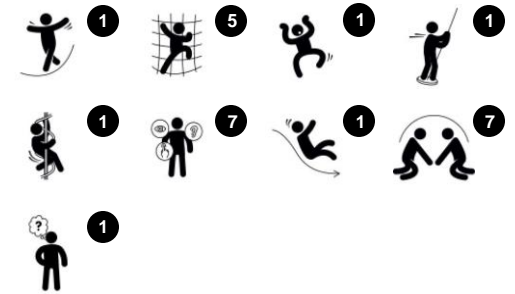


Double Tower, Physical

PCM200104



Item no. PCM200104-0636	
General Product Information	
Dimensions LxWxH	586x401x279 cm
Age group	2+
Play capacity (users)	19
Colour options	



This attractive play structure will inspire young children to play actively, using their muscles to climb to the top, navigate the net, and slide or rotate to the ground, again and again. The huge play net has openings big enough to climb through or stop and take a break. The distance between the rungs makes the net a true climbing challenge for young children, and thus

a great trainer of their muscles and cross-coordination. This stimulates cross-modal perception, the cooperation of left and right brain half that makes reading possible. The curly climber is extremely thrilling as the downward movement rotates. This trains spatial awareness and cause-and-effect understanding of the child. The fast slide is thrilling and trains

the sense of balance and the posture. The Double Tower has endless play choices and play benefits.



Double Tower, Physical

PCM200104



Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco-friendly material, which is not only recyclable after use but also consists of a core produced from 100% recycled material.



Main posts with hot-dip galvanised steel footing are available in different materials including; pressure impregnated pinewood posts, pre-galvanised posts that are powder-coated or a lead-free aluminium option with an anodised colour top finish.



The belt seat is made of PUR. All components retain their properties in the temperature range of -30°C to 60°C. and materials are durable without the use of heavy metal stabilisers. All decks are supported by unique designed aluminium profiles with multiple attachment options by the usage of pressure moulded aluminium connectors. The HPL decks have a thickness of 17.8mm which has a very high wearing strength and a unique KOMPAN

Item no. PCM200104-0636	
Installation Information	
Max. fall height	224 cm
Safety surfacing area	46.4 m ²
Numbers of installers (persons)	2
Total installation time	20.2
Excavation volume	0.56 m ³
Concrete volume	0.00 m ³
Footing depth (standard)	60 cm
Shipment weight	662 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Post	10 years
HPL Decks	10 years
Ropes & Nets	5 years
Spare Parts Guarantee	10 years



The slides can be chosen in different materials and colours. Options include straight, or curved moulded PE slides in yellow or grey colour or a full stainless steel option which is a more vandalism proof solutions.



Nets and ropes are made of UV-stabilised PA with inner steel cable reinforcement. The rope is induction treated to create a strong connection between steel and rope, which leads to durable weather resistance.



Activities are made of high-quality stainless steel which is cleaned by a total pickling process after manufacturing to ensure a smooth and clean gliding surface.

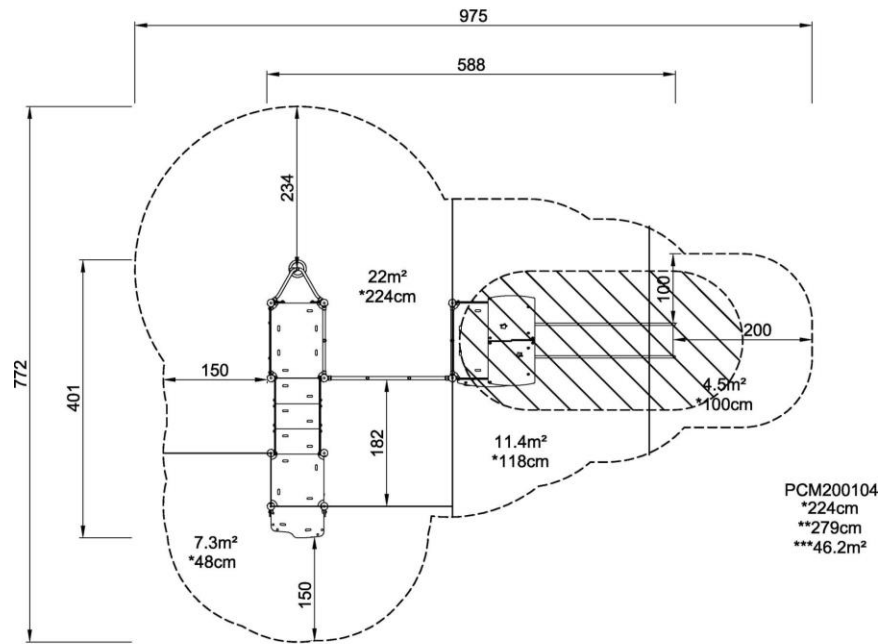


Double Tower, Physical

PCM200104

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

* Max fall height | ** Total height



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

Double Tower, Physical

PCM200104



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.



Window

Social-Emotional: invites interaction between sides and cooperative play.



Stairways

Physical: the accessible stairway is a fine entry point for users of varied abilities into the elevated level.

Social-Emotional: the stairway has nice platforms and space for sitting and meeting.



Climbing net

Physical: children develop cross-body coordination and muscle strength. The big meshes allow for climbing and crawling through, supporting proprioception and spatial awareness.

Social-Emotional: the big meshes allow for more children to sit together and talk.



Pipe ladder

Physical: cross-coordination and eye-hand coordination are developed when children climb the ladder. The climbing also supports leg and arm muscles.

Social-Emotional: social interaction when hanging out together, learning about turn taking and cooperation.



House

Cognitive: suggests a theme and supports dramatic play, which stimulates languages and communication skills.



Slide

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

Social-Emotional: empathy stimulated by turn-taking.

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



Desk

Physical: invites climbing over and across, developing cross-coordination. This supports cross-modal perception, which is necessary for other skills such as being able to read.

Social-Emotional: sharing and cooperation from both sides create a social scenario that supports communication and cooperation.

Double Tower, Physical

PCM200104



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.