

Originator

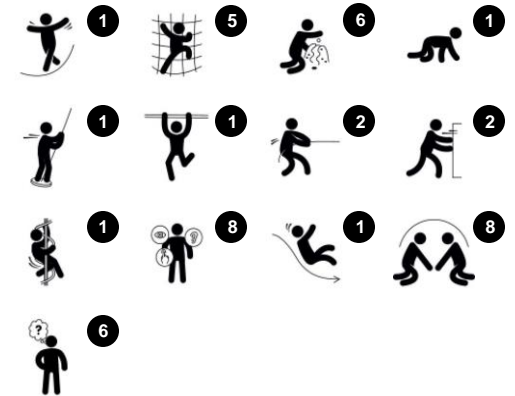
PCE1052



Item no. PCE105200-0603

General Product Information

Dimensions LxWxH	557x422x452 cm
Age group	2+
Play capacity (users)	23
Colour options	



The Originator, with its many varied levels and play panels, is a huge attraction to toddlers. The variation of play spaces and activities builds layers of play opportunities that make the children want to come back time after time. The wall climbers provide climbing to two levels, presenting varied play challenges and training major muscle groups. From the highest

platform, a slide and a curly climber offer varied rides down to ground level. The sliding or gliding and rotating down trains awareness of space, an important motor skill for judging distances, which is vital in traffic. At ground level, posts define spaces for role play and the sand corner adds creative play. The face panel on an elevated level can be used to express

feelings whilst the many meeting points add social interaction to the Originator's benefits.

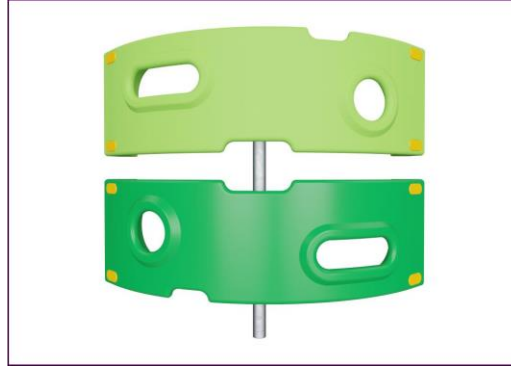


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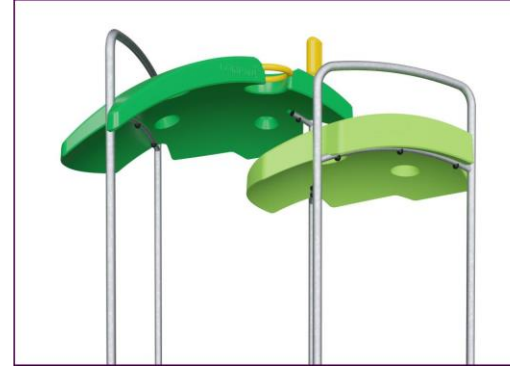
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The Curved ELEMENTS panels are moulded of UV stabilised recyclable PE with multiple options for in-build play features that also ensures a strong panel solution. Straight panels are made of KOMPAN 19mm PE EcoCore™ which is a highly durable, eco-friendly and recyclable material.



The climbing elements displayed are moulded in one piece with a minimum 5mm wall thickness. The climbing elements are made of recyclable PE, which has a high impact resistance across a wide temperature span which ensures vandal resistance.



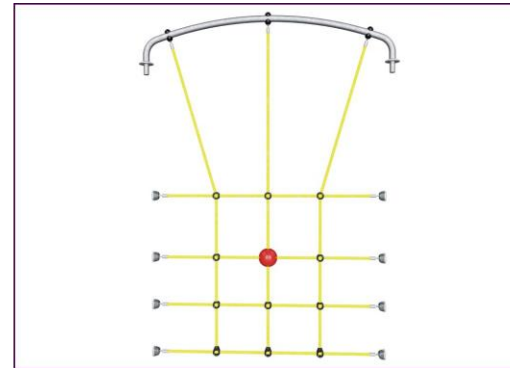
The ELEMENTS roofs are made of recyclable PE with a minimum wall thickness of 5 mm to ensure high durability in all climates around the world. The steel pipes are hot-dip galvanised inside and outside for maximum durability.



ELEMENTS decks are made of 17.8mm thick HPL which is supported by a uniquely designed aluminium frame with multiple attachment options by the usage of aluminium connectors. The main posts are made from high-quality pre-galvanised steel with a powder-coated top finish. Post tops are closed with caps of UV stabilised nylon (PA6).



ELEMENTS rubber membranes are conveyor belt made of layers of rubber mixed of natural rubber and SBR rubber and embedded with layers of armouring made of woven PE and PA. The thickness 8mm ensures high durability in any environment.



ELEMENTS ropes have six-stranded steel wires and a steel wire core. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. After initial friction has removed the surface fibres, a harder PES coating remains to protect each strand, making the ropes highly wear and vandalism resistant.

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Installation Information

Max. fall height	204 cm
Safety surfacing area	40.8 m ²
Numbers of installers (persons)	2
Total installation time	29.2
Excavation volume	0.38 m ³
Concrete volume	0.08 m ³
Footing depth (standard)	60 cm
Shipment weight	775 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
Curved Panels	5 years
Membrane	2 years
Spare Parts Guarantee	10 years

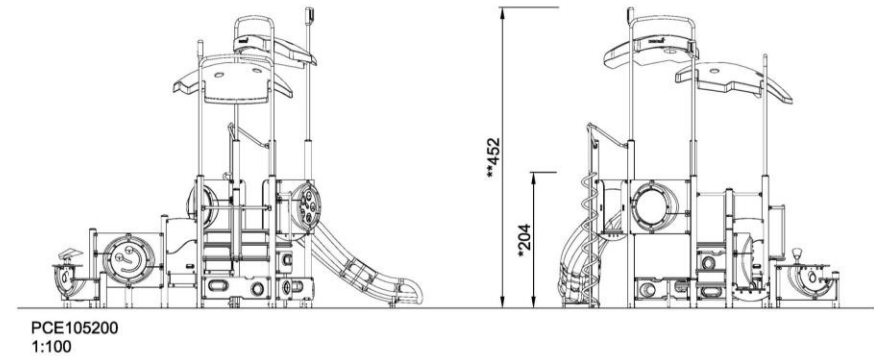
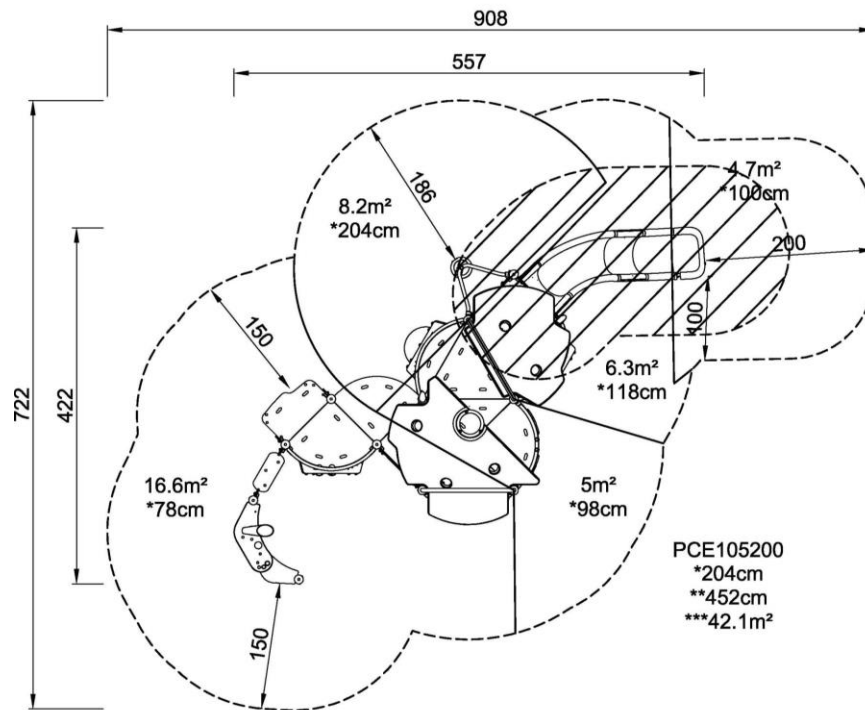


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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



Bubble window

Social-Emotional: invites interaction between outside and inside.

Cognitive: distorts the sound of the voice, developing logical thinking.

Creative: distorts the voice creating fun sounds.



Sand scoops panel

Physical: hand eye coordination and push-pull movements.

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.

Cognitive: logical thinking: cause and effect understanding when running scoops in grooves or shifting materials from scoop to scoop.

Creative: shifting scoops, creating new scoop positions.



Sand funnel

Social-Emotional: supports cooperation and turn-taking as children pour water into the funnel.

Cognitive: the passing of materials through funnels develops the children's logical thinking and for younger children the understanding of object permanence: that materials don't vanish, but run through at the other end.



Wall climber

Physical: climbing supports cross-coordination, proprioception, the development of major muscle groups and hand strength.

Social-Emotional: two-sided climbing spurs social interaction and turn-taking.



Curly climber

Physical: coordination and proprioception is supported when placing arms, legs and backside correctly for going down. Sense of balance when rotating. Arm muscles for holding tight. Bone density when jumping down.

Social-Emotional: empathy stimulated by turn-taking.

Cognitive: logical thinking when placing arms and legs right for rotating downwards.



Slide

Physical: sliding develops spatial awareness and sense of balance. Furthermore, the core muscles are trained when sitting upright going down.

Social-Emotional: turn-taking.

Cognitive: young children develop their understanding of space, speed and distances when sliding down fast.



Faces panel

Social-Emotional: spurs group play and conversations with its two-sidedness.

Cognitive: stimulates theory of mind: that others may have different feelings. Stimulates the understanding of symbols and facial expressions as symbols for emotions.

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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.