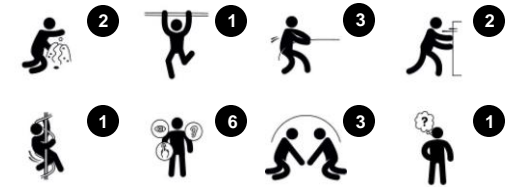


Navigator

ELE400007



Item no. ELE400007-3418BL	
General Product Information	
Dimensions LxWxH	110x140x243 cm
Age group	2+
Play capacity (users)	6
Colour options	



The whimsical look of the Navigator attracts children's curiosity. Irresistible, they just have to try it out! Due to the fine sensory and gross motor activities of the Navigator, retention is ensured: the density of play activities in a cosy space is obvious. By the children or adults pushing or pulling, the Navigator can be turned to face different ways. This trains major

muscles and the spatial awareness. It also provides variety in play. The seat in the middle also functions as a table, and the sand wheel functions as a space vehicle steering wheel, stimulating the children's imagination. The handhold helps children get up and down with support, and the hole in the panel adds a function of window to the nice, den-like

platform. The Navigator is a great play unit, and its functionalities train the children's logical thinking.



Navigator

ELE400007



Main posts of 4" pre-galvanised inside and outside steel pipe with an outer layer of 3mm thick PUR rubber. The PUR rubber is moulded directly on to the steel pipe to secure perfect adhesion for long-lasting durability in all climates.



Curved and straight panels are moulded of UV stabilised PE and consist of robust multiple layered built-in play features. Other play panels are manufactured from KOMPAN's 19mm PE EcoCore™ which is a highly durable, eco-friendly and recyclable material.

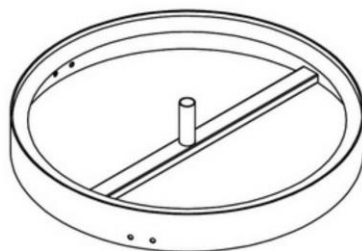


Panels and play activities are attached to the posts by pressure moulded lead-free aluminium connectors with sealed bolt heads. The connectors are then fastened to the post by a stainless steel strap and tightened by Loctite secured steel bolts.

Item no. ELE400007-3418BL	
Installation Information	
Max. fall height	60 cm
Safety surfacing area	17.3 m ²
Numbers of installers (persons)	2
Total installation time	6.2
Excavation volume	0.13 m ³
Concrete volume	0.03 m ³
Footing depth (standard)	60 cm
Shipment weight	145 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
Curved Panels	5 years
Post	10 years
HPL Decks	10 years
PUR Components	10 years
Spare Parts Guarantee	10 years



The sand wheel is made of PUR. All components retain their properties in the temperature range of -30°C to 60°C. Material is UV stabilised.



A bearing system creates the turning feature of the product with gliders. The base is a stainless-steel ring, and the eight pieces of sliding sleeves are made on low friction POM. The bearing system is assembled with stainless steel hardware.



All decks are supported by unique designed aluminium profiles with multiple attachment options by the usage of pressure moulded aluminium connectors. The HPL decks with a thickness of 17,8 mm with a very high wearing strength and a unique non skid surface texture which has been created by KOMPAN.

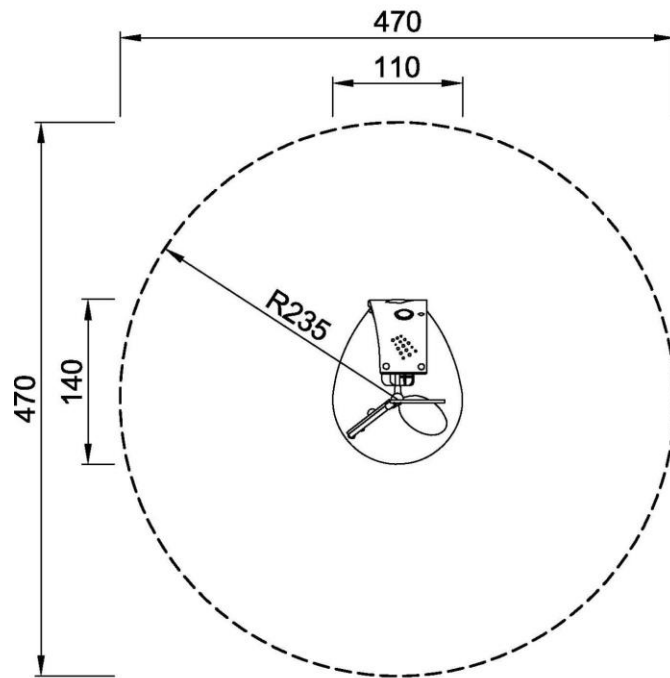


Navigator

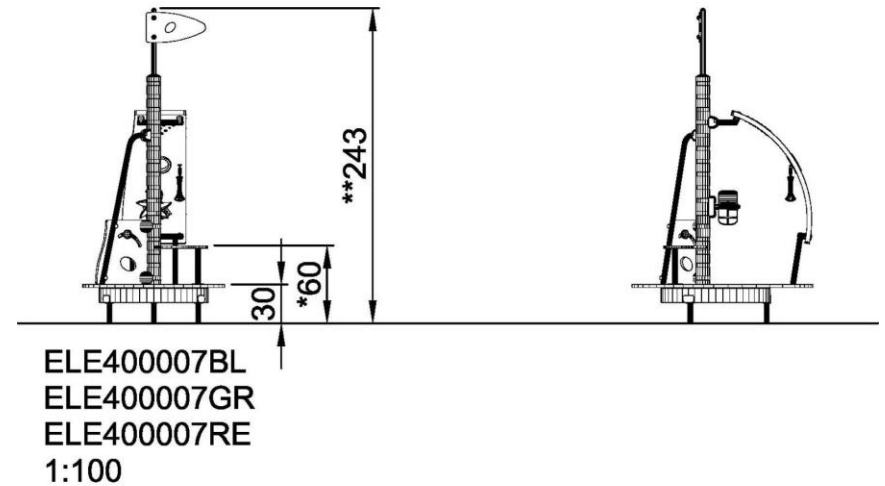
ELE400007

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

* Max fall height | ** Total height



ELE400007BL
*60cm
**243cm
***17.3m²



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

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

Navigator

ELE400007



Play sphere

Social-Emotional: can be played from both sides, encouraging cooperation.

Cognitive: cause and effect understanding.

Creative: leave a mark and place the spheres at different positions.



Bench

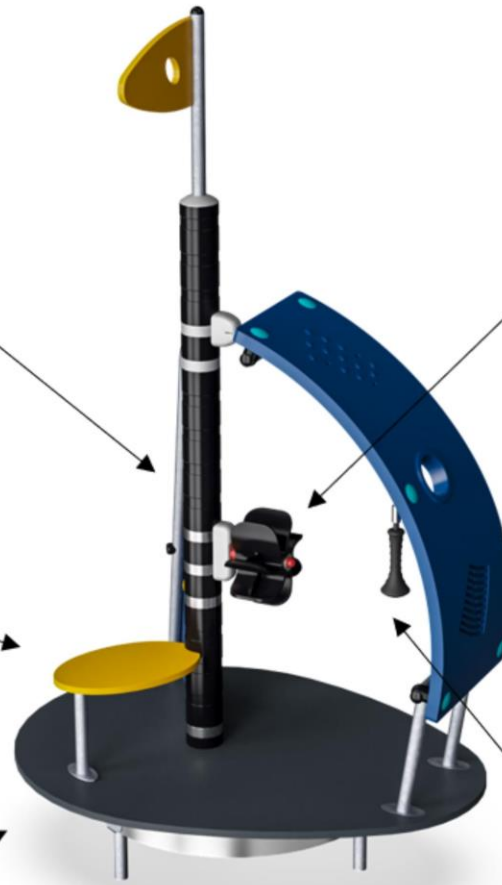
Social-Emotional: fine meeting place and a space creator. Gathering and cooperation from both sides create a social scenario that supports communication and cooperation.



Rotation

Physical: pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space when enjoying the ride.

Social-Emotional: listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.



Sand wheel

Cognitive: the turning sand wheel stimulates cause and effect understanding.



Teardrop handle

Physical: develop upper body muscles, when e.g. pulling yourself up or hanging in your arms.

Navigator

ELE400007



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.