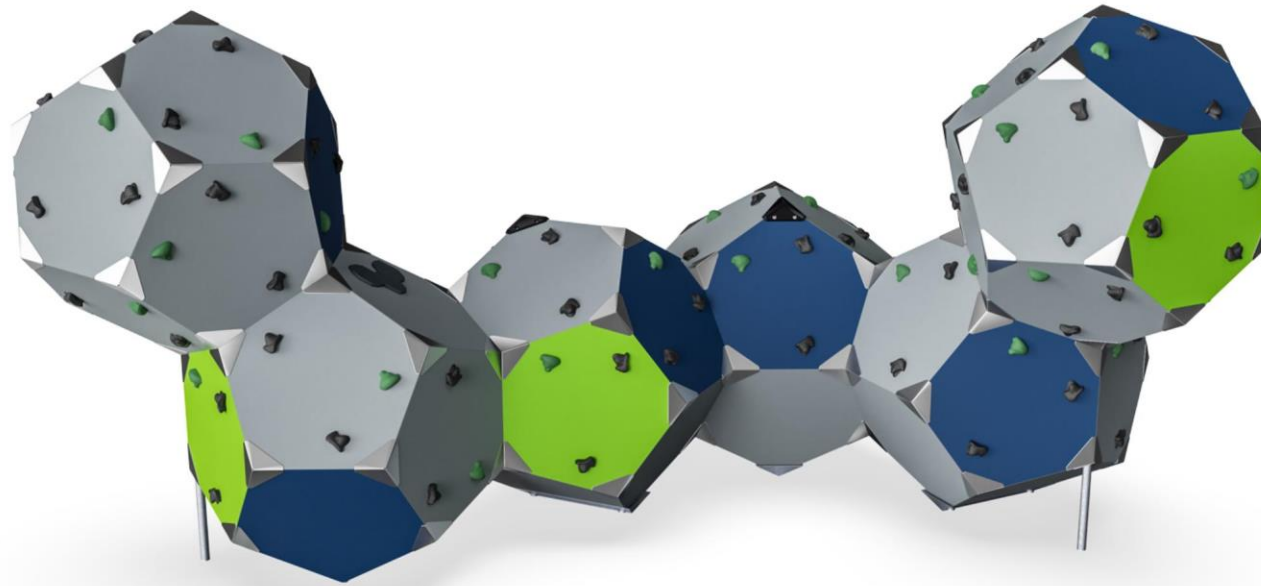




BLOQX 6

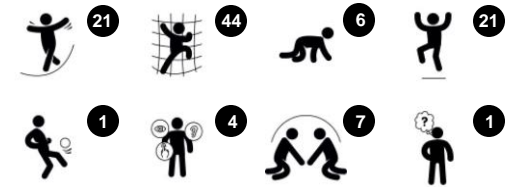
BLX4106



Item no. BLX410601-3717

General Product Information

Dimensions LxWxH	595x407x300 cm
Age group	8+
Play capacity (users)	32
Colour options	 



BLOQX™ 6 is the formula for hours of thrilling climbing, play and meeting. The combination of iconic, geometrically shaped blocks appeals intensely to older children. With its fine climbing grips, it invites scalable climbing challenges and games. The design has ridges and valleys which provides room for socializing and exchange. The possibility of climbing, crawling

and balancing at your own speed, height and length makes the BLOQX™ a successful gathering place for children at different climbing levels, again and again. levels: The creation of new climbing routes and methods with friends or individually makes for hours of thrill and climbing play. The varied grip and panel positions help to develop muscle strength and

motor skills: cross-body coordination, proprioception and spatial awareness, having a positive impact on concentration skills and social-emotional skills such as consideration.



BLOQX 6

BLX4106



High pressure moulded PP climbing panels with excellent impact strength and usable within a large temperature span. The outside surface has an integrated pattern and surface texture that is dirt repellent.



Die-casted corner brackets of high quality lead free aluminium. The corner brackets have nicely rounded edges and countersunk stainless steel screws. For sunny environments the corner bracket can be supplied with optional powder coating which reduced the heat absorption of the brackets.



Climbing Grips are KOMPAN customized design, based on professionally designed climbing grips for optimal play value. The base material is polyester. There are two colours of climbing grips (green & black) and three on each panel. They are rotation secured by a steel pin.



The cubes are supported by a unique designed footing system that secures the correct positioning of the cubes.



To ensure maximum safety in all weather conditions a non-skid safety plate is located when climbing down from the elevated cube. Further, a number of the top corner brackets are covered with soft PUR.

Item no. BLX410601-3717

Installation Information

Max. fall height	300 cm
Safety surfacing area	56,4 m ²
Numbers of installers (persons)	2
Total installation time	41.1
Excavation volume	2,44 m ³
Concrete volume	0,64 m ³
Footing depth (standard)	90 cm
Shipment weight	895 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

Climbing panels (PP)	10 years
Corner brackets	10 years
Climbing grips	10 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

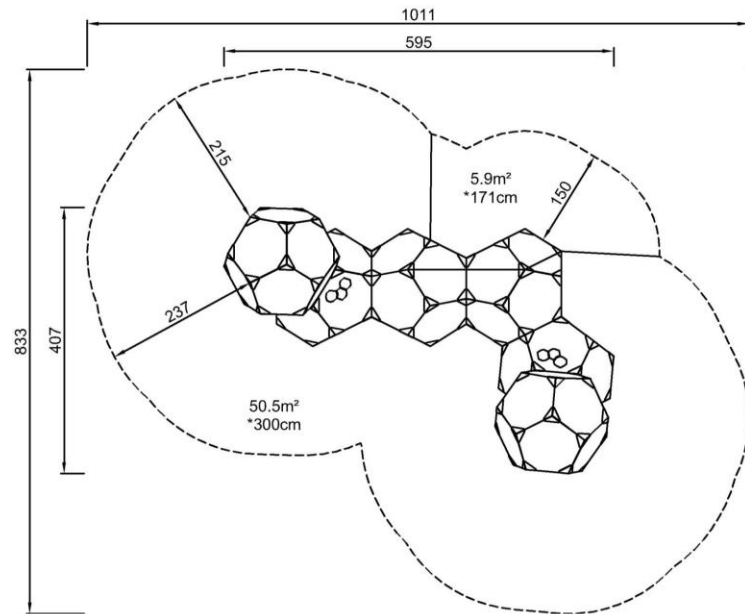


BLOQX 6

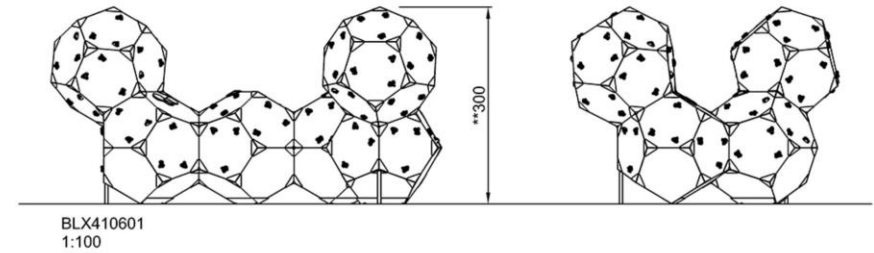
BLX4106

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

* Max fall height | ** Total height



BLX410601
*300cm
**300cm
***56.4m²



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



Climbing grips grid

Cognitive: logical thinking when figuring out routes and memorizing position of grips you can't see when climbing.



Inclined panels

Physical: sense of balance when seated for breaks, and proprioception. Bone density when jumping down. Bone density is built up in youth to last the rest of your life.

Social-Emotional: meeting points from where to help other children. Turn-taking and helping out are common activities on the BLOQX™.



Meeting point

Physical: sense of balance when seated for breaks on an inclined surface.

Social-Emotional: socializing, turn-taking, consideration of others.



Multiple climbing blocks

Physical: develop sense of balance, proprioception and spatial awareness. Heavy duty training of arm, leg and core muscles when climbing longer. More points for strengthening bone density when jumping down.

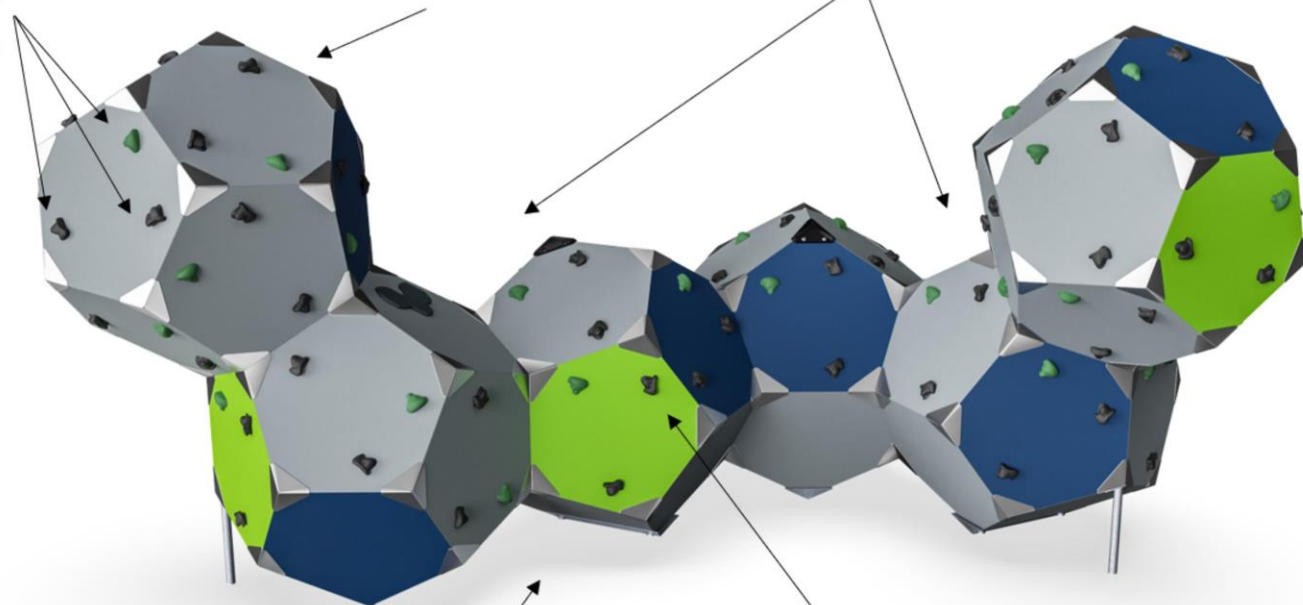
Social-Emotional: cooperation, consideration, turn-taking, risk-taking, self-confidence when self-regulating and helping others.

Cognitive: logical thinking when figuring out longer routes.



Climbing grips

Physical: dexterity and cross-body coordination, sense of space, all important in navigating the body in space. Pushing, pulling and using fingers, arms, legs and core, strengthen the muscles.



BLOQX 6

BLX4106



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.