


Gas Pump 2

NRO519



Item no. NRO519-0601

General Product Information

Dimensions LxWxH	7"x1'6"x3'7"
Age group	2 - 5
Play capacity (users)	1
Color options	



This Gas pump 2 is great for any tricycle track or traffic play theme. It will appeal to role play around the themes of driving and traffic, which is always a great imaginative support for the child. This will add attraction and play time. The Gas Pump is made rubber, and the handle are quite elaborate in combination with the red, green and yellow buttons for choosing the right

octane strength. All in all the variety of materials stimulates the fine motor skills and tactile sense, especially for the youngest players. The dramatic play around traffic and gas stations stimulates the child's cognitive development in evoking storytelling and imagination. This supports the child's thinking skills along with the ability to negotiate and

empathize, both important skills in making great play companions.



Gas Pump 2

NRO519



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.



Ropes are made of UV-stabilized PA with inner steel cable reinforcement. The rope is induction treated in order to create a strong connection between steel and rope which leads to good wear resistance.



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.

Item no. NRO519-0601	
Installation Information	
Max. fall height	0"
Safety surfacing area	0 ft ²
Numbers of installers (persons)	2
Total installation time	1.4
Excavation volume	0.10 yd ³
Concrete volume	0.00 yd ³
Footing depth (standard)	2'0"
Shipment weight	77 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
Spare parts guaranteed	10 years

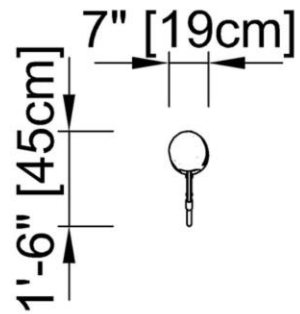
Elevated activities 0	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

Gas Pump 2

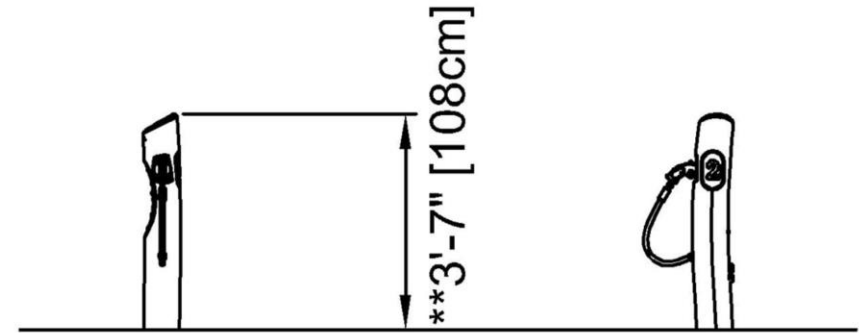
NRO519

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

* Max fall height | ** Total height



NRO519
**3'-7" / 108cm



NRO519
1:100

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

Gas Pump 2

NRO519



Petrol pump

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



Handle

Physical: fine motor skills and hand eye coordination.

Cognitive: the manipulative item stimulates cause and effect understanding, role play and communication.



Gas Pump 2

NRO519



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.