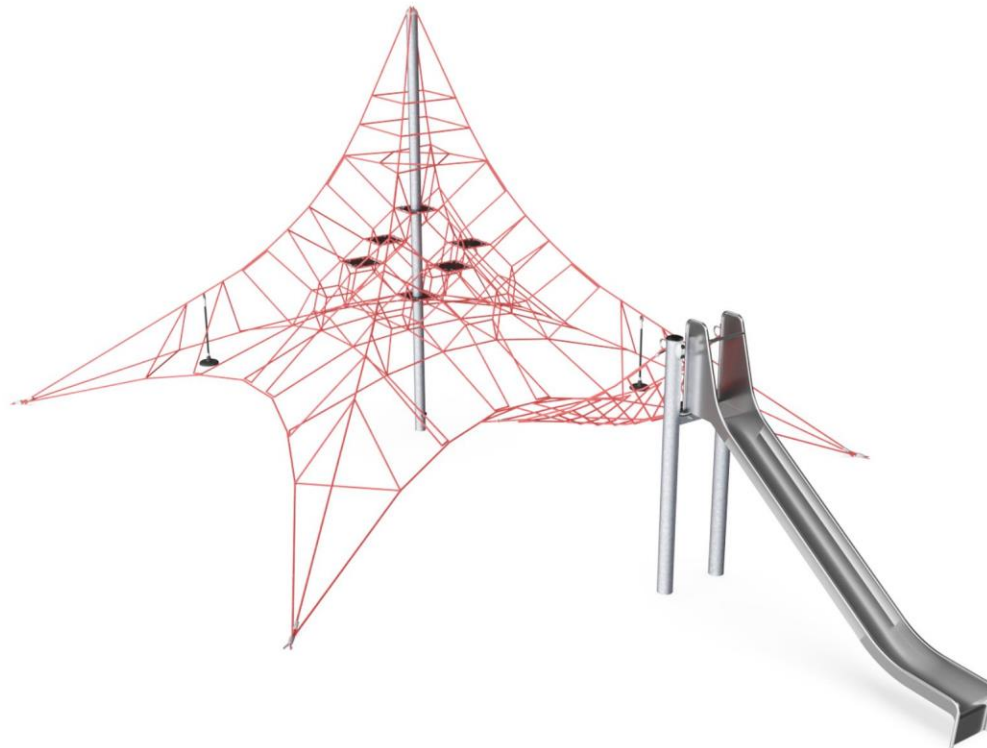
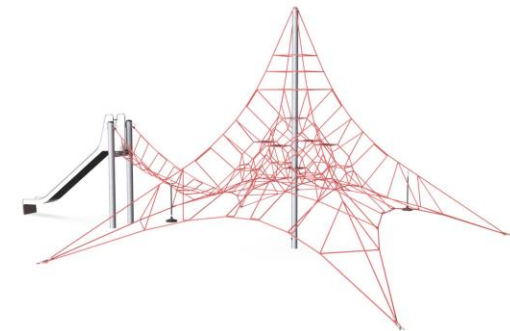
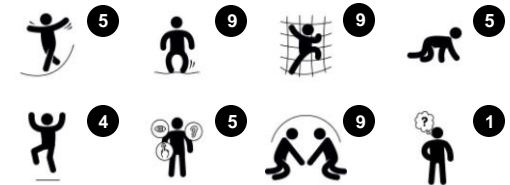


# Macro Spacenet & Slide

COR10290



Item no. COR102901-1101	
<b>General Product Information</b>	
Dimensions LxWxH	1296x795x535 cm
Age group	5+
Play capacity (users)	46
Colour options	



The Macro Spacenet with extensions encourages children to climb, again and again. The feeling of achievement when having climbed to the top is phenomenal. Climbing or swaying on the bouncy pendulum seats trains the motor skills' ABC: Agility, Balance and Coordination. Major muscle groups get used when children climb in the Macro Spacenet. All

these physical skills are fundamental and can help with children's ability to sit still and concentrate. The slide is a great way down, making an irresistible loop of climbing up and sliding down, training turn taking, too. The rope trails are nice destinations for a break and stimulate children's social-emotional skills, such as courage and self regulation.

# Macro Spacenet & Slide

COR10290



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. COR102901-1101	
Installation Information	
Max. fall height	200 cm
Safety surfacing area	119,5 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	20.0
Excavation volume	9,93 m <sup>3</sup>
Concrete volume	6,32 m <sup>3</sup>
Footing depth (standard)	110 cm
Shipment weight	809 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

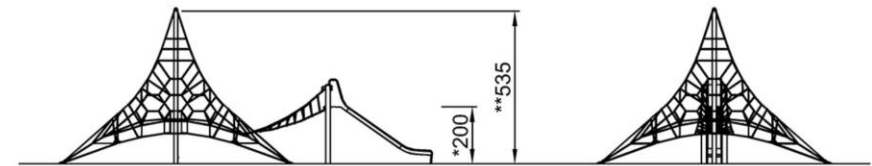
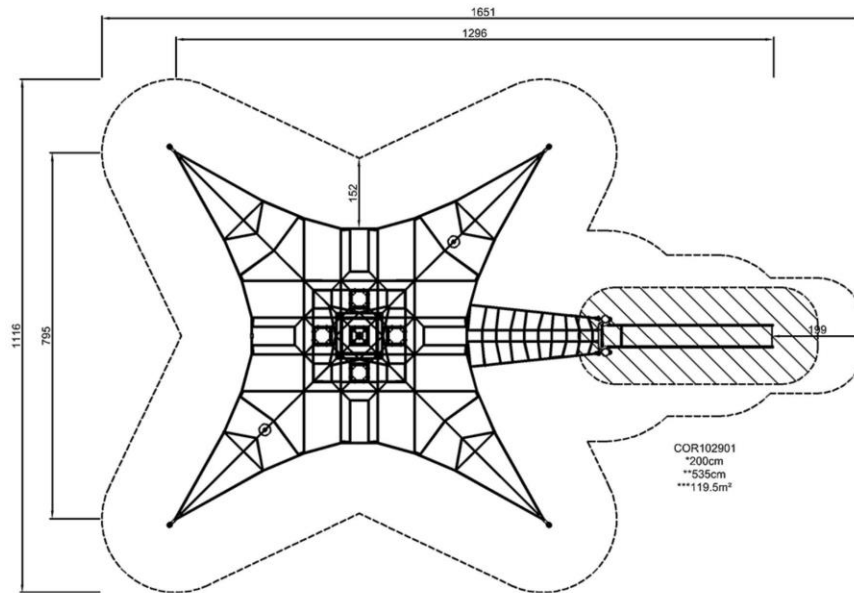


# Macro Spacenet & Slide

COR10290

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

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



COR102901  
1:300

Attention! Foundation anchor blocks exceeds safetyzone area. See installation instructions.

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

# Macro Spacenet & Slide

COR10290



## 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.



## Transparency

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



## 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.



## 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.



## Slide

**Physical:** sliding develops spatial awareness and a sense of balance.

Furthermore, the core muscles are trained when sitting upright going down.

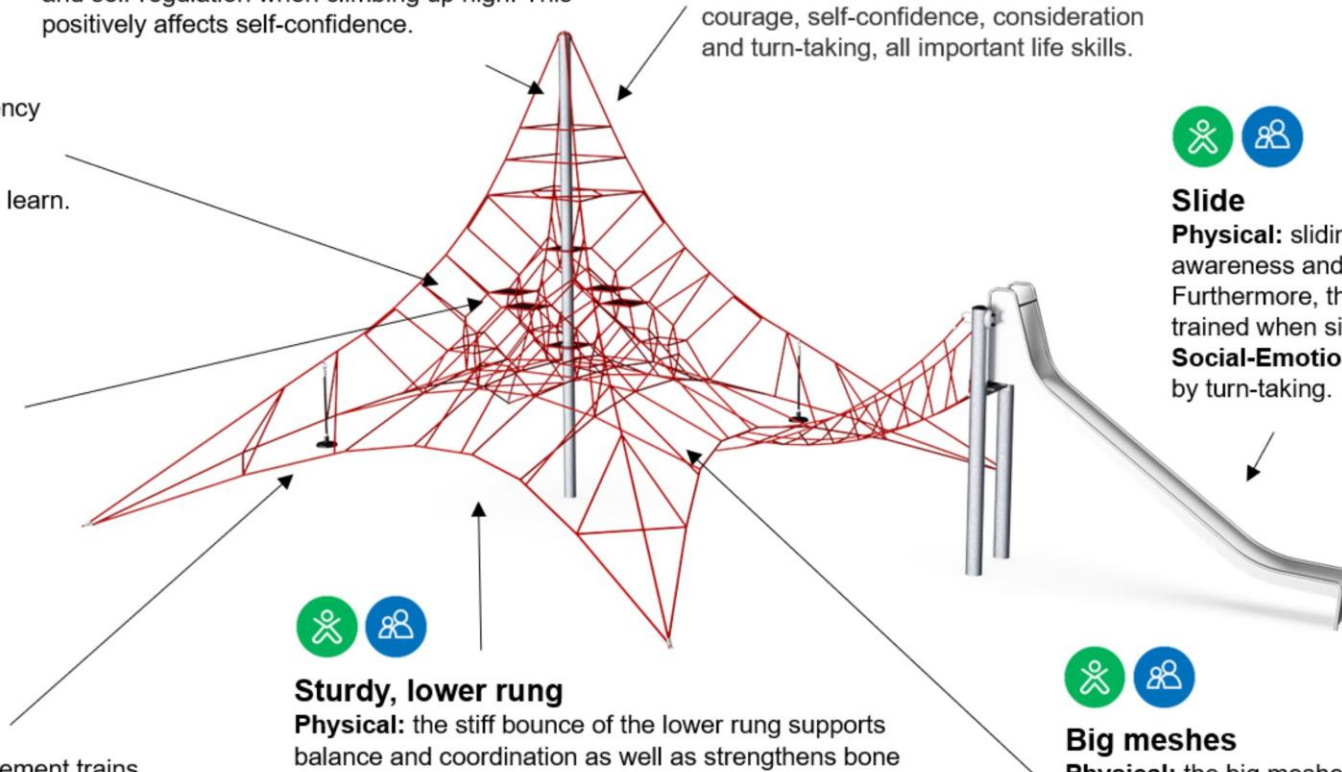
**Social-Emotional:** empathy stimulated by turn-taking.



## 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.



# Macro Spacenet & Slide

COR10290



**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.