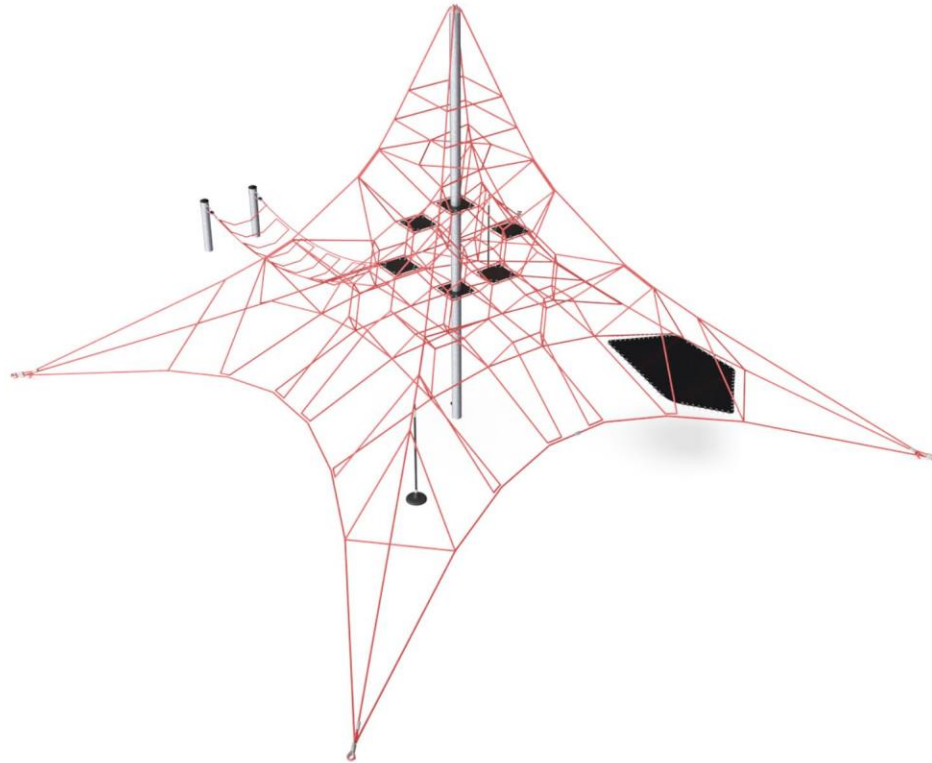
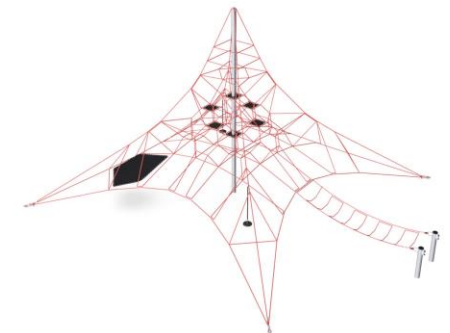
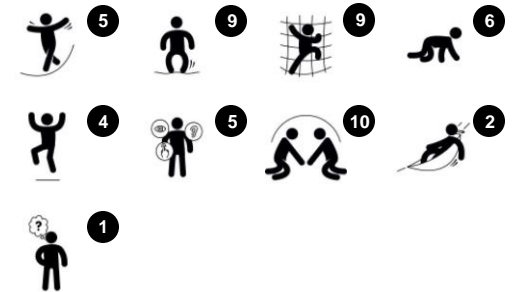


Small Spacenet & Bouncing Membrane

COR10120



Item no. COR101201-1101	
General Product Information	
Dimensions LxWxH	1095x900x580 cm
Age group	5+
Play capacity (users)	44
Colour options	



The Small Spacenet & Bouncing Membrane is a bouncy, transparent play structure that encourages children to climb to the top. The feeling of achievement when having climbed to the top is phenomenal, attracting children again and again trying different routes each time. Climbing or swaying in the bouncy net with pendulum seats is challenging and immensely

fun. The Small Spacenet trains the motor skills' ABC: Agility, Balance and Coordination. Major muscle groups are used when children climb, including; arms push and pull, legs push and the core provides stability. The rope membranes invite breaks and rest points where children's social-emotional skills are developed.



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Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play structures.



The spacenets' main bearing ropes are equipped with an additional safety feature: should the main connections fail, the safety rope prevents collapse of the structure.



Corocord membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Tested and compliant with REACH requirements for PAH. Embedded is a four-layered armoring made of woven polyester. The armoring and the two surface layers result in a total thickness of 7.5 mm.



In the centre of the net is the mast, made of high quality seamless steel. The structure of the mast as an oscillating support is statically favourable and equalizes the oscillations in the net. The masts are hot dip galvanised as standard, with the design option of additional powder coating.



Through KOMPAN Variant Team, you can choose between additional 7 rope colours and customize your solution. The assortment is a wide span of colours ranking from elegant and expressive black or natural and toned-down hemp colour, to a range of attractive and eye-catching signal colours.

Item no. COR101201-1101	
Installation Information	
Max. fall height	185 cm
Safety surfacing area	126,6 m ²
Numbers of installers (persons)	2
Total installation time	19.4
Excavation volume	9,68 m ³
Concrete volume	6,16 m ³
Footing depth (standard)	110 cm
Shipment weight	785 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Aluminium clamps	10 years
Membrane	2 years
Spare parts guaranteed	10 years

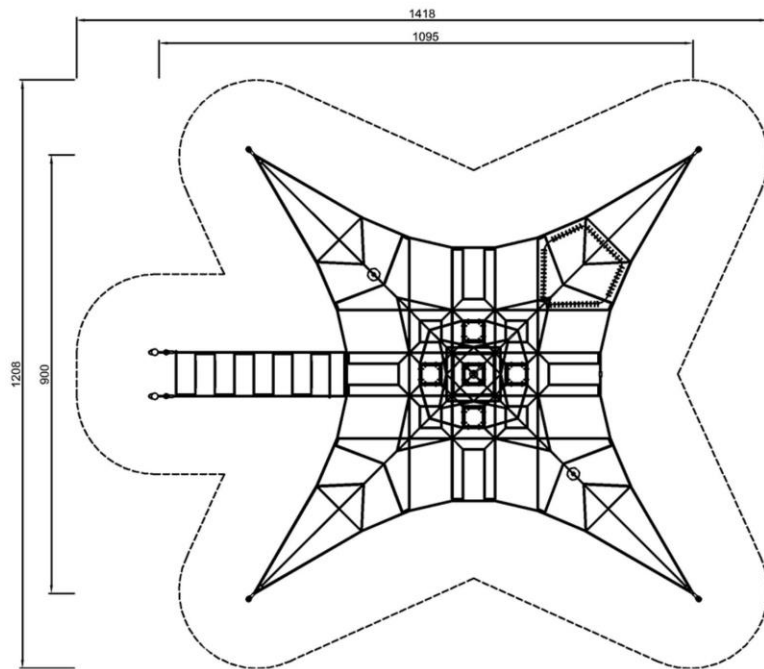


Small Spacenet & Bouncing Membrane

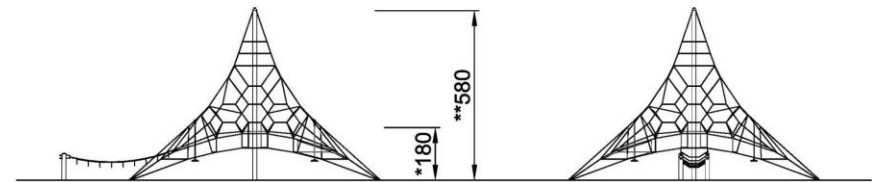
COR10120

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

* Max fall height | ** Total height



COR101201
*185cm
**580cm
***126.6m²



COR101201
1:300

Attention! Foundation anchor blocks exceeds safety zone area. See installation instructions.

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

Small Spacenet & Bouncing Membrane

COR10120



Bouncy net meshes

Physical: agility, balance and coordination as well as spatial awareness are supported when bouncing, climbing and sitting in the net. Children use muscle strength of arms, legs and core, and build bone density when jumping down.

Social-Emotional: the bouncing, swaying net appeals to empathy and cooperation.

Cognitive: physical memory, logical thinking, concentration.



Waggle bridge

Physical: sense of balance and training of cross coordination. Important for other skills such as being able to sit still.

Social-Emotional: turn-taking and helping others when climbing up.



Transparency

Social-Emotional: the transparency makes possible cooperation and communication throughout, all important life-skills for children to learn.



Mast

Physical: the slightly swaying mast stimulates children's muscles and motor skills when they hold tight climbing the net.

Social-Emotional: children develop courage and self-regulation when climbing up high. This positively affects self-confidence.



Highest rungs

Physical: spatial awareness is supported, arm muscles when holding tight.

Social-Emotional: children develop courage, self-confidence, consideration and turn-taking, all important life skills.



Membranes

Physical: the bouncy membrane develops the sense of balance when the child stands, steps or sits here. A faster way up, due to the extra support of the membrane.

Social-Emotional: a meeting point for retreat from the rope landscape.



Pendulum seat

Physical: the swaying movement trains the sense of balance as well as core and arm muscles when holding tight.

Social-Emotional: socializing and turn-taking when deciding who should sit here.



Big meshes

Physical: the big meshes allow for climbing and crawling, supporting proprioception, cross coordination and spatial awareness. Climbing here takes muscle strength, pushing and pulling arms to get upwards.

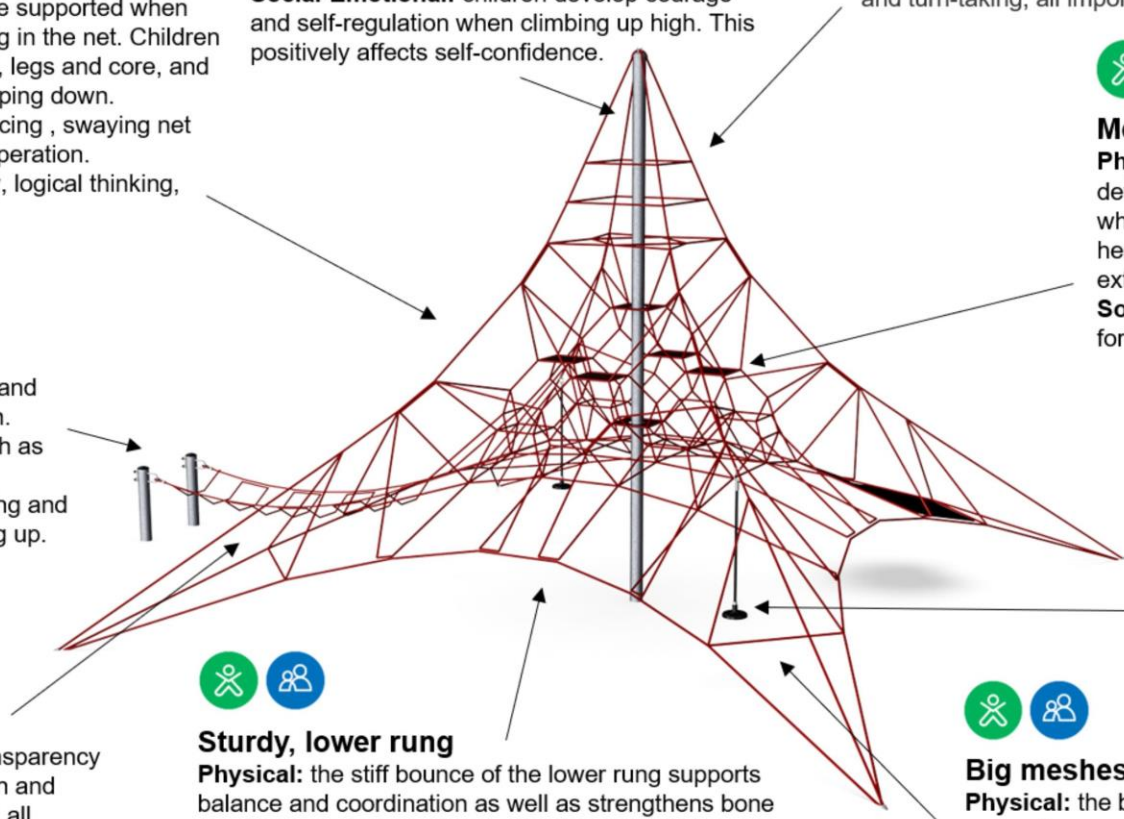
Social-Emotional: the big meshes allow more children being seated together, sharing.



Sturdy, lower rung

Physical: the stiff bounce of the lower rung supports balance and coordination as well as strengthens bone density when jumping down. Hanging from the arms trains back and upper body muscles, supporting good posture. These are a growing concern for children due to sedentary lifestyles.

Social-Emotional: great meeting point allowing socializing.



Small Spacenet & Bouncing Membrane

COR10120



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 teamwork, 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.