


# TRUCK

KPL502



Item no. KPL502-0612	
<b>General Product Information</b>	
Dimensions LxWxH	4'4"x3'4"x4'3"
Age group	2 - 5
Play capacity (users)	6
Color options	



The Truck signals playloud and clear and attracts infants and toddlers again and again. The cute rounded shapes and the vibrant colors attract attention. The manipulative steering wheel, gear and yellow headlight spheres can be handled and turned again and again. The car has three compartments, two of which are relatively open to the front and rear. They both

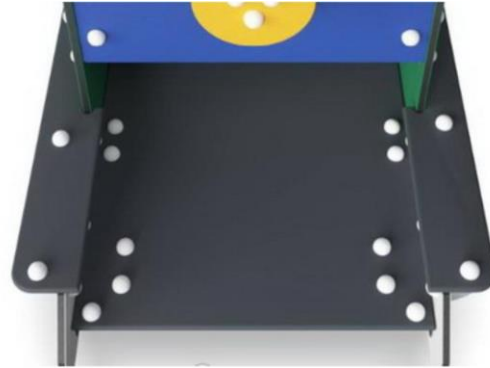
offer ample seating, and the rear also features two tinkering tables. The themes of traffic and cars are well-known to toddlers. They take a starting point in the toddlers' immediate world and open the scope of going into the wider world. Dramatic play scenarios such as visiting family are played out repeatedly in the Truck. This is an important contribution to the

development of language skills and literacy.



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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.

Foot support is made of HPL with a thickness of 17.8mm with a very high wearing strength and a unique KOMPAN non-skid surface texture.

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<b>Installation Information</b>	
Max. fall height	1'9"
Safety surfacing area	216 ft2
Numbers of installers (persons)	2
Total installation time	6.1
Excavation volume	0.20 yd3
Concrete volume	0.00 yd3
Footing depth (standard)	2'0"
Shipment weight	285 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
<b>Warranty Information</b>	
EcoCore HDPE	Lifetime
HPL decks	10 years
Spare parts guaranteed	10 years

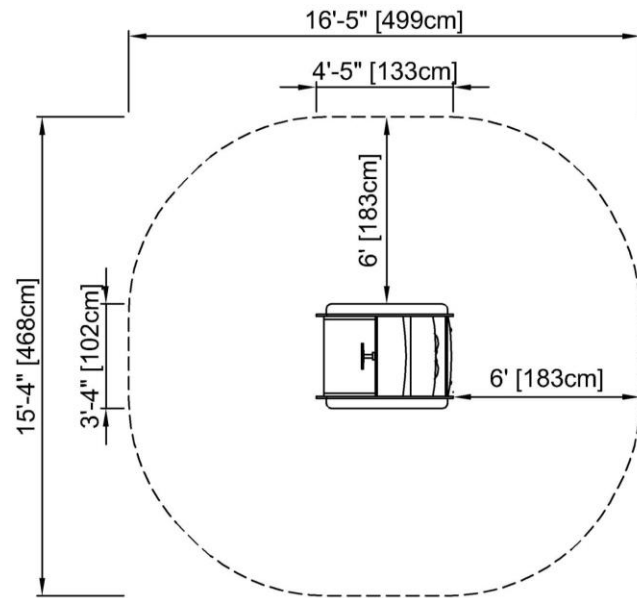
Elevated activities <b>0</b>	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	<b>0</b>	<b>1</b>	<b>1</b>
Required	<b>0</b>	<b>1</b>	<b>1</b>

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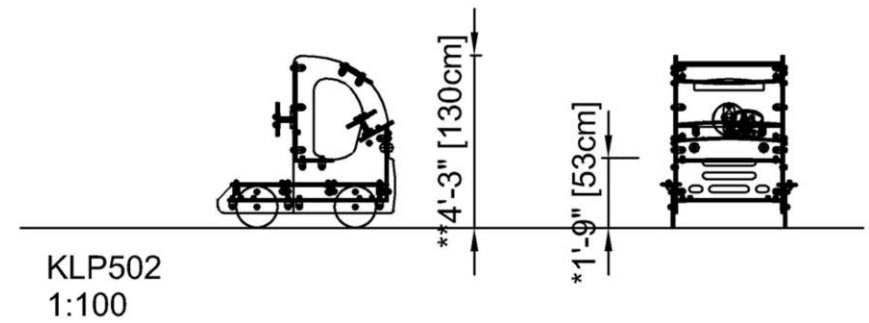
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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

\* Max fall height | \*\* Total height



KPL502  
\* 1'-9" / 53cm  
\*\* 4'-3" / 130cm  
\*\*\* 216.4ft<sup>2</sup> / 20.1m<sup>2</sup>



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

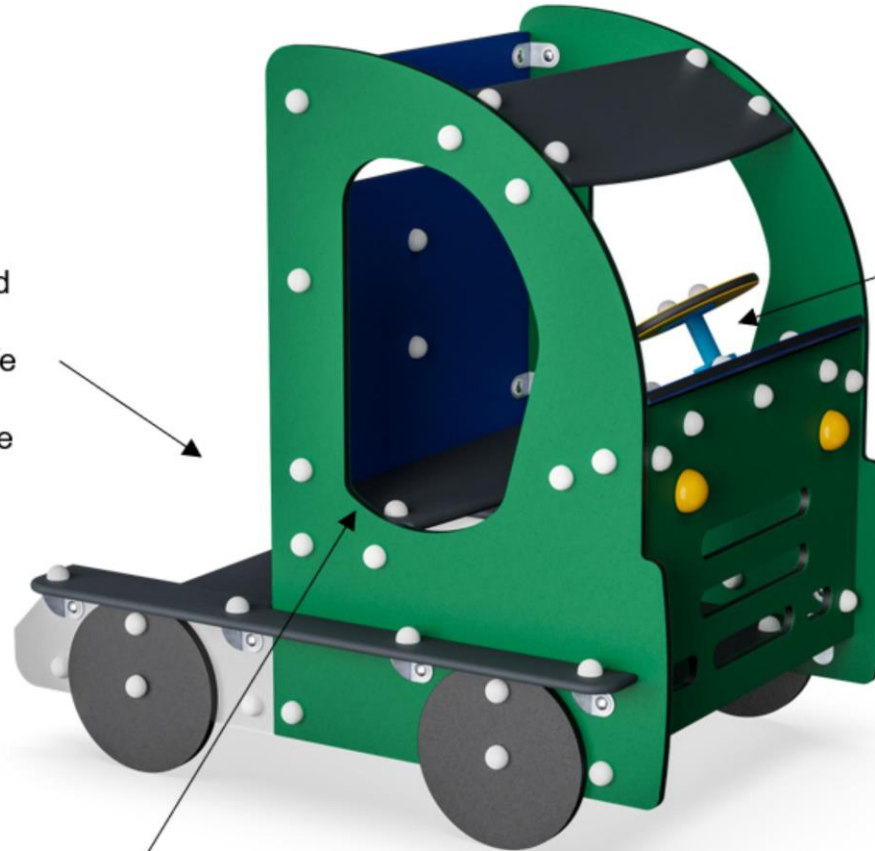
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## Truck bed

**Social-Emotional:** the truck bed allows for more children to be together and share. Important life skills like courage, self-esteem, consideration and turn-taking are built.



## Steering wheel

**Cognitive:** the manipulative steering wheel stimulates cause and effect understanding. It invites dramatic play which supports language and communication skills.



## Bench

**Social-Emotional:** the bench is big enough for two and makes a nice meeting point. Sitting closely together with friends is good for children's social skills and well-being.



## Truck

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

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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.