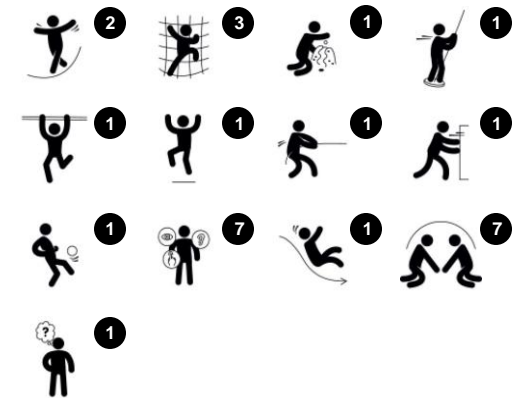


# Play Tower with Net, Physical

PCM211104



Item no. PCM211104-0902	
General Product Information	
Dimensions LxWxH	15'0"x19'9"x13'6"
Age group	5 - 12
Play capacity (users)	22
Color options	



The Play Tower is an attraction for active play, which children will return to again and again. The accessible stairway with timer play panel and somersault bar makes an engaging meeting and rest point to plan actions from. For children with a curiosity for signs and codes, the stairway graphics offer a math challenge. The tower additionally has a curved net access,

with easy and harder options to climb to the top. Climbing trains the children's cross coordination, important for the ability for the brain to read. The thrilling, high slide or the banister bars offer thrills when sliding or gliding back to the ground: this movement trains the child's sense of balance and space. In combination, these motor skills are important

for the child's ability to navigate their bodies confidently and securely through the world.



# Play Tower with Net, Physical

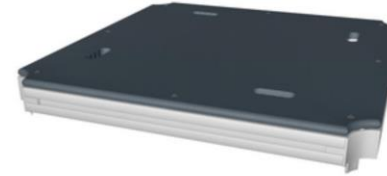
PCM211104



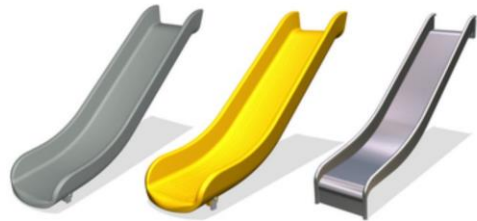
Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Main posts with hot dip galvanized steel footing are available in different materials: Pressure impregnated pine wood posts. Pre-galvanized inside and outside with powder coated top finish steel posts. Lead free aluminium with color anodized top finish.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure molded aluminium connectors. The HPL decks with a thickness of 17.8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.



The slides can be chosen in different materials and colors: Straight or curved molded PE slides in yellow or grey color. Full stainless steel in on-piece design for more vandalism proof solutions.



The stainless-steel activities are made of high-quality stainless steel. The steel is cleaned by a total pickling process after manufacturing to ensure a smooth and clean gliding surfaces.



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.

Item no. PCM211104-0902

### Installation Information

Max. fall height	9'1"
Safety surfacing area	605 ft2
Numbers of installers (persons)	2
Total installation time	21.4
Excavation volume	0.92 yd3
Concrete volume	0.09 yd3
Footing depth (standard)	2'11"
Shipment weight	1,394 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>

### Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
HPL decks	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

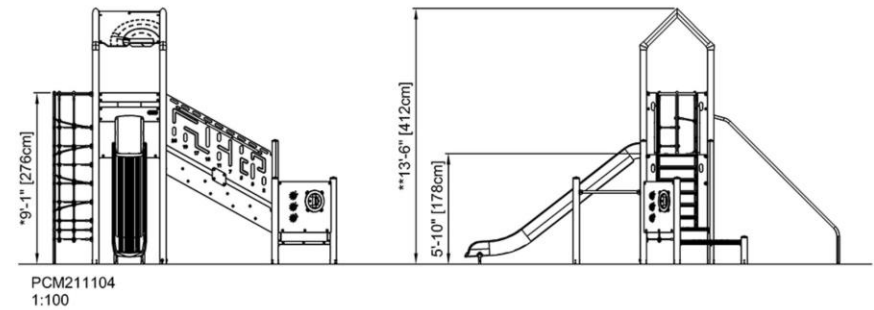
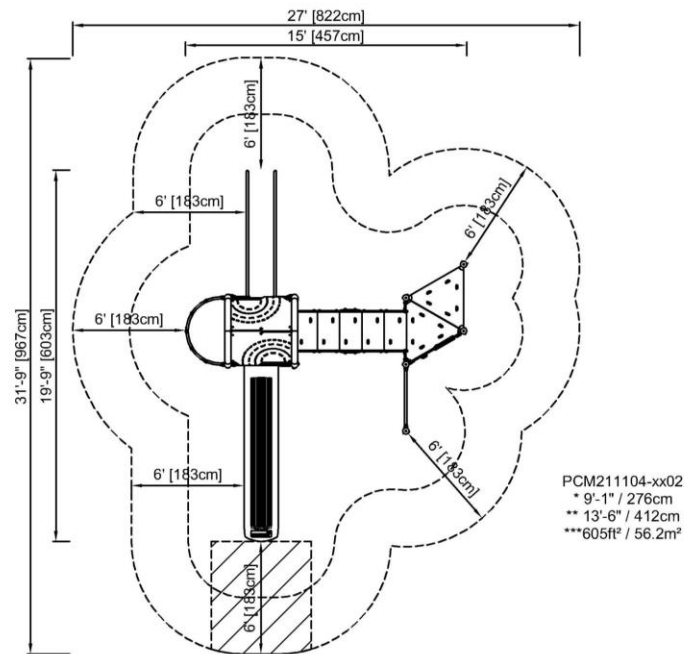
Elevated activities 4	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	4	1	1
Required	2	1	1

# Play Tower with Net, Physical

PCM211104

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

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



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

# Play Tower with Net, Physical

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## Tower net

**Physical:** the children have a fast, efficient access up the horizontal rungs of the net on one side, and a slow climb up the inclined rung side. The net can be climbed from both sides, levelling the challenge of accessing the platform. Cross-coordination and sense of space is supported, as well as arm and leg muscles.

**Social-Emotional:** the two-sided net allows for social interaction. The spaciousness invites socializing.

**Cognitive:** logical thinking and planning are necessary when planning how best to enter the platform from the net.



## Slide

**Physical:** sliding develops spatial awareness and sense of balance. Furthermore, the core muscles are trained when sitting upright going down.

**Social-Emotional:** empathy stimulated by turn-taking.

**Cognitive:** young children develop their understanding of space, speed and distances when sliding down fast.



## Accessible stairway

**Physical:** cross-coordination is used, supporting the cooperation of the left and right halves of the brain, which is necessary for reading.

**Social-Emotional:** spaces to allow for helpers, stimulating cooperation, turn-taking and empathy.

**Cognitive:** visual details to stimulate thinking skills such as logic and mathematical sequencing.



## Timer

**Social-Emotional:** teams can each have a button to measure rounds, wins etc. The buttons support cooperation and teamwork.

**Cognitive:** counting and registering support thinking skills such as logical thinking and sequencing.

**Creative:** children can leave their mark, placing the timer in different positions.



## Banister bars

**Physical:** balance, spatial awareness and coordination are developed when going down, as well as arm, leg and core muscles when holding tight. Jumping off strengthens bone density, which is built for life in early childhood.

**Social-Emotional:** turn-taking and risk-taking.



# Play Tower with Net, Physical

PCM211104



**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.