



PLANETARY PARACHUTE™ 18878

Activity Guide



ABOUT THIS PARACHUTE

This parachute has a unique oval shape. It is intended to show the solar system, whilst providing a co-operative, educational, 'hands-on' activity that encourages movement as well as understanding of science and mathematics.

CONTENTS

1 x Planetary Parachute™

Please note: a foam ball is not included but this is helpful to maximise the activities possible with this parachute

USE

Suggested Activities:

Planetary Travel

Players roll an asteroid (a foam ball really!) into each of the solar system's orbits (the holes really!), starting with the sun, and working out to the last planet in the solar system. Add to the difficulty of this challenge by timing this and racing against the clock.

Alphabetical Planetary Travel

Players roll an asteroid (a foam ball really!) into each of the solar system's orbits (the holes really!), in alphabetical order. Add to the difficulty of this challenge by timing this and racing against the clock.

Smallest to Largest Planet

Players roll an asteroid (a foam ball really!) into each of the solar system's orbits (the holes really!), starting with the smallest and moving to the largest (or vice-versa). Add to the difficulty of this challenge by timing this and racing against the clock.

Night Time Space Travel

Use a glow in the dark ball and travel the solar system in a darkened environment!

Meteor Shower

Players shake the universe (parachute!) trying to keep the meteors (balls) out of the orbits (holes). Count each time a meteor lands in a hole. Set a time/number limit, and when that time/number is reached, the game ends.

Satellite

Players are lined up around the parachute and divided into two teams e.g. NASA red team versus NASA blue team. Players are positioned so that a player stands next to other players

from the opposing team e.g. Blue, Red, Blue ... and so on around the parachute. Each team tries to capture the satellite (foam ball). The red team has one minute to land the satellite as many times as possible on as many planets as possible. Whilst the red team tries this, the blue team tries to keep the satellite (ball) in orbit and so prevent them from letting the satellite land on a planet (fall into a net). When the minute is up, it's the blue team's turn to land the satellite and the red team's turn to try to stop them.

Exploring the Whole Solar System

Players begin with one space shuttle launch (or a bean bag or foam ball launch!) and try to land the shuttle on one of the planets. Once the first space shuttle has landed, another is launched and lands on another planet. This launch and landing continues until all the planets have been explored.

Orbit the Sun

Players demonstrate how the planets orbit the sun. The Planetary Parachute™ begins its orbit around the sun by moving anti-clockwise around the students that are holding the sun. Players can see how the planets orbit and the distance it takes each planet in its rotation around the sun.

Mystery Challenge

Place a card in each planet's hole so that when the ball lands on it, the player has to take the card and complete the challenge written on it. This could be a maths or spelling challenge ...

For example:

How do you spell the name of this planet?

Add the number of planets together

Which planet is furthest from the sun?

If you were a planet, which would you be?

If you went into space, what would the sensory experience be like?

These are suggestions only. Modify these suggestions according to the needs and abilities of the players. Increase/decrease the difficulty of these challenges by varying the time limit and size/quantity of the balls/bean bags.

SAFETY

Always supervise the use of this product.

Play in a suitably clear space, free of obstacles.

Make sure balls/bean bags etc are aimed at the parachute and not at fellow players.

Use suitably safe and soft accessories such as balls. Use balls etc of a suitable weight so that these will not encourage the parachute to tear.

CARE & MAINTENANCE

Wipe with a slightly damp, clean cloth.

Do not use abrasive or bleach-based cleaning products.

SPECIFICATION

Size: 580cm x 396cm

Test certification on next pages



PARAQUEDAS PLANETÁRIO 18878



ACERCA DESTE PÁRAQUEDAS

Este paraquedas tem uma forma oval única. Destina-se a mostrar o sistema solar e ao mesmo tempo fazer atividades cooperativas e educacionais que encorajam o movimento, bem como, a compreensão da ciência e da matemática.

CONTEÚDO

1 x Paraquedas planetário

Nota: a bola de espuma não está incluída mas é uma boa ajuda para maximizar as atividades possíveis com este paraquedas.

UTILIZAÇÃO

Atividades sugeridas:

Viagem planetária

Os jogadores rolam um asteroide (bola de espuma) em cada uma das órbitas do sistema solar (até aos buracos), começando no sol, continuando até ao último planeta do sistema solar. Adicione uma dificuldade a este desafio cronometrando e fazendo uma corrida contra o relógio.

Viagem planetária alfabética

Os jogadores rolam um asteroide (bola de espuma) em cada uma das órbitas do sistema solar (até aos buracos), por ordem alfabética. Adicione uma dificuldade a este desafio cronometrando e fazendo uma corrida contra o relógio.

Do mais pequeno ao maior

Os jogadores rolam um asteroide (bola de espuma) em cada uma das órbitas do sistema solar (até aos buracos) começando no mais pequeno e seguindo até ao maior (ou vice-versa). Adicione uma dificuldade a este desafio cronometrando e fazendo uma corrida contra o relógio.

Viagem espacial noturna

Utilize uma bola que brilha no escuro e viagem no sistema solar num ambiente escuro!

Chuva de meteoritos

Os jogadores abanam o universo (paraquedas) tentando manter os meteoritos (bolas) fora das órbitas (buracos). Conte cada vez que um meteorito acerta num buraco. Defina um tempo/número limite e quando esse tempo/número for atingido, o jogo acaba.

Satélite

Os jogadores estão alinhados à volta do paraquedas e divididos em duas equipas, ex.: NASA equipa vermelha VS NASA equipa azul. Os jogadores são posicionados de forma a que fiquem

perto dos jogadores da equipa adversária, ex.: azul, vermelho, azul... à volta do paraquedas. Cada equipa tenta capturar o satélite (bola de espuma). A equipa vermelha tem um minuto para aterrar o satélite o máximo de vezes possível no maior número de planetas que consiga. Enquanto a equipa vermelha tenta fazer isto, a equipa azul tenta manter o satélite (bola) em órbita, impedindo o satélite de aterrar no planeta (cair numa rede). Quando o minuto acaba, é a vez da equipa azul tentar aterrar o satélite e da equipa vermelha tentar impedir.

Explorar todo o sistema solar

Os jogadores começam com o lançamento de um vaivém (saco de feijões ou uma bola) e tentam aterrar o vaivém num dos planetas. Depois do primeiro vaivém aterrar, é lançado outro que aterra noutra planeta. Estes lançamentos e aterragens continuam até que todos os planetas tenham sido explorados.

Orbitar o sol

Os jogadores demonstram como os planetas orbitam o sol. O paraquedas planetário inicia a sua órbita à volta do sol movimentando-se no sentido anti-horário à volta de quem estiver a segurar o sol. Os jogadores podem ver a órbita dos planetas e a distância necessária para cada planeta completar a sua órbita.

Desafio Mistério

Coloque um cartão no buraco de cada planeta e quando a bola entrar dentro desse buraco, o jogador deve completar o desafio escrito no cartão. Pode ser um desafio matemático ou de soletrar...

Por exemplo:

Como se soletra o nome deste planeta?

Soma o número de planetas.

Qual o planeta mais afastado do sol?

Se fosses um planeta, qual serias?

Se fosses para o espaço, como seria a experiência sensorial?

Isto são apenas sugestões. Modifique estas sugestões de acordo com as necessidades e habilidades de cada jogador. Aumente/diminua a dificuldade destes desafios variando o limite de tempo e tamanho/quantidade de bolas/sacos de feijões.

SEGURANÇA

Supervisione sempre a utilização deste produto.

Jogue num espaço adequado, livre de obstáculos.

As bolas/sacos de feijões devem ser apontados ao paraquedas e não aos restantes jogadores.

Utilize acessórios macios e seguros, tal como as bolas. Utilize bolas, etc. de um peso adequado para impedir que o paraquedas se rasgue.

CUIDADO E MANUTENÇÃO

Limpe com um pano húmido e macio.

Não utilize produtos de limpeza abrasivos ou à base de lixívia.

ESPECIFICAÇÕES

Tamanho: 580cm x 396cm

Certificado de teste nas próximas páginas.



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Test Report

SHINE SPORT FACILITY CO., LTD.

1F, NO. 308, HAI HWAN ST. AN NAN DIST, TAINAN,
TAIWAN, R.O.C.

Report No: CY/2003/51304

Date: 2003/05/23

Page : 1 OF 2

The following merchandise was submitted & identified by the client as:

Type of Product: 70D100% NYLON FABRICS PRINTED

Buyer/Order No: 920117012

Manufacturer/Vendor: SIHQUSTER INDUSTRIAL CO.

Country of Origin: TAIWAN R.O.C.

Date of Sample received: 2003/05/16

TEST ITEM/METHOD: AZO DYE -----
ANALYSIS OF AZO DYE ACCORDING TO GERMAN
OFFICAL COLLECTION OF TEST METHOD: THE
SAMPLE IS DIGESTED AT A TEMPERATURE OF 70
DEGREE C WITH AN AQUEOUS SOLUTION OF
SODIUM DITHIONITE IN THE PRESENCE OF CITRATE
BUFFER OF PH 6. THE REACTION PRODUCTS ARE
PURIFIED ON AN EXTRELUT COLUMN, ELUTED
WITH TERT-BUTYL METHYL ETHER THEN
IDENTIFIED BY GAS CHROMATORGRAPHIC-MASS
SPECTORMETRY (GC-MS)/THIN LAYER
CHROMATOGRAPHY(TLC) TECHNIQUE. (PURSUANT
TO SECTION 35 OF THE GERMAN FOODSTUFFS AND
COMMODITY ARTICLES ACT B82.02-2, JANUARY
1998).

TEST CONDUCTED: AS REQUESTED BY APPLICANT, FOR DETAILS REFER
TO THE FOLLOWING PAGE(S).

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Anren Lee, M.B./Asst. Supervisor
Signed for and on behalf of



SGS 台灣檢驗科技股份有限公司
SGS Taiwan Ltd.

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TAIWAN, R.O.C.

Report No: CY/2003/51304

Date: 2003/05/23

Page : 2 OF 2

TEST CONDUCTED

DETECTION OF AMINES IN DYESTUFF (UNIT: PPM)

TEST ITEM(S)	CAS NO.	RESULT
1):4-AMINODIPHENYL	92-67-1	ND
2):BENZIDINE	92-87-5	ND
3):4-CHLORO-O-TOLUIDINE	95-69-2	ND
4):2-NAPHTHYLAMINE	91-59-8	ND
5):O-AMINOAZOTOLUENE	97-56-3	ND
6):2-AMINO-4-NITROTOLUENE	99-55-8	ND
7):P-CHLOROANILINE	106-47-8	ND
8):2,4-DIAMINOANISOLE	615-05-4	ND
9):4,4-DIAMINODIPHENYLMETHANE	101-77-9	ND
10):3,3-DICHLOROBENZIDINE	91-94-1	ND
11):3,3-DIMETHOXYBENZIDINE	119-90-4	ND
12):3,3-DIMETHYLBENZIDINE	119-93-7	ND
13):3,3-DIMETHYL-4,4-DIAMINODIPHENYLMETHANE	838-88-0	ND
14):P-CRESIDINE(2-METHOXY-5-METHYLANILINE)	120-71-8	ND
15):4,4-METHYLENE-BIS-(2-CHLORANILINE)	101-14-4	ND
16):4,4-OXYDIANILINE	101-80-4	ND
17):4,4-THIODIANILINE	139-65-1	ND
18):O-TOLUIDINE	95-53-4	ND
19):2,4-TOLUYLENDIAMINE	95-80-7	ND
20):2,4,5-TRIMETHYLANILINE	137-17-7	ND
21):O-AMISIDINE	90-04-0	ND
22):2,4-XYLIDINE	95-68-1	ND

REMARK : ND : NOT DETECTED.
DETECTION LIMIT : 5.00 PPM

Sample Description:

Black-neon.green soft plastic fabric.

Note : Date of testing: 2003/05/19-22



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Test Report

SHINE SPORT FACILITY CO., LTD.
1F, NO. 308, HAI HWAN ST. AN NAN DIST, TAINAN,
TAIWAN, R.O.C.

Report No: CY/2003/51962
Date: 2003/05/23
Page : 1 OF 2

The following merchandise was submitted & identified by the client as:

<u>Type of Product:</u>	70D100% NYLON FABRICS PRINTED
<u>Buyer/Order No:</u>	920117012
<u>Manufacturer/Vendor:</u>	SIHQUSTER INDUSTRIAL CO.
<u>Country of Origin:</u>	TAIWAN R.O.C.
<u>Date of Sample received:</u>	2003/05/16

Test Requested:

For compliance with the Flammability requirements of ASTM F 963-96a Standard Consumer Safety Specification on Toy Safety of USA.

Test Method:

As described in ASTM F 963-96a Standard Consumer Safety Specification on Toy Safety of USA.

Test Results:

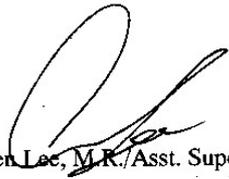
- Please refer to next page -

Conclusion:

The submitted sample(s) **comply with** the Flammability requirement of ASTM F 963-96a Standard Consumer Safety Specification on Toy Safety of USA.

However, we would comment that the toy or its package should be marked with the name and address of the producer or the distributor.

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Anren Lee, M.R./Asst. Supervisor



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TAIWAN, R.O.C.

Report No: CY/2003/51962
Date: 2003/05/23
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Test Results:

4.2 FLAMMABILITY TEST

Flammability: As described in 16 CFR 1610-Standard for the flammability of clothing textiles.

1) Textile without nap, pile, tufting, flock, or other type of raised-fiber surface.

sample	Class
70D100% NYLON FABRICS PRINTED	Class 1(Normal flammability):Time of flame spared> 4 sec.

2) Napped, pile, tufted, flocked or other textile having a raised-fiber surface.

sample	Class
70D100% NYLON FABRICS PRINTED	Class 1(Normal flammability):Time of flame spared> 7 sec.

Note: D.N.I. = Did Not Ignited
S.F. = Surface Flash

Note : Date of testing: 2003/05/22-23

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