

Kidwalk Dynamic Mobility System by Prime Engineering

The new Kidwalk is one of the most innovative products ever designed for the pediatric rehab market. The Kidwalk by Prime Engineering is a “Dynamic Mobility System”. It is a unique new product to the market that has many more therapeutic advantages that much of the equipment on the market cannot offer! Here are just a few of the weight bearing, hands free activities, balance, and ambulation advantages of the Kidwalk:

Weight Bearing Activities

- Auto centering pelvic guides align the trunk, pelvis, and legs for upright weight bearing
- Weight bearing advantages include strengthening of bones, decreasing muscle tone, regulating digestive system, increasing muscle strength, etc.
- The unit includes the ability to do partial weight bearing which assist child in the proper amount of support to do some weight bearing on their own if they cannot yet fully achieve weight bearing without support. Also, allows to position children’s legs in a more aligned position by taking weight off legs if they have low tone.

Hands Free Activities

- Kidwalk positions the child in an upright position allowing the child to stand in the unit without using hands to support weight
- Allows child to do weight bearing activities and ambulation without using hands
- Ability to work on fine motor activities with hands and activities with arms such as reaching, throwing, picking objects off the floor, and many other activities with arms and hands.
- Allows child to explore environment by being hands free off at the front of the unit. Advantages to this is it increases normal childhood development by allowing child to explore their environment by using their hands during the weight bearing activities and ambulation instead of having to bare weight on their arms or by being restricted by the frame that normally occurs in competing products
- The Kidwalk Dynamic Mobility System is one of the few products on the marked that allows children with visual impairments the ability to use their hands to explore their environment instead of being restricted to bare weight on their arms or being limited by reach by being inside of a frame. Studies show that children who are able to use their hands to explore their environment develop at a faster pace.

For more information call Eric Hall of Southwestern Medical Reps at (405) 314-7708

Balance Activities

- The Kidwalk system is dynamic. The unit supports the child and weight shifts laterally, horizontally, and allows for rotation of the upper body over the pelvis. The pommel also is dynamic shifting side to side to cue legs to keep on the move
- Dynamic properties of the unit allow children to bend at knee to do such activities as bending down to floor and picking up objects, lifting one leg up without having to bare weight through arms to kick a ball and do other activities with the legs and feet. They can even jump in the unit via the horizontal dynamic feature of the unit.
- The Kidwalk is a unique product that allows the child to do many more activities which no other products on the market allow which will lead to better posture, more strengthening activities, better balance control, etc.

Ambulation Activities

- The Kidwalk system is a dynamic system that allows for horizontal and lateral shifts that follows the child's normal gait patterns during ambulation.
- The Kidwalk has posterior and anterior tilt that enables you to control the child's alignment over the pelvis for a more functional position for ambulation
- Allowing children to be in a more normal functional upright position for ambulation allows the child to not develop secondary injuries and deformities due to complications they may develop over time by bearing weight incorrectly on their backs, arms, shoulders, legs, feet, and ankles that most gait trainers, walkers, and other mobility devices on the market may cause over time.
- Allows better pelvis rotation over hips via the large mid-wheel set up.
- Child is set up at front of unit which allows them to have full access to their environment without having to push the product.