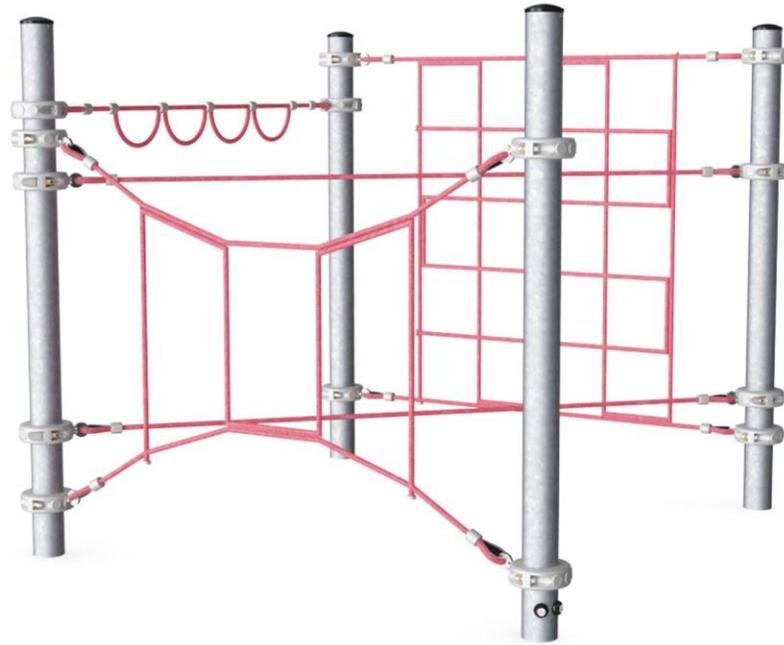


Agility Package 25

COR10250



Item no. COR102501-1101

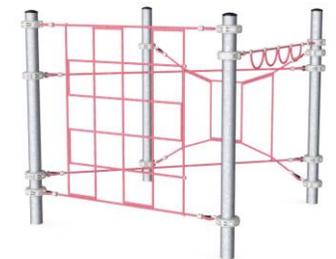
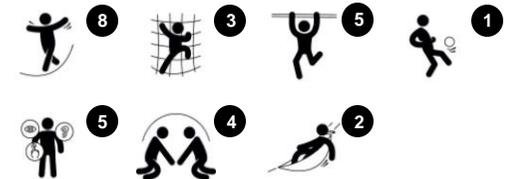
General Product Information

Dimensions LxWxH 219x219x190 cm

Age group 3+

Play capacity (users) 13

Colour options 



Agility Package 25 has the WOW factor with a range of difficulty levels in climbing activities as well as break points for social play. The rope slalom makes for hours of playing The Ground is Lava or other games, that will attract children time and time again. The rich variety of balancing, swaying and climb-and-crawl activities are great to help develop children's

sense of balance, coordination and proprioception, which is fundamental for managing a range of life skills in the future. The responsive, swaying and bouncing rope structure helps develop children's agility, balance and coordination as well as the ABC of motor skills, all important for body control. The mix of over-head, cross-body and climbing

activities promotes helps with the development of children's muscles and motor skills, whilst training their sense of balance and space.

Agility Package 25

COR10250



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 steel structure are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are bolted together. The height of the clamps is thus variable.



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. COR102501-1101	
Installation Information	
Max. fall height	165 cm
Safety surfacing area	29,6 m ²
Numbers of installers (persons)	2
Total installation time	6.2
Excavation volume	4,40 m ³
Concrete volume	2,80 m ³
Footing depth (standard)	110 cm
Shipment weight	215 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

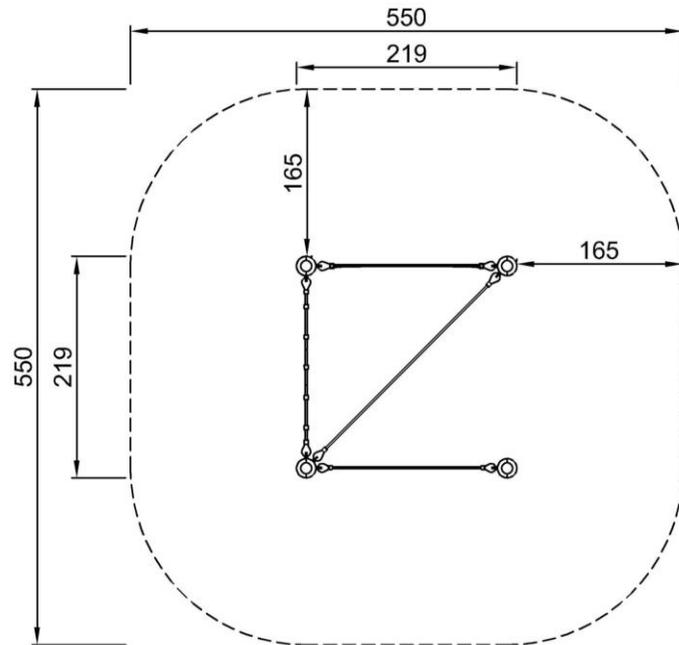


Agility Package 25

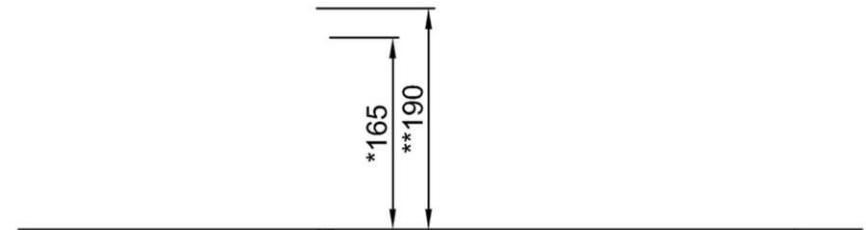
COR10250

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

* Max fall height | ** Total height



COR102501
*165cm
**190cm
***29.6m²



COR102501
1:100

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

Agility Package 25

COR10250



Hand-over-hand rope with loops

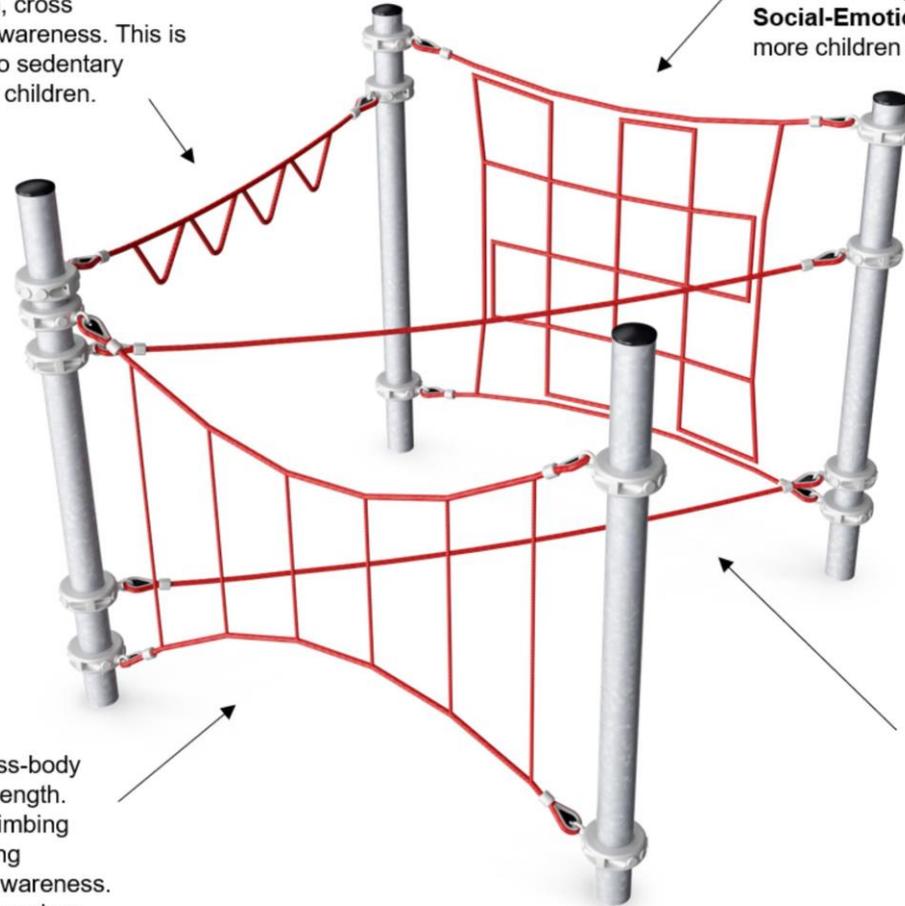
Physical: develops children's upper body muscles and arm strength, cross coordination and spatial awareness. This is especially important due to sedentary lifestyles and back pain in children.



Vertical amusement net

Physical: children develop cross-body coordination when climbing. Arm, leg and core muscles are strengthened. These are important for posture control and also sitting still.

Social-Emotional: the meshes allow for more children to sit together and talk.



Tightrope

Physical: children train cross-body coordination and muscle strength. The big meshes allow for climbing and crawling through, training proprioception and spatial awareness.
Social-Emotional: the big meshes allow for more children being seated together, sharing.



Balancing ropes

Physical: the balance training here is unmistakable. Holding onto the swaying upper rope when balancing on the swaying lower rope makes excellent training of the sense of balance as well as the trunk muscles. These abilities are fundamental for being able to sit still on a chair.

Social-Emotional: there is room for more than one, and cooperating with friends on walking over the swaying ropes is a true cooperation task that takes teamwork and tolerance.

Agility Package 25

COR10250



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.