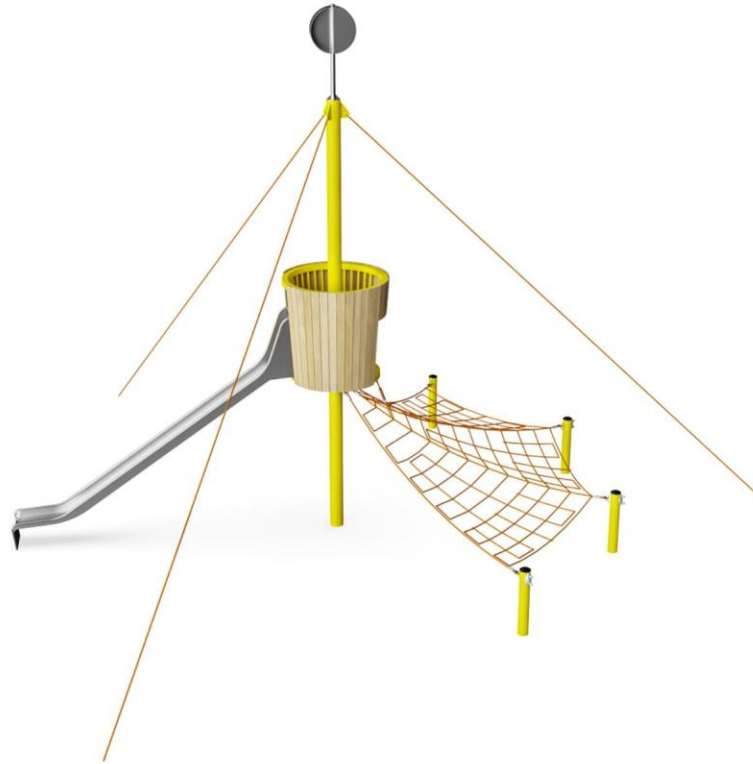


Small Kontiki


COR29100

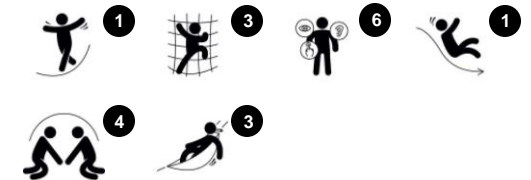


Wow! This clever structure inspires the journey of continued play and thrill for children, again and again. Supporting and nourishing play through physical variation, the Small Kontiki leads the child to a fabulous view of the environment and a thrilling slide down. The large net with varying mesh sizes allows for socializing and breaks, too. Climbing the

slanting net of the Small Kontiki develops the child's balance, coordination and spatial awareness. These motor skills are important to support the child's ability to regulate movements according to distances and speed. This is a life skill used widely, for instance when cycling or managing streets and traffic safely. But first and foremost the Small Kontiki is about

exhilarating, thrilling play, inviting and uniting lots of children, wilder or milder, in play.

Item no. COR291001-1104	
General Product Information	
Dimensions LxWxH	36'4"x36'8"x25'4"
Age group	5 - 12
Play capacity (users)	19
Color options	



Small Kontiki

COR29100



Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanized six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



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: safe, durable and vandalism-proof, all while allowing the typical movement of rope play structures.

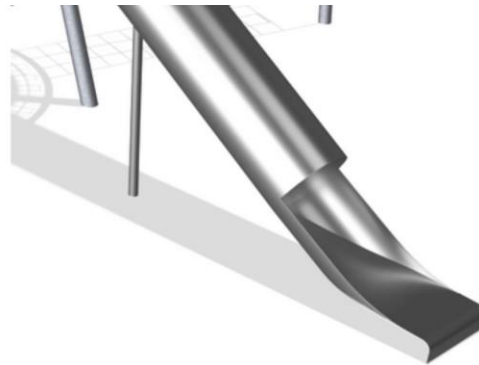


The metal parts are made of high quality steel, hot dip galvanized inside and outside with lead-free zinc. On the outside, there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colorful design expression.

Item no. COR291001-1104	
Installation Information	
Max. fall height	7'10"
Safety surfacing area	1,359 ft ²
Numbers of installers (persons)	2
Total installation time	34.3
Excavation volume	17.75 yd ³
Concrete volume	12.43 yd ³
Footing depth (standard)	37"
Shipment weight	3,397 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/>
Warranty Information	
Corocord Rope	10 years
S-Clamps	10 years
Galvanized steel	10 years
Membrane	2 years
Spare parts guaranteed	10 years



The stainless steel wind game is pivot-mounted to ensure easy turning with the wind. The half open design and shiny surface will produce different light effects with rotation, adding an appealing dynamic visual angle to the play structure.



The stainless steel components are made of high quality stainless steel in compliance with global playground standards. The steel is glass blasted after manufacturing to ensure a smooth gliding surface.



Through the KOMPAN Variant Team, you can choose between additional 7 rope colors and customize your solution. The assortment is a wide span of colors ranking from elegant and expressive black or a natural, neutral hemp color, to a range of attractive and eye-catching signal colors.

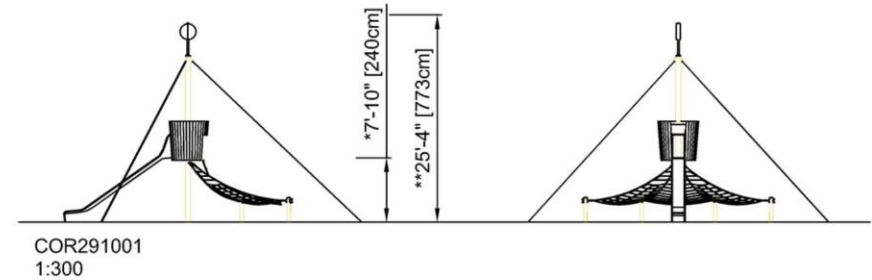
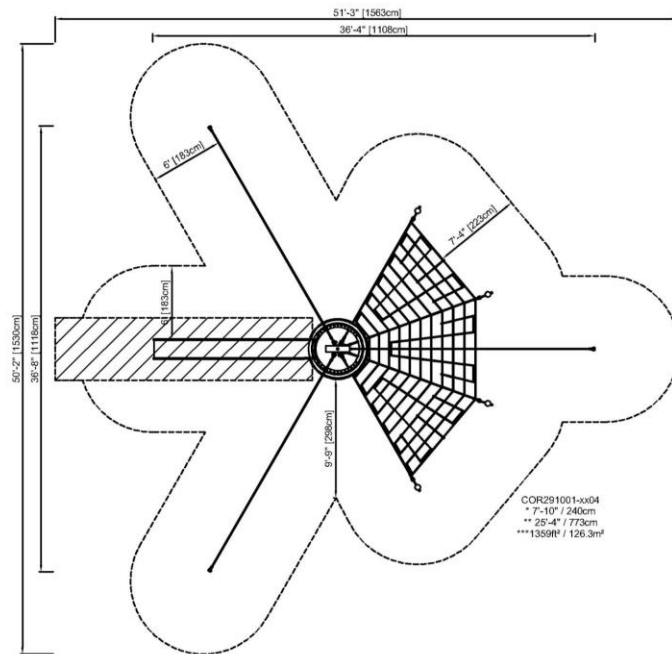
Elevated activities	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

Small Kontiki

COR29100

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

* Max fall height | ** Total height



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

Small Kontiki

COR29100



Crows nest

Physical: being up high develops spatial awareness and sense of balance.

Social-Emotional: a destination and meeting point up high adds social interaction as well as thrill and great views.



Slide

Physical: sliding develops spatial awareness and a sense of balance.

Furthermore, the core muscles are trained when sitting upright going down.

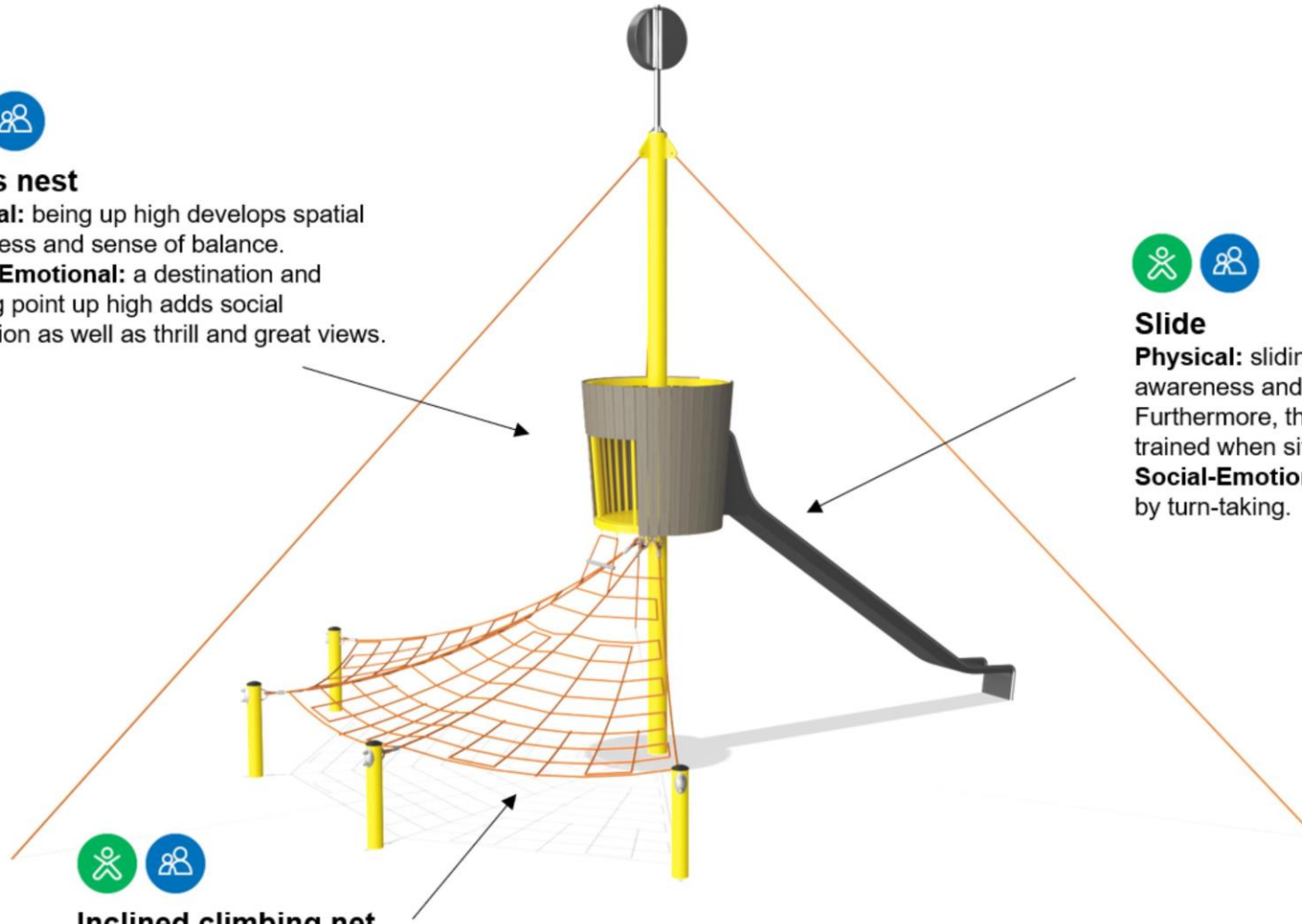
Social-Emotional: empathy stimulated by turn-taking.



Inclined climbing net

Physical: the inclined net supports the upward climbing movement of the body. The net supports cross-body coordination, which impacts coordination of the right and left part of brain, fundamental for other skills such as the ability to read.

Social-Emotional: the inclination makes climbing feel secure, especially for younger children.



Small Kontiki

COR29100



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.