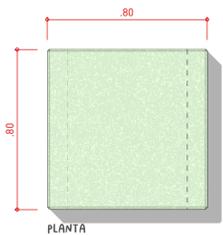
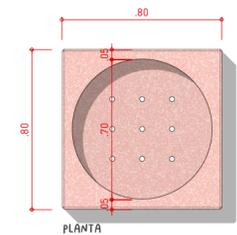


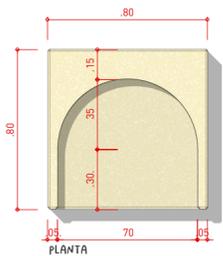
PÁSSAGEM
 - lugar para se esconder
 - percurso para arriscar
 - altura para subir
 - apoio para cuidador



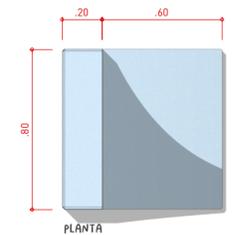
TÚNEL
 - caminho para engatinhar
 - casinha para abrigar
 - apoio para cuidador



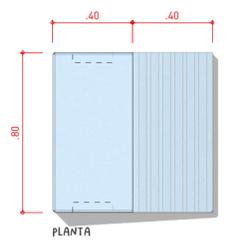
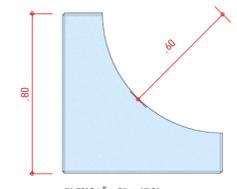
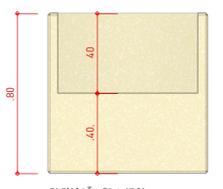
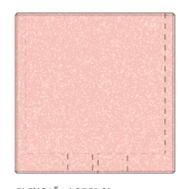
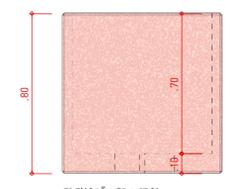
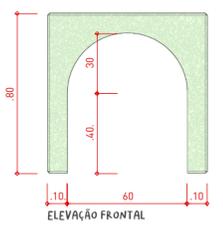
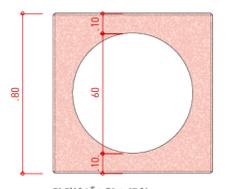
VASO
 - árvore para crescer
 - vegetais para observar
 - flores para meliponas e pássaros
 - folhagens coloridas



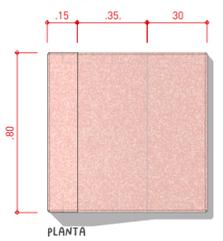
POLTRONA
 - altura para subir
 - apoio para brincar
 - descanso para cuidador



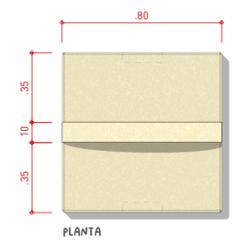
ONDA
 - superfície para deitar
 - impulso para brinquedos
 - desafio para equilibrar



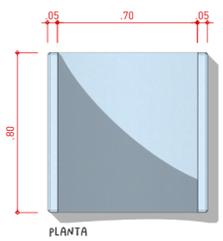
ESCALADA
 - texturas para subir
 - alturas para investigar
 - patamar para alcançar
 - exercícios para mãos e pés
 - pequeno nicho circular para brincar



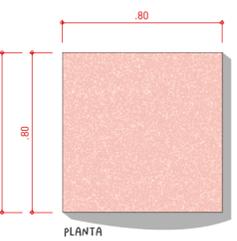
FÁBRICA
 - caminhos para equilibrar
 - apoio para brincar
 - lugares para imaginar
 - alturas para alcançar
 - pequenos nichos em arco para brincar



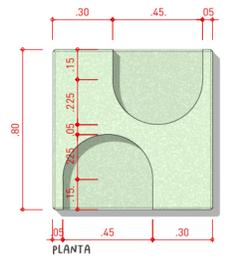
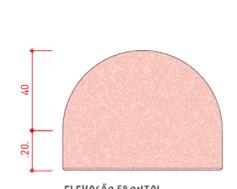
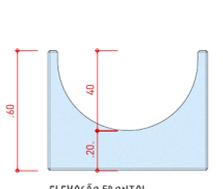
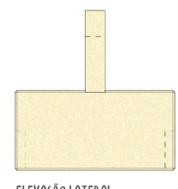
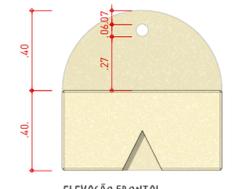
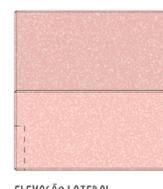
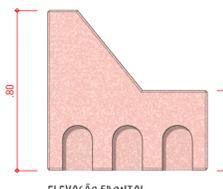
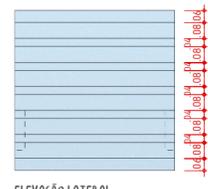
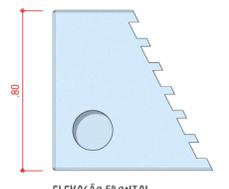
MEIA LUA
 - lugar para recostar
 - furo para espiar
 - altura para subir
 - pequenos nichos em arco para brincar



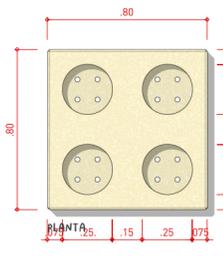
CALHA
 - refúgio para descansar
 - desequilíbrio para vencer
 - rampa para brinquedos



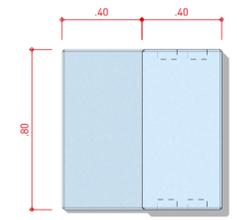
MORRO
 - desafio para subir
 - apoio para brincar
 - equilíbrio a conquistar
 - sela para cavalgar



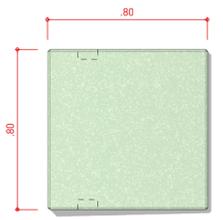
CADEIRAS
 - lugar para descansar
 - brincar de conversar
 - espaço para apoiar



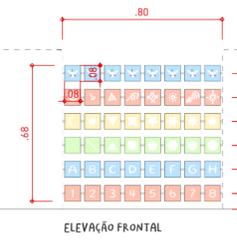
HORTA
 - ervas para cheirar
 - texturas para sentir
 - odores para despertar
 - altura para alcançar



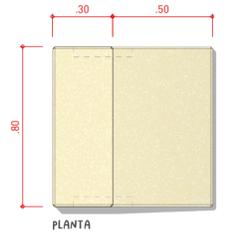
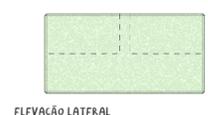
DEGRAU
 - apoio para brincar
 - alturas para subir
 - arquibancada para sentar
 - pequenos nichos quadrados para brincar



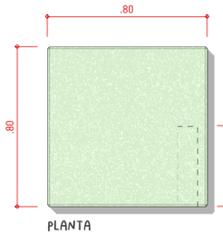
RAMPA
 - lugar para escorregar
 - equilíbrio para testar
 - superfície pra engatinhar
 - pequeno nicho em arco para brincar



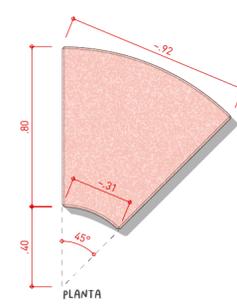
VARAL
 - cores para compor
 - assuntos de organizar
 - desafios para inventar
 - tipos para aprender



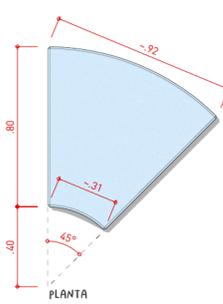
COLINA
 - obstáculo para desafiar
 - altura para alcançar
 - lugar para escorregar
 - equilíbrio para testar
 - pequeno nicho retangular para brincar



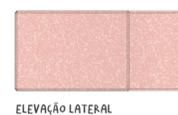
BASE
 - para articular diferentes módulos
 - para fixar (na vertical) mastros de sombreamento



CURVA ALTA
 - para articular diferentes módulos
 - para traçar caminhos orgânicos
 - trilha para brincar
 - desnível para pular



CURVA BAIXA
 - para articular diferentes módulos
 - para traçar caminhos orgânicos
 - pista para correr
 - apoio para brincar



concurso de mobiliário urbano para a primeira infância de Salvador

