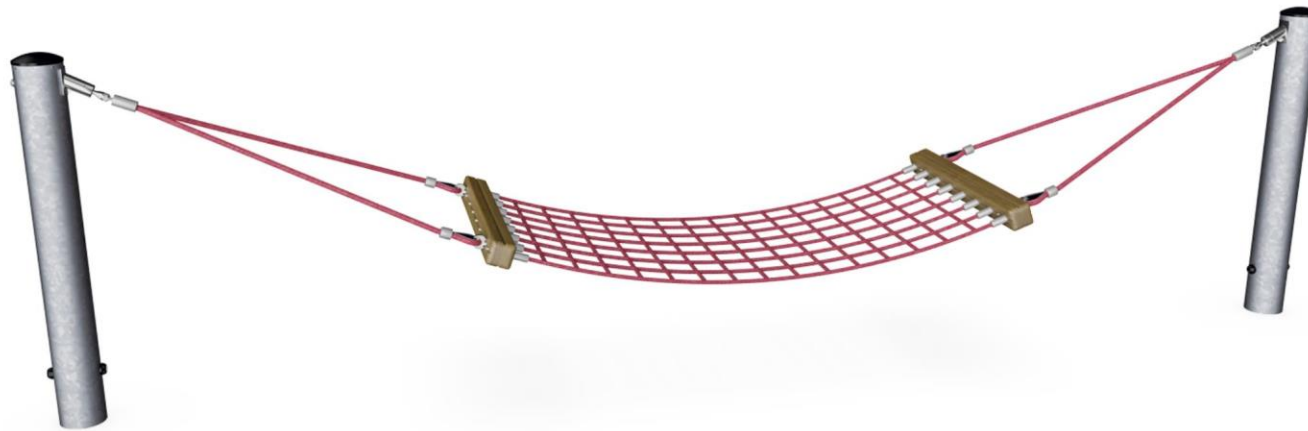
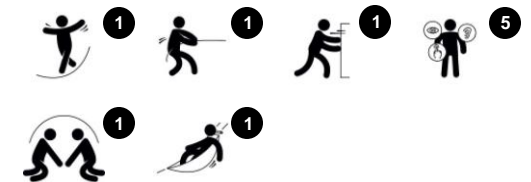


Rope Hammock

COR20502



Item no. COR205021-1101	
General Product Information	
Dimensions LxWxH	534x100x140 cm
Age group	3+
Play capacity (users)	4
Colour options	



Children can sway mildly or wildly, lie, be seated or even stand in the Rope 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

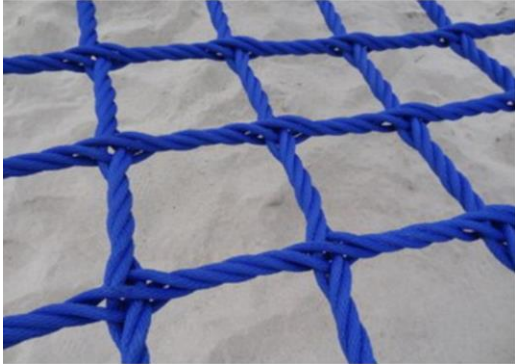
sense of space. The rhythmic movements support the understanding of rhythm. In combination, these three skills assist the child's ability to navigate space securely, for instance when judging distances and speed in traffic. The sense of balance is fundamental for all other motor skills and helps the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

still for longer periods of time.

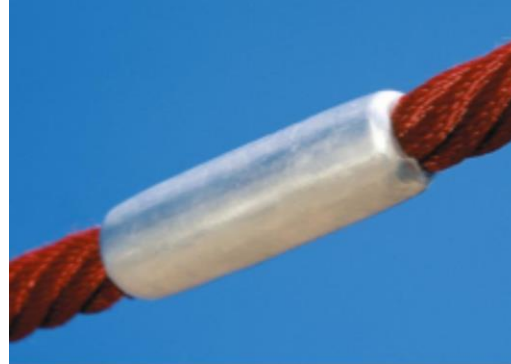


Rope Hammock

COR20502



The nets for the hammocks are produced from 16 mm Corocord ropes. The connection between the ropes are manually spliced to avoid any hard objects in the lying area. The size of the meshsize does not allow to pass through the net.



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. COR205021-1101	
Installation Information	
Max. fall height	130 cm
Safety surfacing area	33,0 m ²
Numbers of installers (persons)	2
Total installation time	3.5
Excavation volume	2,20 m ³
Concrete volume	1,40 m ³
Footing depth (standard)	110 cm
Shipment weight	160 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

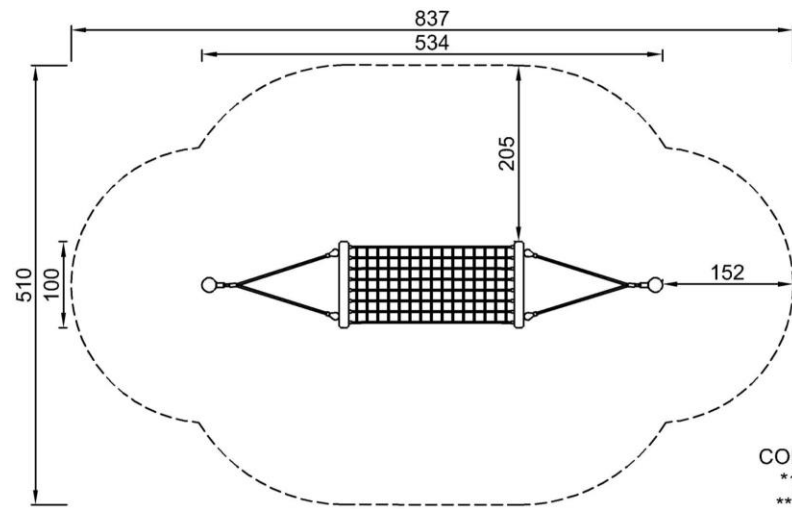


Rope Hammock

COR20502

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

* Max fall height | ** Total height



COR205021
*130cm
**140cm
***33.0m²



COR205021
1:100

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

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

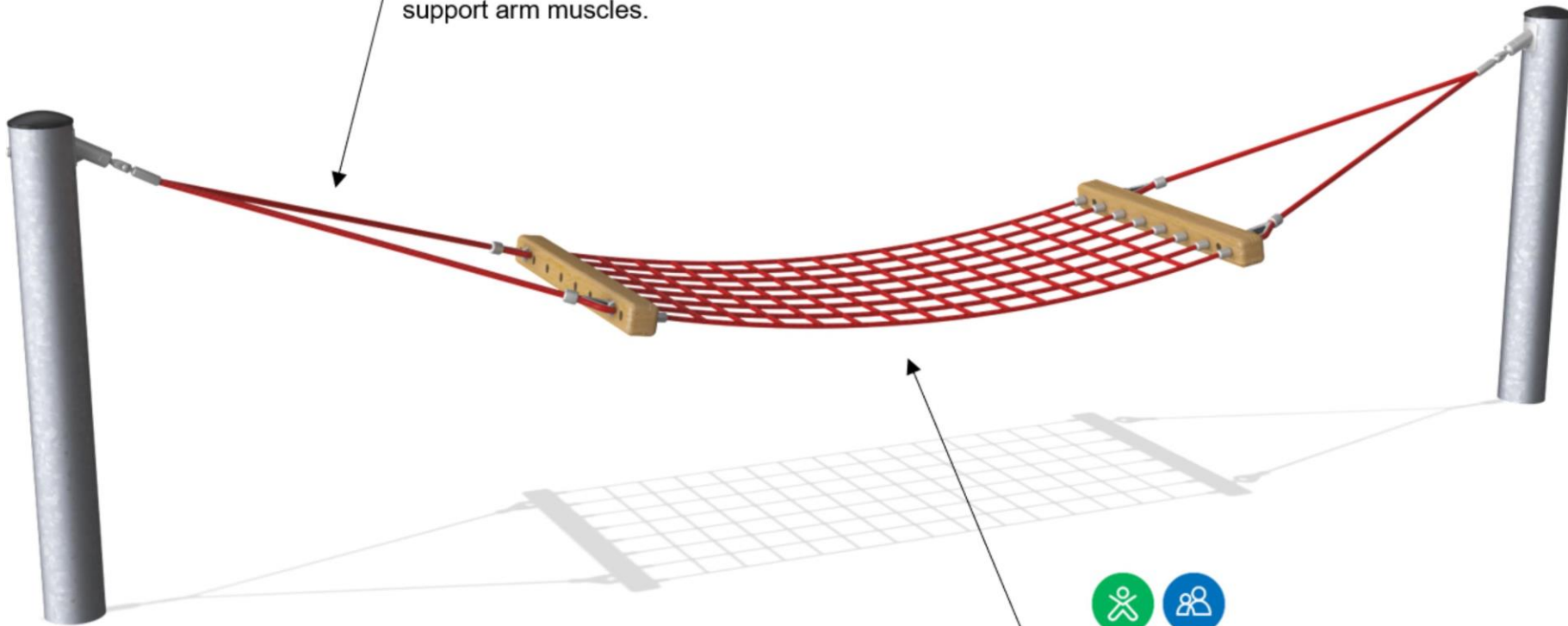
Rope Hammock

COR20502



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.

Rope Hammock

COR20502



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.