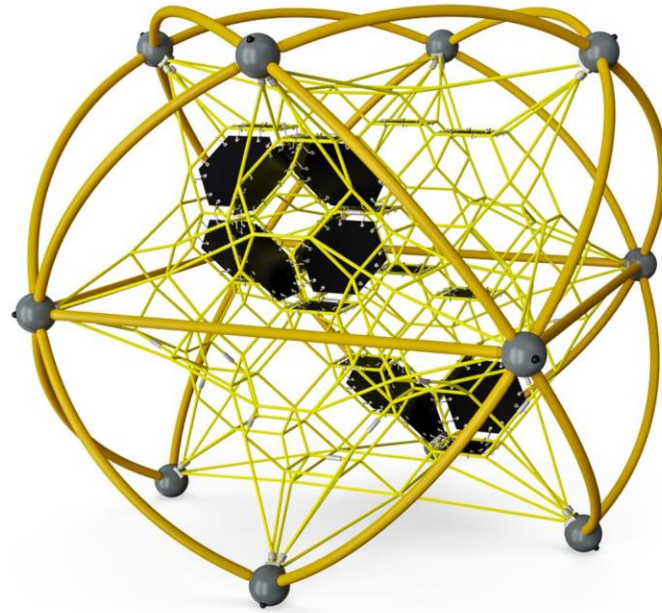


Circite with house membrane

COR10481



Item no. COR104811-0405

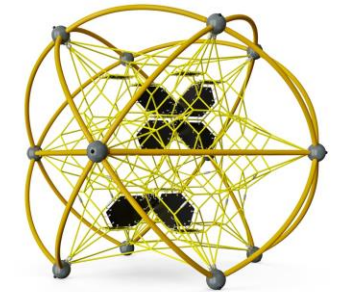
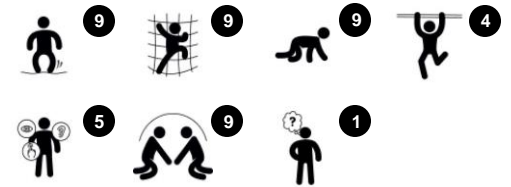
General Product Information

Dimensions LxWxH 415x415x313 cm

Age group 3+

Play capacity (users) 30

Colour options 



The Circite With House Membrane is a three-dimensional rope environment in which the child can move freely in all directions ensuring hours of play. Inside the construction, children can prove their climbing skills on the rope, while the frame and long ropes at the sides are perfectly suited for hanging. Muscle strength, cross-body coordination and spatial awareness

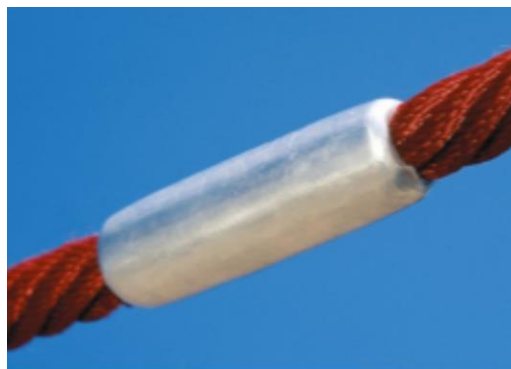
are trained. These skills are fundamental e.g. when judging distances and managing traffic securely. Apart from physical stimulation, membranes allow children to sit and talk, socializing.

Circite with house membrane

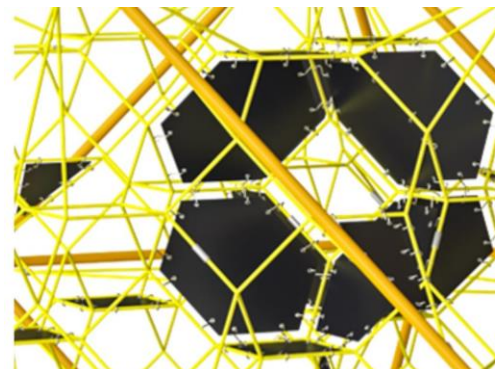
COR10481



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 climbing structures.



The aluminium swages of the net are double conical with rounded ends and are as small as safety allows. The overall net design aims at keeping metal parts within the net to an absolute minimum, both in size and number, in order to provide the best possible rope climbing experience.

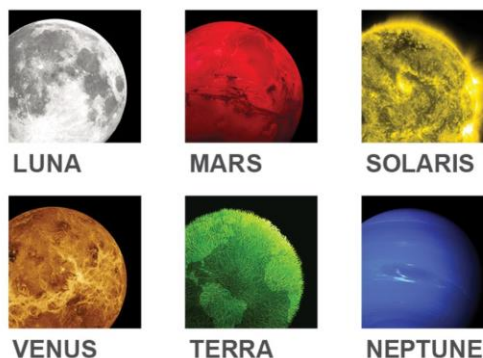


Corocord membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Tested and compliant with REACH requirements for PAH. Embedded is a four-layered armouring made of woven polyester. The armouring and the two surface layers result in a total thickness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

Item no. COR104811-0405	
Installation Information	
Max. fall height	300 cm
Safety surfacing area	45,6 m ²
Numbers of installers (persons)	2
Total installation time	21.2
Excavation volume	1,76 m ³
Concrete volume	0,98 m ³
Footing depth (standard)	90 cm
Shipment weight	913 kg
Anchoring options	In-ground ✓
Warranty Information	
EcoCore HDPE	Lifetime
Corocord rope	5 years
Galvanised steel	10 years
Membrane	2 years
Spare parts guaranteed	10 years



The metal parts are made of high quality steel, hot dip galvanised inside and outside with leadfree zinc. On the outside, there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colourful design expression.



The COROCORD Frame Nets are available in 6 galactic colour themes. The themes draw on bright colours that appeal to children of all ages. Can be changed in the configurator.

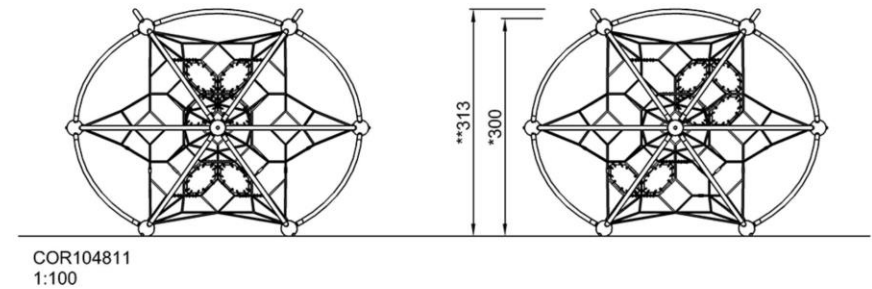
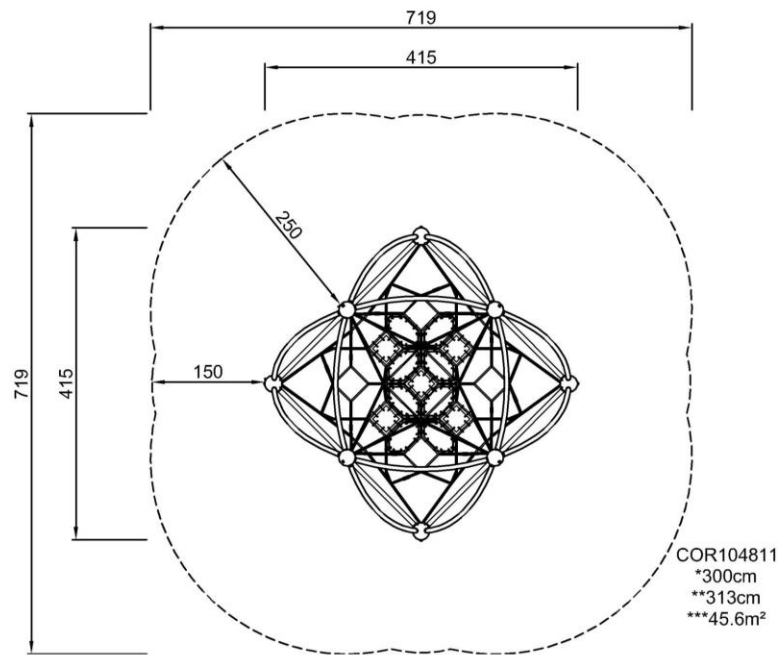


Circite with house membrane

COR10481

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

* Max fall height | ** Total height



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

Circite with house membrane

COR10481



Transparency

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



Height

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



Connected nets

Physical: the connected nets make the climbers feel the movements of the other climbers, adding a dimension of fun and demanding concentration when holding tight to the rope. All muscle groups are trained, as well as cross coordination.
Social-Emotional: the climbers' movements affect the other climbers, so consideration and turn-taking is supported.
Cognitive: cause and effect understanding is supported by the bouncing effect of the movement of others.



Big meshes

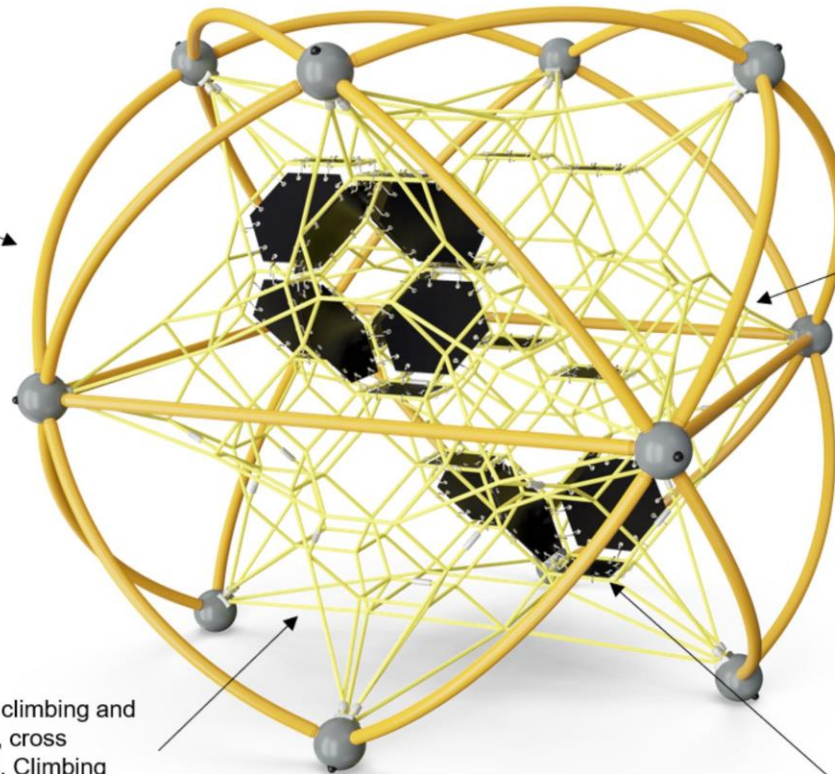
Physical: the big meshes allow for climbing and crawling, supporting proprioception, cross coordination and spatial awareness. Climbing here takes muscle strength, pushing and pulling arms to get upwards.

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



Membrane path

Physical: a faster way up, due to the extra support of the membrane.
Social-Emotional: a meeting path with points for retreat from the rope landscape.



Circite with house membrane

COR10481



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.