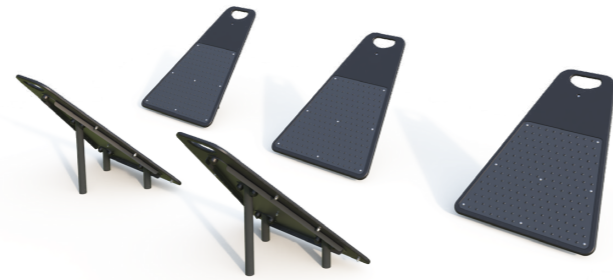
## Active Play Circuits **Individual Obstacles**


Circuit configurations can be customised for various areas, budgets, and needs. The following pages provide details of individual obstacles. We provide guidance on sequencing to provide an optimal experience for users.

## 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

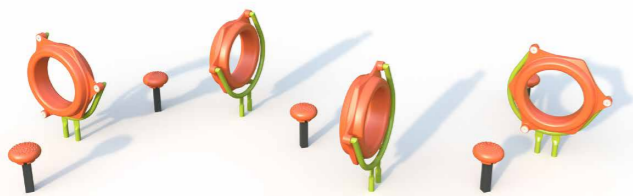
### Over Unders Set of Four




 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

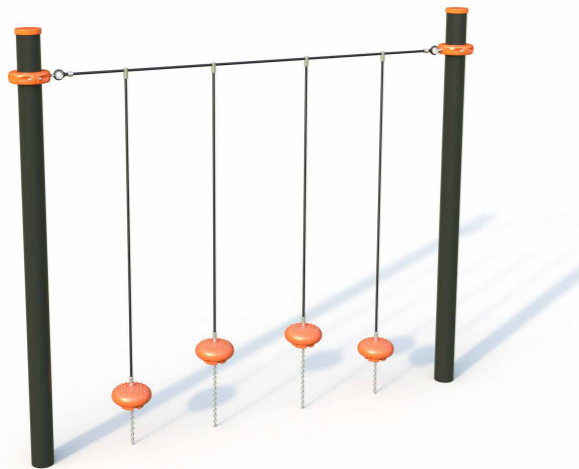
### Monkey Rings



Area Required  
3.45m x 6.45m

Max Fall Height  
1500mm

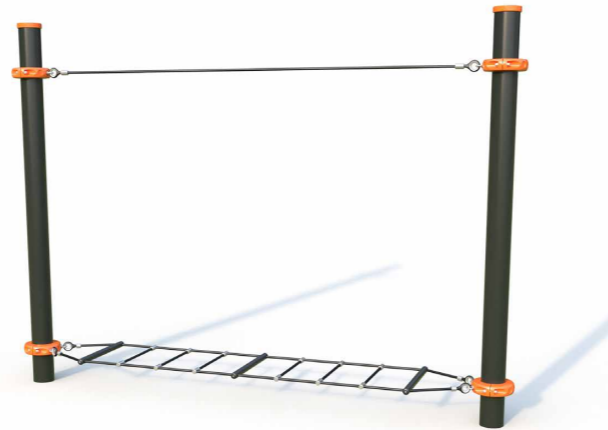
### Hopping Islands



Area Required  
3.25m x 6.25m

Max Fall Height  
595mm

### Chasm Crossing



Area Required  
3.76m x 6.45m

Max Fall Height  
265mm

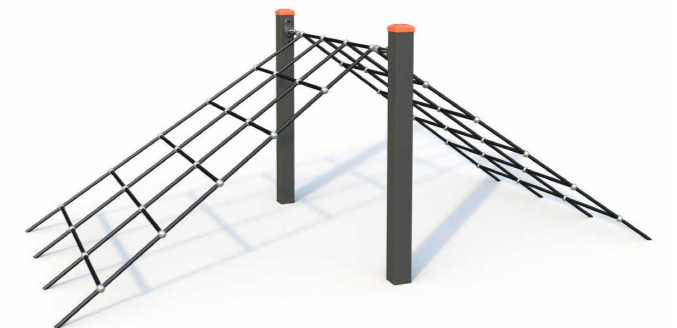
### Trail Crossing



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

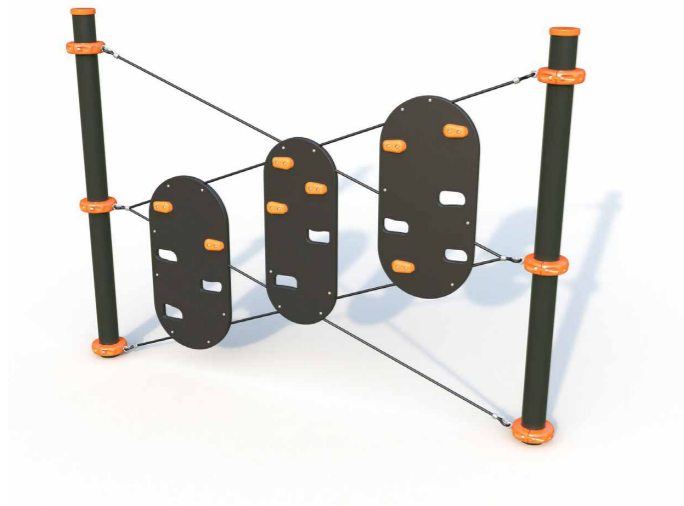
Rockwall  
Climber



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

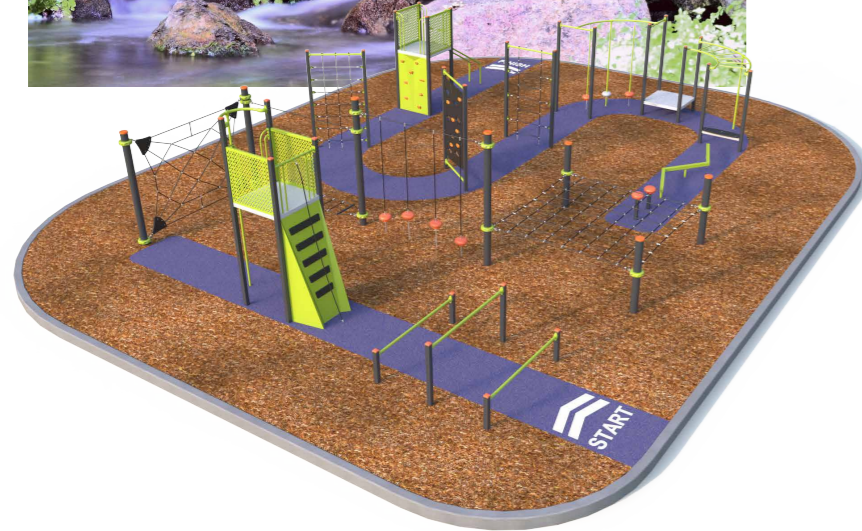
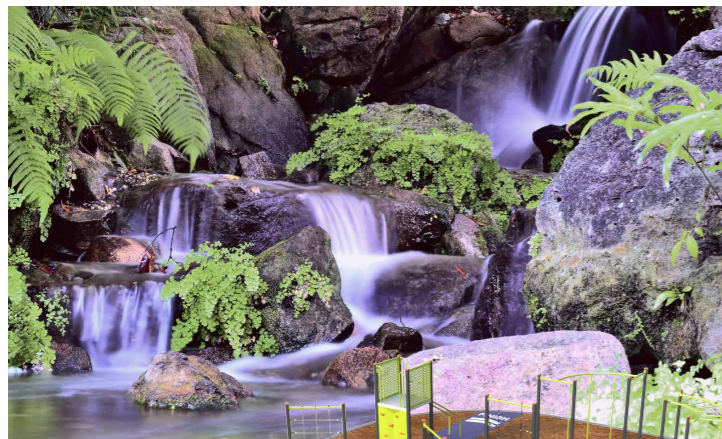
Coinciding with our uniquely Australian design aesthetic.

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.



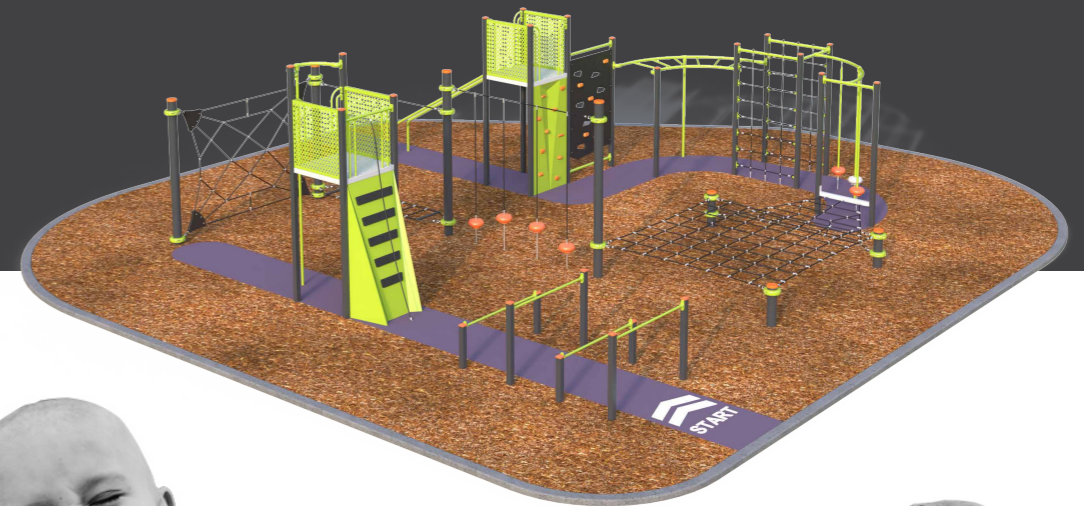
# Active Play Circuits Helping Kids with Cancer

## 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](http://littlebigsteps.org.au)



Helping kids  
with cancer  
to get moving



