

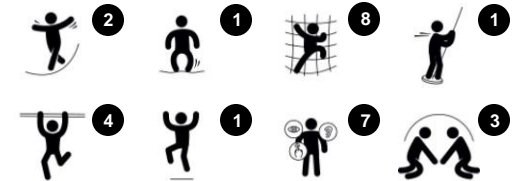


Spida

COR20100



Item no. COR201001-1001	
General Product Information	
Dimensions LxWxH	346x273x290 cm
Age group	3+
Play capacity (users)	12
Colour options	 



The simple and intelligent design of the Spida inspires children to climb, stretch, imagine, and play with the varied entry points, graduated challenge and the many levels of play. There are different ways to use the Spida, the side bars offer an option of entry and egress, and the responsive ropes offer variation and challenge for the more experienced climbers,

these are important aspects of play that support cognitive skills such as decision making and self regulation, as well as physical skills in agility, balance, and coordination. Opportunities to jump to the ground from the lower surfaces also help to build bone density, essential for physical health.

Spida

COR20100



Corocord 16mm ropes are special 'Hercules'-type with galvanized four-stranded steel wires and a steel wire core. 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.



Fully coloured EPDM rubber discs with smooth surface. The moulded EPDM surrounds a hot dip galvanized steel core that ensures both the stability of the discs and durable fixation to the rope.



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.



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



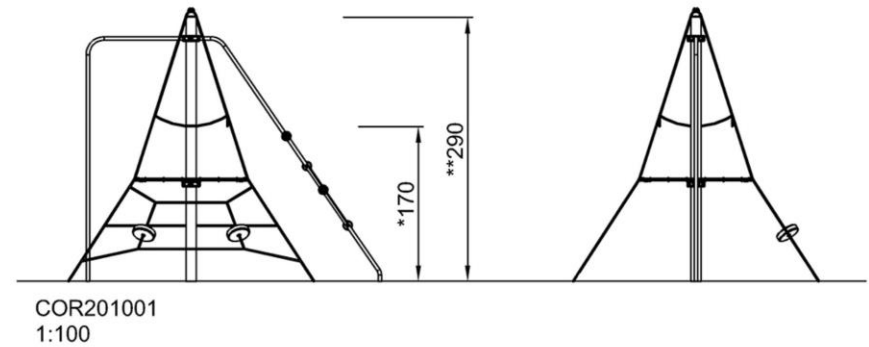
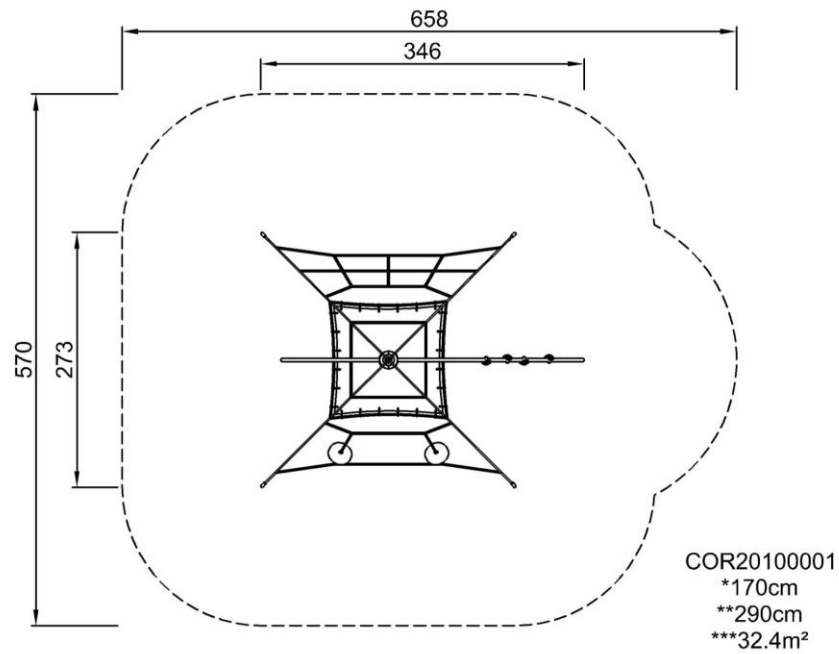
Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are bolted together. The height of the clamps is thus variable.

Item no. COR201001-1001	
Installation Information	
Max. fall height	170 cm
Safety surfacing area	32,4 m ²
Numbers of installers (persons)	2
Total installation time	5.7
Excavation volume	1,77 m ³
Concrete volume	0,98 m ³
Footing depth (standard)	100 cm
Shipment weight	137 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



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

* Max fall height | ** Total height



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



Wide inclined net with discs

Physical: balance and coordination when climbing the inclined, swaying net or standing on the discs.

Social-Emotional: socializing, sharing when seated on the swaying discs.



Fireman's pole

Physical: coordination is supported when going down, as well as arm and core muscles. Landing strengthens bone density, which is built for life in early childhood.

Social-Emotional: turn-taking and risk-taking.

Cognitive: young children develop their understanding of space, speed and distances when gliding down fast.



Horizontal membrane platform

Physical: wobbly platform trains the sense of balance.

Social-Emotional: a bouncy point for socializing and meeting.



Climbing pole with climbing aids

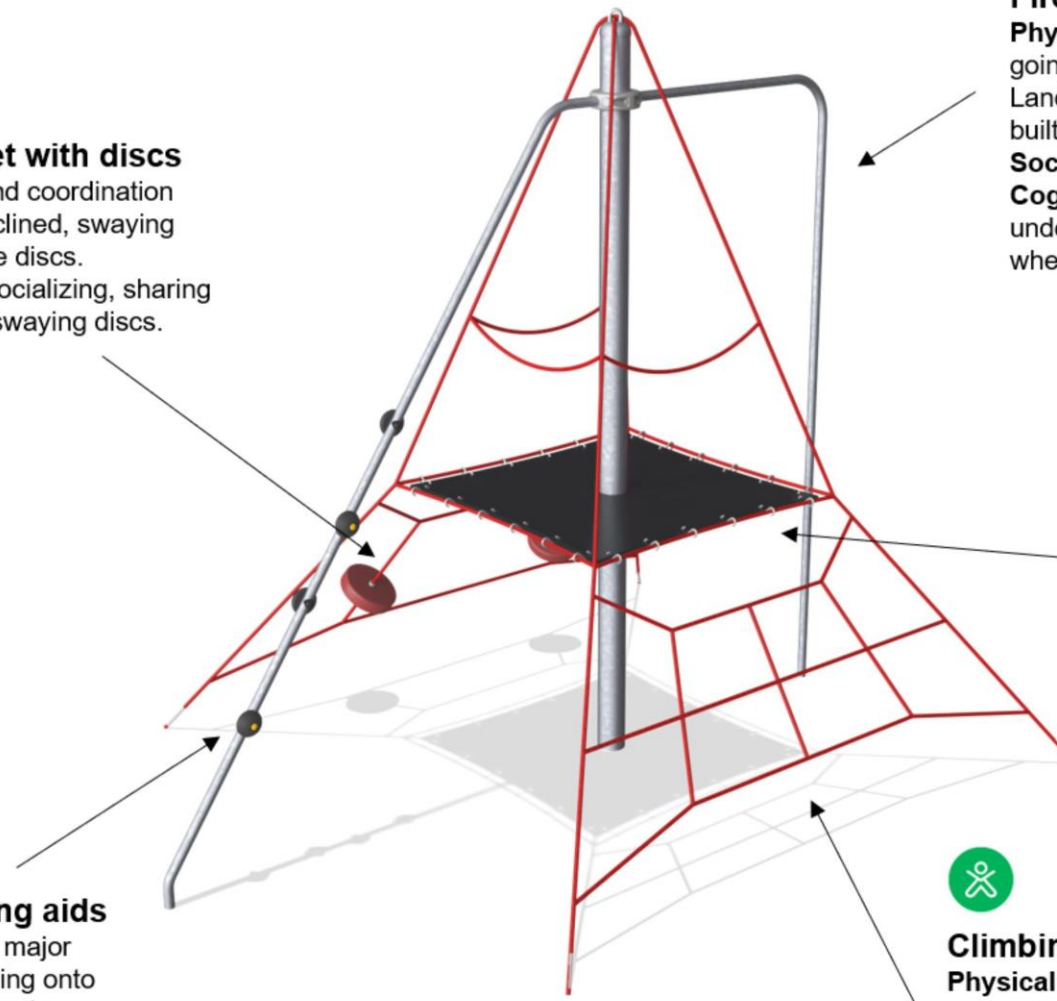
Physical: cross coordination and major muscle groups trained when clinging onto pole, climbing upwards or downwards.

Social-Emotional: turn-taking skills used when considering other players going up or down.



Climbing net

Physical: the inclined net supports the upward climbing movement of the body. Cross-coordination, spatial awareness and physical strength are trained, due to big steps when wanting to climb up fast.





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.