



SNAIL SPRINGER

NRO115



Item no. NRO115-0401

General Product Information

Dimensions LxWxH	2'5"x1'7"x2'3"
Age group	2 - 12
Play capacity (users)	1
Color options	 



The Snail with its chunky, rocking body attracts toddlers for shorter or longer rides, again and again. Apart from its appealing shape, the Snail 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 for instance risk management. The spring ensures hours, years and decades of fun. The soothing, rocking movement of the Snail 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.



SNAIL SPRINGER

NRO115



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.

The Robinia wood can be supplied as untreated raw wood or painted with a brown colored transparent pigment that maintains the golden wood color of the wood.

Item no. NRO115-0401	
Installation Information	
Max. fall height	1'8"
Safety surfacing area	167 ft ²
Numbers of installers (persons)	2
Total installation time	2.2
Excavation volume	0.22 yd ³
Concrete volume	0.00 yd ³
Footing depth (standard)	1'5"
Shipment weight	132 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

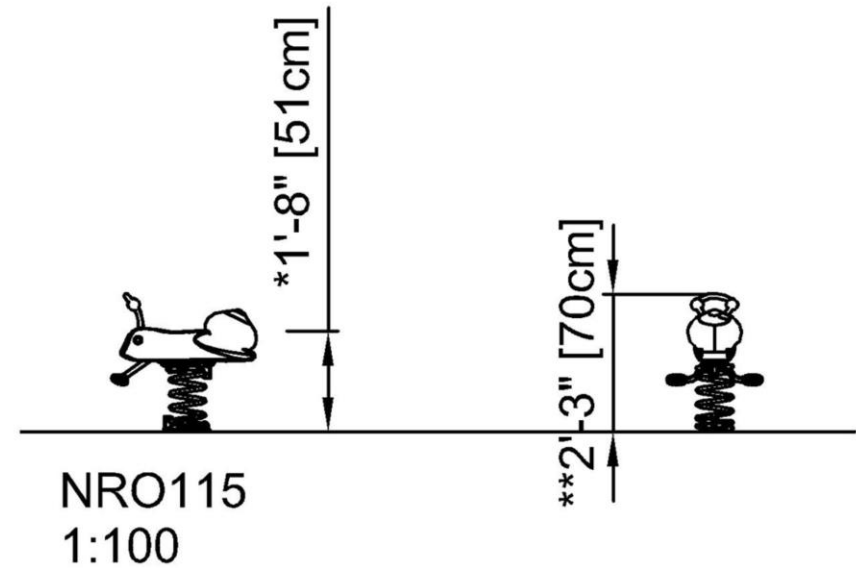
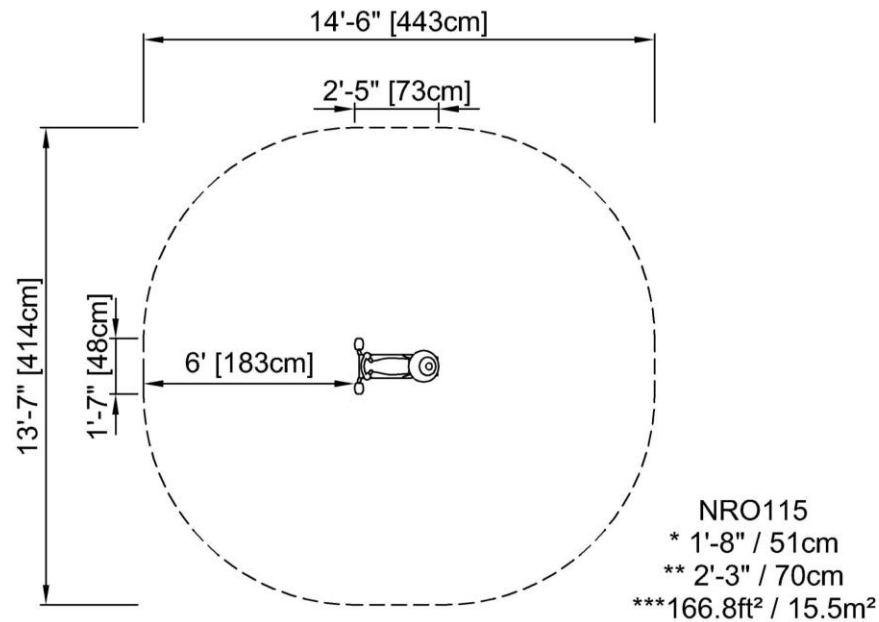
Elevated activities	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

SNAIL SPRINGER

NRO115

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

* Max fall height | ** Total height



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

SNAIL SPRINGER

NRO115



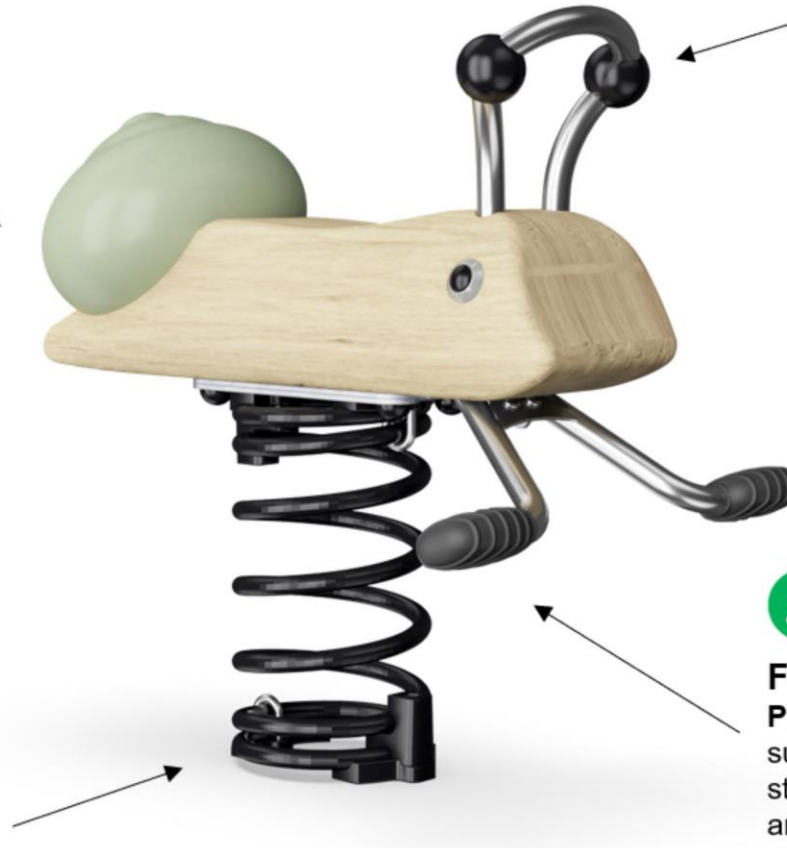
Theme

Cognitive: the snail 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.



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.



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.

SNAIL SPRINGER

NRO115



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.