

Forest Bug Springer


NRO112



The Forest Bug with its chunky, rocking body attracts toddlers for shorter or longer rides, again and again. Apart from its appealing shape, the Forest Bug offers tactile variation with its steel hand hold, rubber foot support and smooth, wooden body. Tactile richness is a main motivator, especially in younger children. It supports their understanding of material

characteristics such as weight, smoothness, temperature and flexibility. This is important in for instance risk management. The spring ensures hours, years and decades of fun. The soothing, rocking movement of the Forest Bug trains the sense of balance and the spatial awareness. These are crucial for body confidence, e.g. in avoiding falling. A good

sense of balance is essential for the ability to sit still and concentrate. So this is much more than a mere fun ride.

Item no. NRO112-0421	
General Product Information	
Dimensions LxWxH	2'4"x1'7"x2'3"
Age group	2 - 12
Play capacity (users)	1
Color options	



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All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.



The paint used for coloured components is water based environmentally friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.



Handles and footrests are made of high-quality stainless steel and equipped with molded on PUR handholds and footsteps. The PUR footrests are designed with grooves to make the surface slip resistant.



KOMPAN Springs are made of high quality spring steel according to EN10270. The springs are cleaned by phosphating before they are painted with an epoxy primer and a polyester powder coating as top finish. The springs are fixed by unique anti pinch fittings for maximum safety and long lifetime.



Robinia products are available in three different wood treatment options: Untreated Robinia wood or brown painted with a pigment that maintains the wood color and colored version with paint of selected components.

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Installation Information	
Max. fall height	1'8"
Safety surfacing area	164 ft ²
Numbers of installers (persons)	2
Total installation time	1.9
Excavation volume	0.22 yd ³
Concrete volume	0.00 yd ³
Footing depth (standard)	1'5"
Shipment weight	79 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
Warranty Information	
Robinia Wood	10 years
Stainless steel components	10 years
Springs	5 years
PUR components	10 years
Spare parts guaranteed	10 years

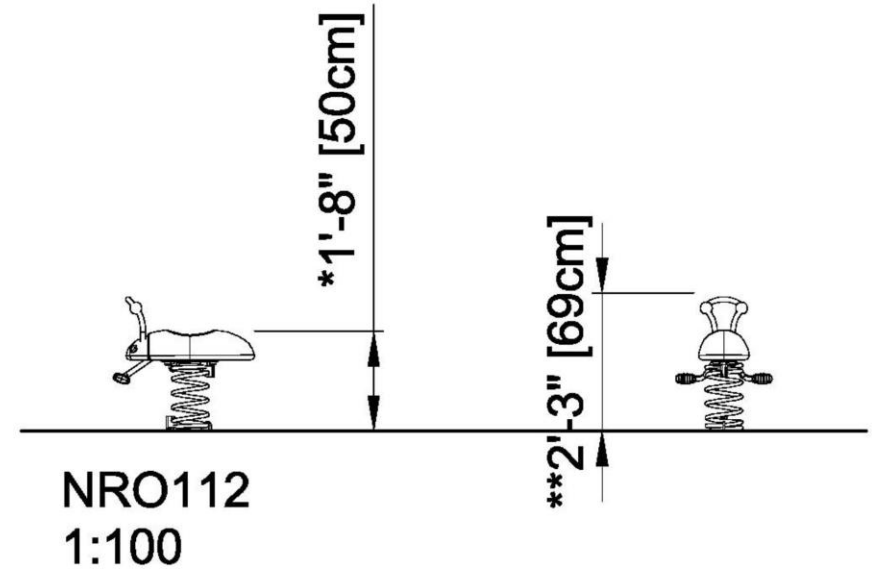
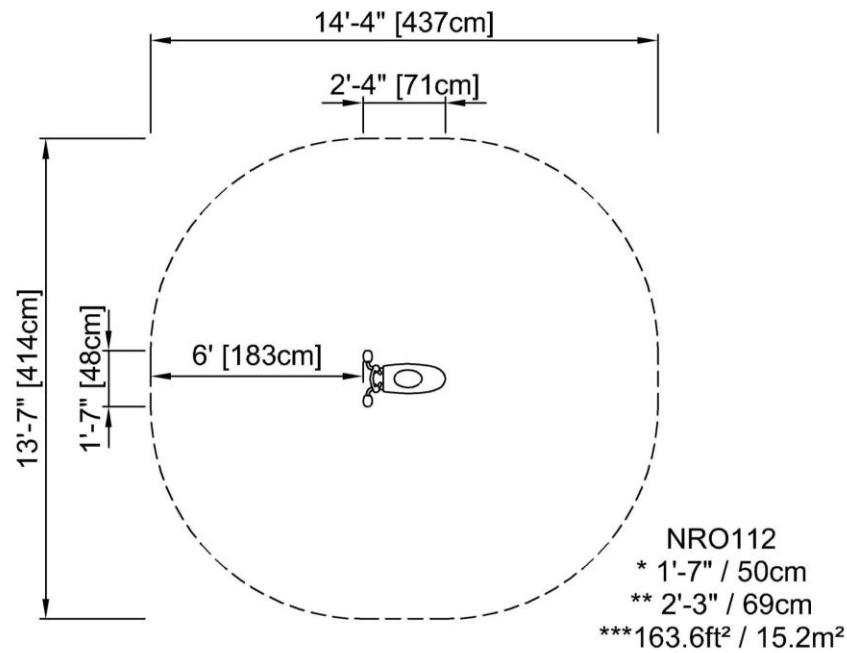
Elevated activities	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

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

* Max fall height | ** Total height



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Theme

Cognitive: the forest bug set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language skills.



Handhold

Physical: the possibility to hold onto more areas of the handhold ensures a good grip, necessary for rocking intensely. This trains the hand and arm muscles.



Foot support

Physical: the possibility of footrest supports intensive rocking. Rocking stimulates the senses of balance and space that are fundamental in managing the world securely.



Rocking spring

Physical: response to movements adds to spatial awareness and sense of balance. These are fundamental motor skills that help the child's ability to sit still on a chair which takes a good sense of balance.

Cognitive: trains the understanding of cause and effect: when I move my body, the spring responds with movement.

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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.