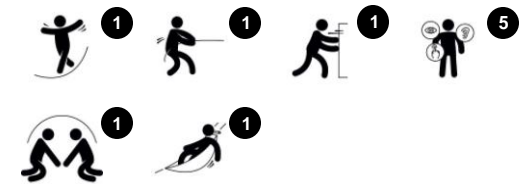


# Membrane Hammock

COR20402



Item no. COR204021-1101	
General Product Information	
Dimensions LxWxH	534x97x141 cm
Age group	3+
Play capacity (users)	4
Colour options	



Children can sway mildly or wildly, lie, be seated or even stand in the Membrane Hammock. Children of all abilities will take joy in the responsiveness and social interaction in the hammock. Pushing and pulling the friends from side to side is fun and also builds arm strength. The swaying motion supports important motor skills such as the sense of

balance and the sense of space. The rhythmic movements support the understanding of rhythm. In combination, these three skills assist the child's ability to navigate space securely, for instance when judging distances and speed in traffic. The sense of balance is fundamental for all other motor skills and helps the child's motor stability: preventing falls and being able to sit

still for longer periods of time.



# Membrane Hammock

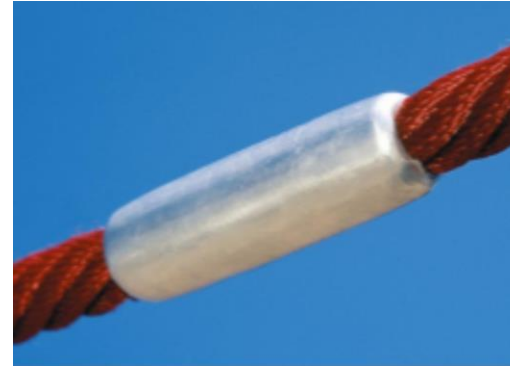
COR20402



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 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.



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.



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.



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. COR204021-1101	
Installation Information	
Max. fall height	140 cm
Safety surfacing area	33,0 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	3.2
Excavation volume	2,20 m <sup>3</sup>
Concrete volume	1,40 m <sup>3</sup>
Footing depth (standard)	110 cm
Shipment weight	148 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
Galvanised steel	10 years
Membrane	2 years
Spare parts guaranteed	10 years

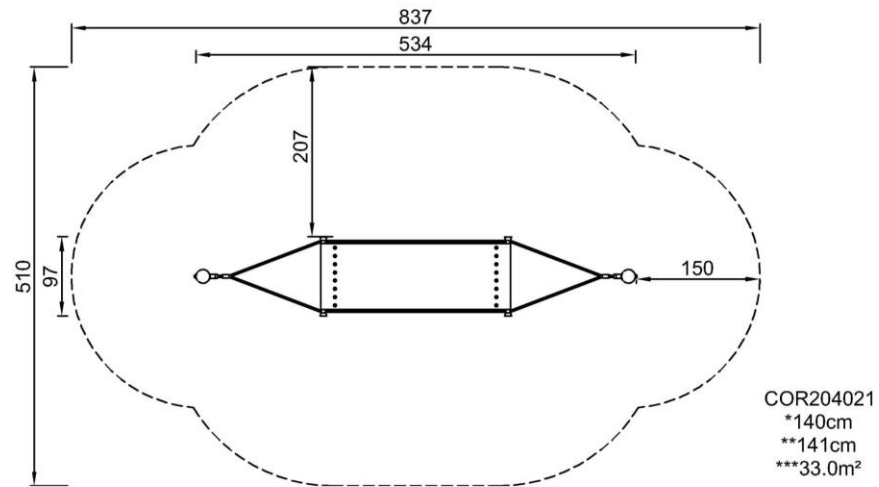


# Membrane Hammock

COR20402

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

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



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

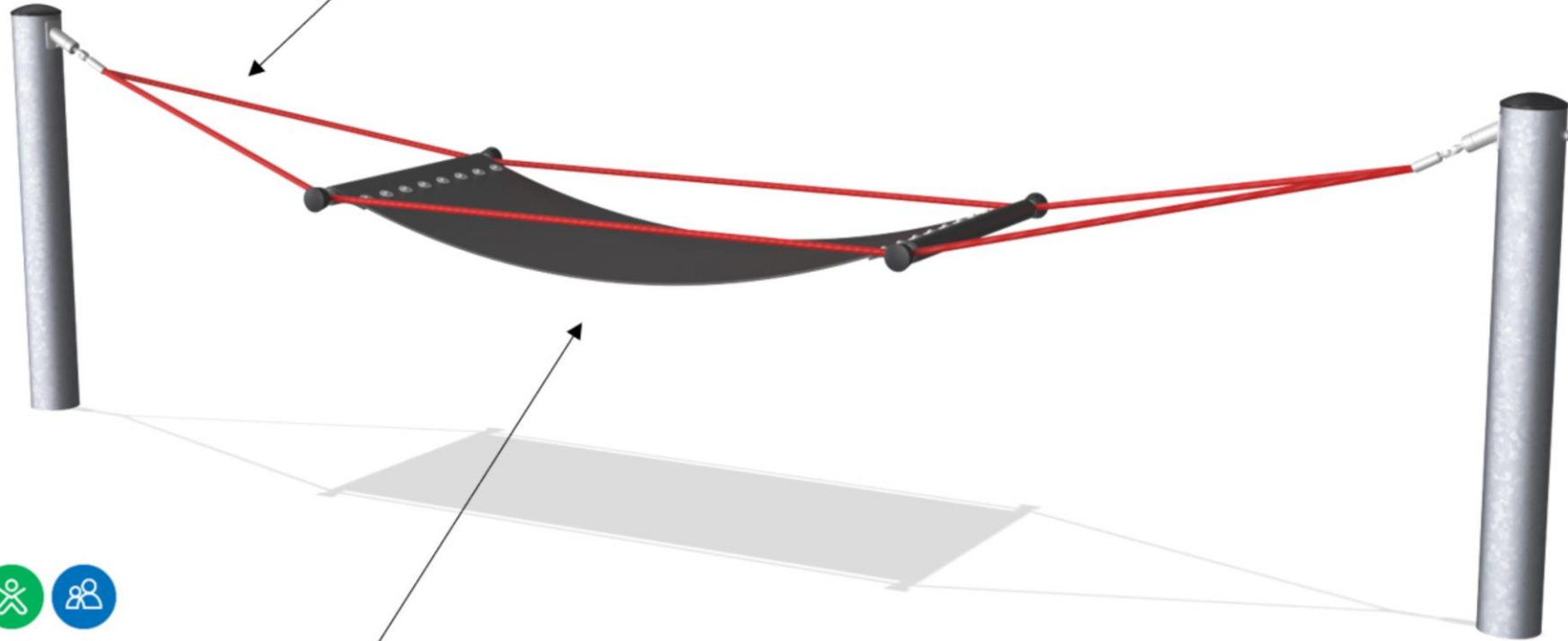
# Membrane Hammock

COR20402



## Double ropes

**Physical:** pushing and pulling others. Holding the ropes support arm muscles.



## Hammock bed

**Physical:** swaying back and forth trains the sense of balance and spatial awareness, both important for judging distances and navigating space confidently.

**Social-Emotional:** swaying, sharing and meeting with groups of friends. Turn-taking skills, when deciding who is pushing and who is swaying.

# Membrane Hammock

COR20402



## 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.