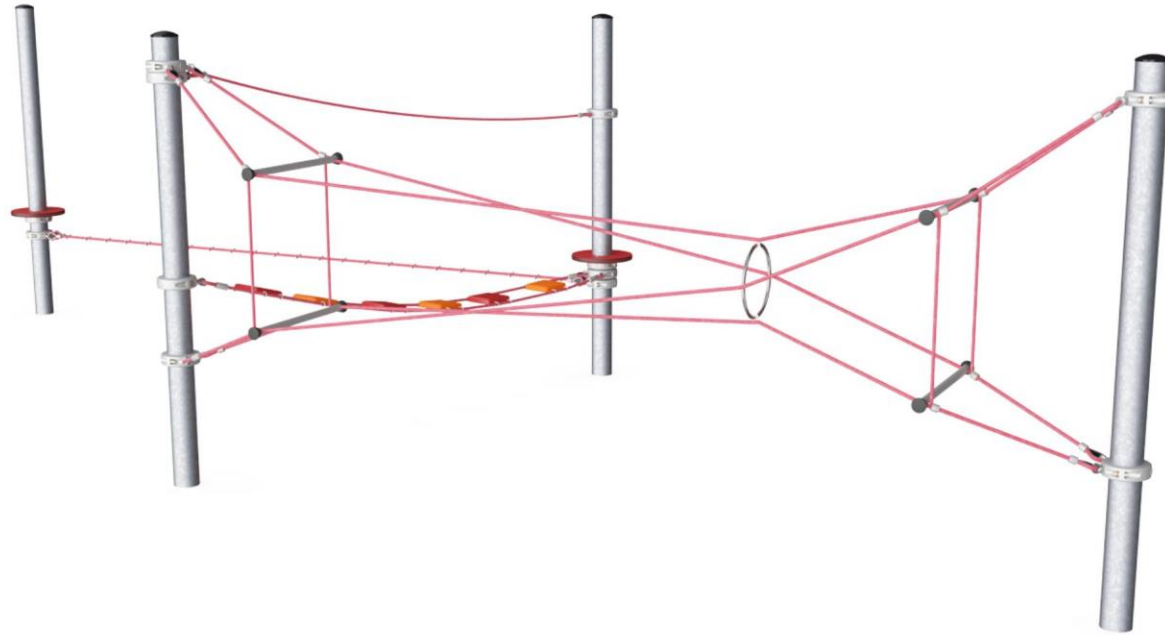
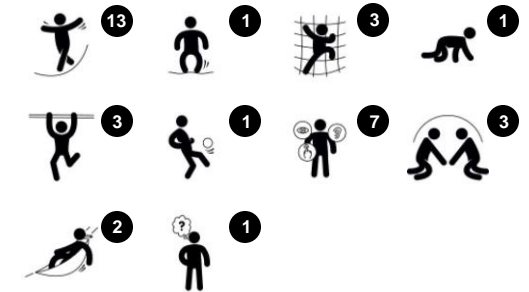


Agility Package 40

COR10400



Item no. COR104001-1101	
General Product Information	
Dimensions LxWxH	1131x485x290 cm
Age group	5+
Play capacity (users)	26
Colour options	



The Agility Package 40 is an exciting balancing and climbing experience that children want to try out, again and again. The bouncing ropes respond to the child's movements, adding an element of uncertainty and demanding concentration in every step. The Acrobat's Wire walking is great training of the sense of balance, which is basic for being able to sit still

on a chair and concentrate. The Shaking Pods Rope adds a less demanding balancing option, that also train cross-coordination. The Prism bounces in response to your movement, so children have to use logical thinking to climb through or over the loop. The top ropes and shaky pods can be used as seats where children can sway with their friends before

venturing off to explore the rest of the trail.

Agility Package 40

COR10400



Corocord ropes with 19mm+ diameter are known as a 'Hercules' rope type which is formed from galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. Ropes are highly wear-and vandalism-resistant and can be easily replaced on-site if needed.



Designed to allow the typical function of rope play structures to move Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector. Our clamps are safe, durable and vandalism-proof.



The steel structures are hot-dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance and requires low maintenance.



Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are bolted together. The height of the clamps is thus variable.



Discs are made of highly durable, eco-friendly HDPE, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



You can choose between seven rope colours to create a customised solution for your playscape. Colours options range from elegant and expressive black or natural and toned-down hemp colour to attractive and eye-catching signal colours.

Item no. COR104001-1101	
Installation Information	
Max. fall height	275 cm
Safety surfacing area	81.7 m ²
Numbers of installers (persons)	2
Total installation time	11.5
Excavation volume	8.62 m ³
Concrete volume	5.49 m ³
Footing depth (standard)	110 cm
Shipment weight	666 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord (Hercules) Rope	10 years
S-Clamps	10 years
Aluminium Clamps	10 years
Membrane	2 years
Spare Parts Guarantee	10 years

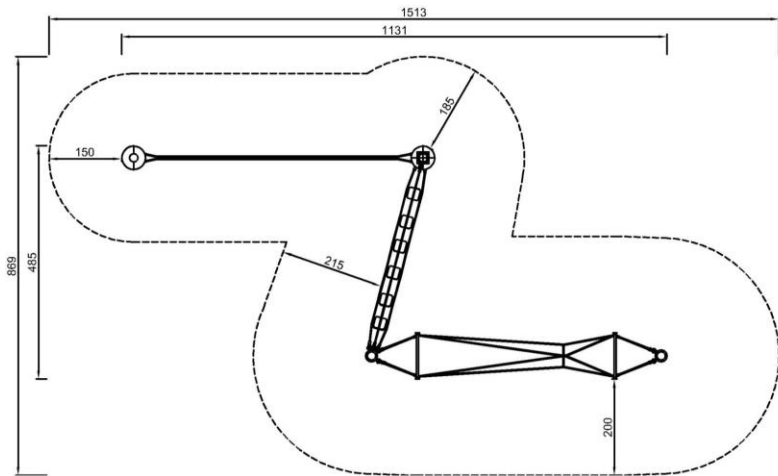


Agility Package 40

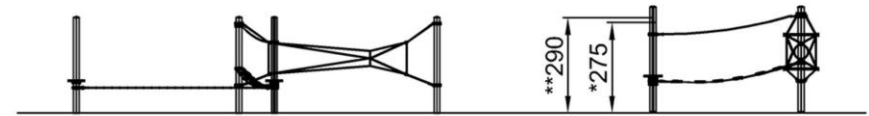
COR10400

* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



COR104001
*275cm
**290cm
***81.7m²



COR104001
1:300

[Click to see 1:100 ratio TOP VIEW](#)

[Click to see 1:100 ratio SIDE VIEW](#)

Agility Package 40

COR10400



Acrobats wire

Physical: train sense of agility, balance and coordination when tight-rope walking.

Social-Emotional: train cooperation and turn-taking skills when tight-rope walking with others.



Stepping disc

Physical: children develop cross-body coordination and muscle strength when stepping onto the wide disc and clinging onto the rope.

Social-Emotional: point for a break or retraction to consider next move adds a feeling of security for the less enduring tight rope walkers.



Shaky pods rope

Physical: sense of balance when swaying on the pods, seated or standing.

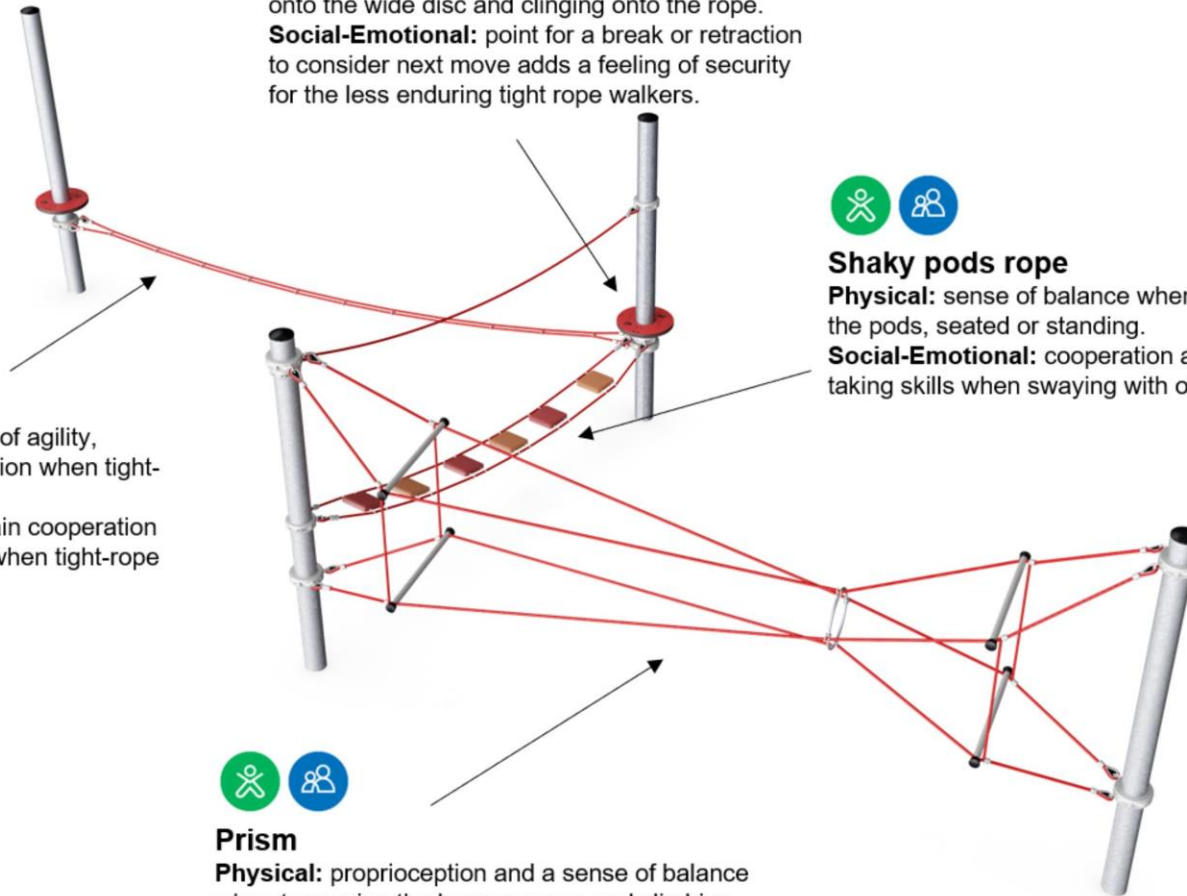
Social-Emotional: cooperation and turn-taking skills when swaying with others.



Prism

Physical: proprioception and a sense of balance when traversing the bouncy rungs and climbing through the ring. Muscle strength. Bone density when jumping down from hanging in arms.

Social-Emotional: cooperation when figuring out how to pass one another, empathy and turn-taking skills.



Agility Package 40

COR10400



PHYSICAL

Joy of movement:
motor skills, muscle, cardio
and bone density



SOCIAL-EMOTIONAL

Joy of being together:
teamwork, tolerance and
sense of belonging



COGNITIVE

Joy of learning:
curiosity, understanding of causal
relationships and knowledge of the world



CREATIVE

Joy of creating:
co-creation and experimenting
with materials



BALANCE

To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).



HANG IN ARMS

To hang in arms is the act of carrying the body with the hands or arms, possibly to traverse to another platform or play item.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP

To jump is the act of jumping up or down on a hard surface.



SLIDE

To slide is the act of moving fast downwards seated on a slide.



CLIMB

To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



PULL

To pull is the act of pulling an item towards you or you towards an item with one or both hands, or possibly using the entire body.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



CONSTRUCT

To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



SWAY

To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.



DRAMATIC PLAY

Dramatic play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



GLIDE

To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.



RULES PLAY

Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.



WONDER

To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.