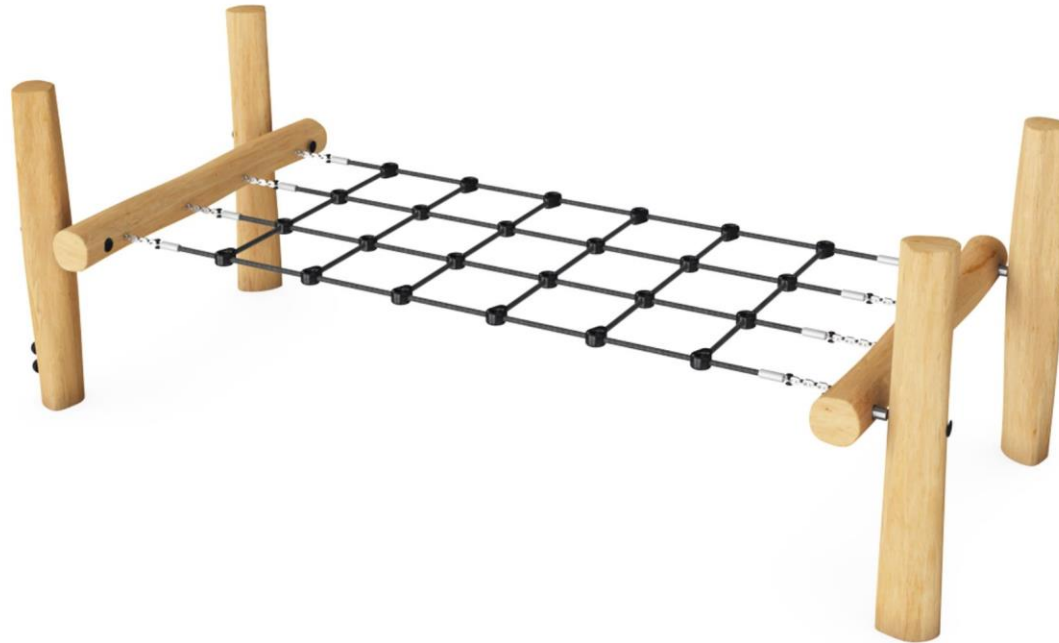




Balance Net

NRO831



Item no. NRO831-1001

General Product Information

Dimensions LxWxH	9'5"x4'1"x3'3"
Age group	5 - 12
Play capacity (users)	3
Color options	 



The Balance Net is a social attraction in the playground: a meeting point all made of net. The Balance Net offers a welcome break from all of the wilder action in the playground. It is a popular point to retreat to, for meeting and talking. This appeals to older and younger children alike. The Balance Net allows for different body positions: lying, seated, standing,

and crawling. This always attracts children. When crawling along the net, children train important motor skills such as cross-coordination, which is important for cross-modal perception. This supports cognitive and intellectual skills such as learning to read. Thanks to the slightly moving net, the child will have to adjust body movements constantly.

This stimulates proprioception and the sense of balance. These are fundamental in the child's ability to navigate the world confidently and securely.



Balance Net

NRO831



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.

Nets and 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.

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. NRO831-1001	
Installation Information	
Max. fall height	3'3"
Safety surfacing area	314 ft ²
Numbers of installers (persons)	2
Total installation time	4.3
Excavation volume	0.65 yd ³
Concrete volume	0.39 yd ³
Footing depth (standard)	3'3"
Shipment weight	370 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/>
Warranty Information	
Robinia Wood	10 years
Stainless steel components	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

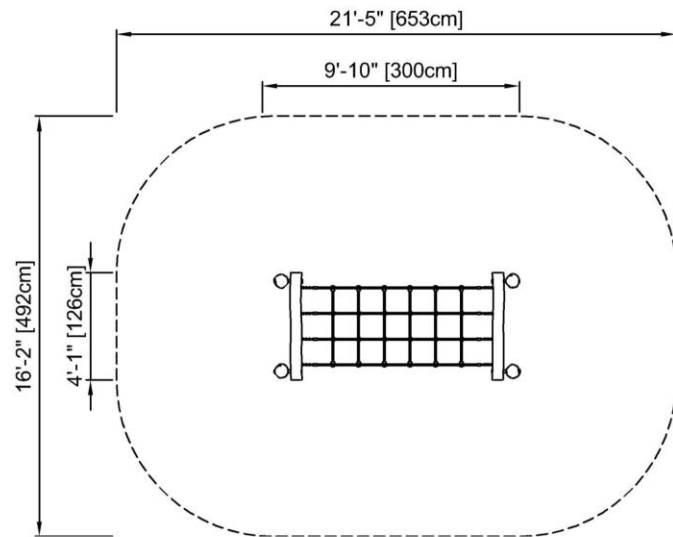
Elevated activities 0	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

Balance Net

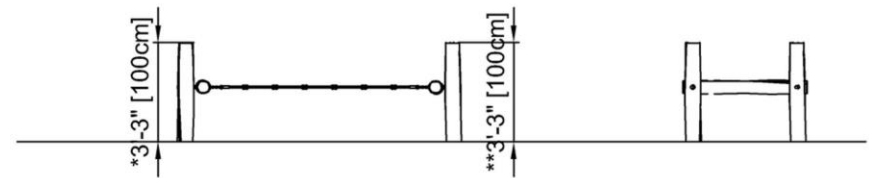
NRO831

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

* Max fall height | ** Total height



NRO831
* 3'-3" / 100cm
** 3'-3" / 100cm
*** 314.3ft² / 29.2m²



NRO831
1:100

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

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

Balance Net

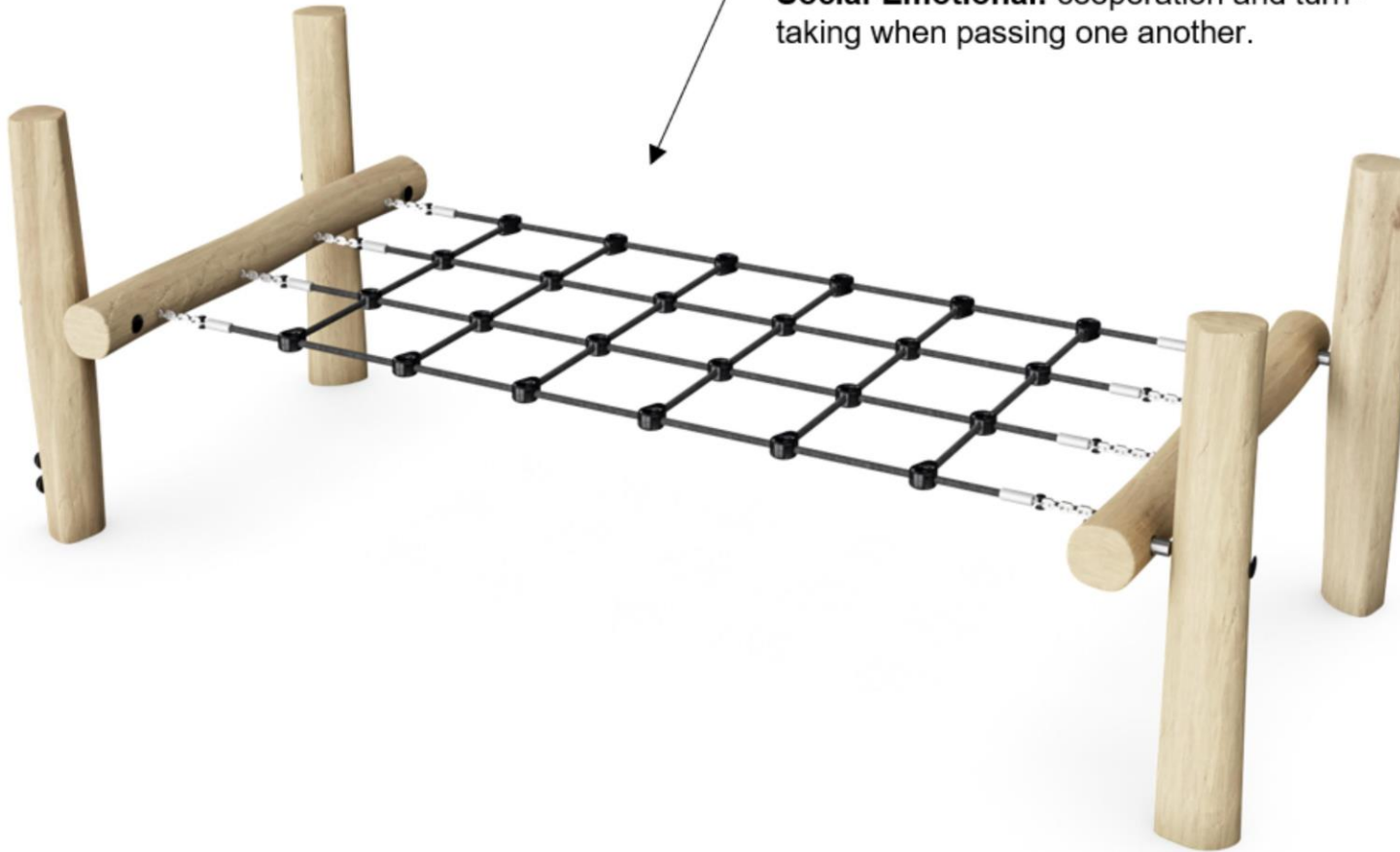
NRO831



Horizontal net

Physical: cross-coordination when crawling over and under the net. The open net develops the child's spatial sense.

Social-Emotional: cooperation and turn-taking when passing one another.



Balance Net

NRO831



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.