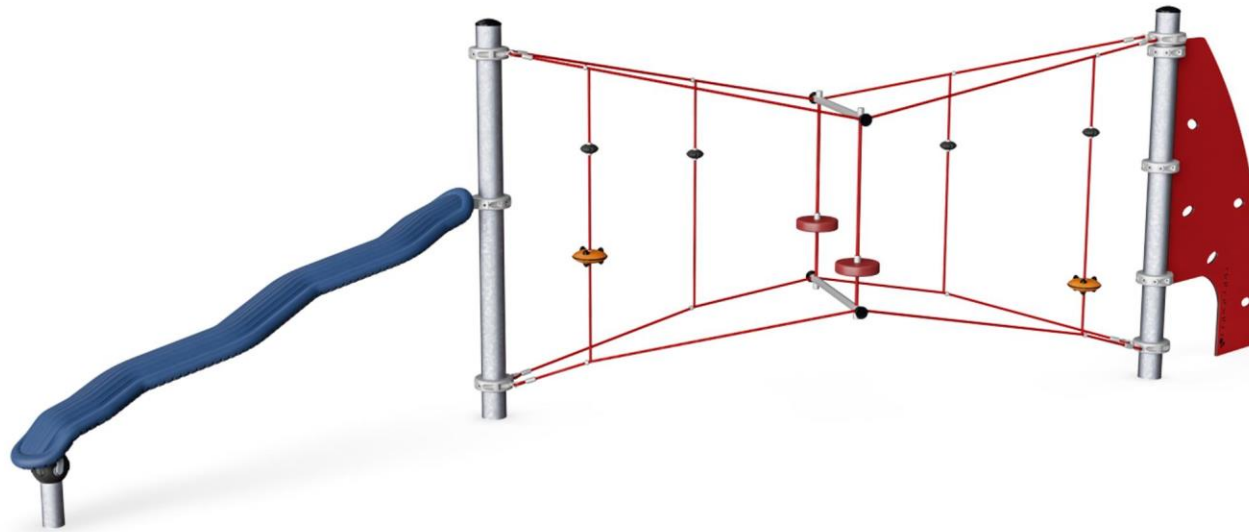



Ufo Trail

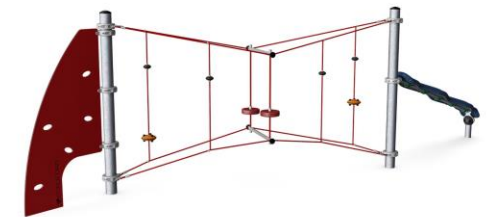
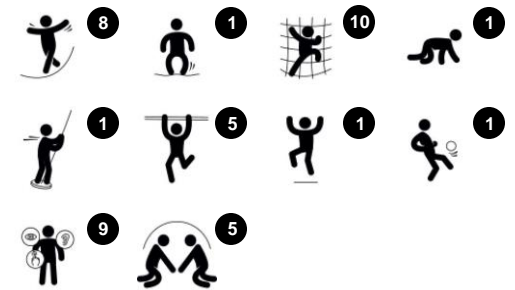
COR20800



Item no. COR208001-0901

General Product Information

Dimensions LxWxH	753x214x220 cm
Age group	3+
Play capacity (users)	9
Colour options	



The UFO Trail is a great beginners' trim trail with immense appeal for toddlers and younger children. Many children can play at once on the UFO trail due to the intelligent, transparent design allowing children to interact socially through the piece. The wide variation of climbing types encourages beginner climbers through to the more advanced challenging

balance, coordination and spatial awareness, which are fundamental motor skills used for example when sitting still or navigating traffic in streets securely. The challenging Rocking Tube offers older players rich training of coordination and muscles.

Ufo Trail

COR20800



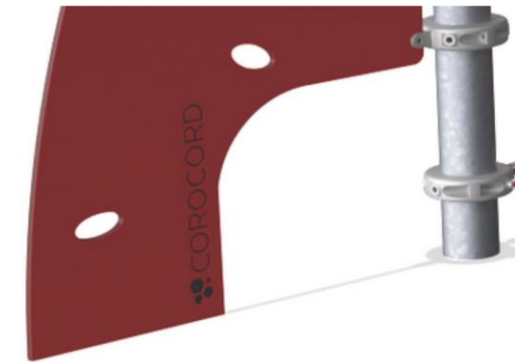
Corocord 16mm ropes are special 'Hercules'-type with galvanized four-stranded steel wires and a steel wire core. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



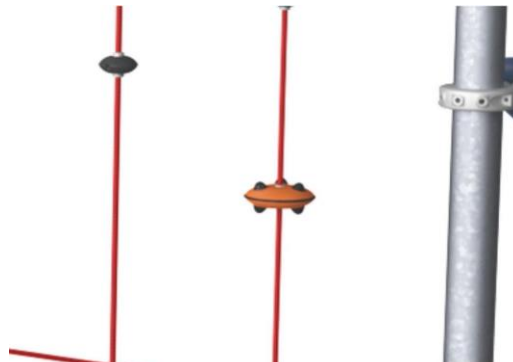
Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play 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.



Panel of 19mm EcoCore™ HDPE. This highly durable, eco-friendly material is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Play activities like UFOs are made of injection moulded high quality PA6. PA6 has good wearing and impact strength.



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

Item no. COR208001-0901	
Installation Information	
Max. fall height	200 cm
Safety surfacing area	37,4 m ²
Numbers of installers (persons)	2
Total installation time	11.6
Excavation volume	4,10 m ³
Concrete volume	2,87 m ³
Footing depth (standard)	100 cm
Shipment weight	330 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Aluminium clamps	10 years
EPDM components	2 years
Spare parts guaranteed	10 years

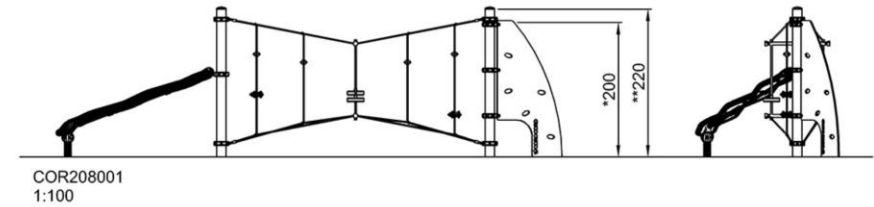
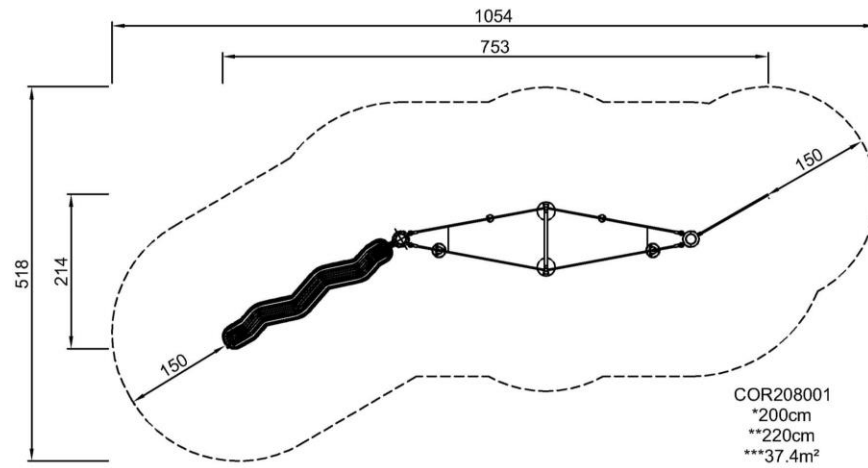


Ufo Trail

COR20800

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

* Max fall height | ** Total height



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

Ufo Trail

COR20800



Ufo trail

Physical: all muscles are used to hold tight when crossing the trail. Additionally, they stimulate balance, coordination and spatial awareness. These support the ability to navigate securely in space. Children also develop timing as they move their body across the space.

Social-Emotional: turn-taking and consideration of others when climbing through. These skills are hard to teach but easy to learn in play.



Climbing wall

Physical: develops children's cross coordination, eye-hand coordination, and muscle strength when climbing.

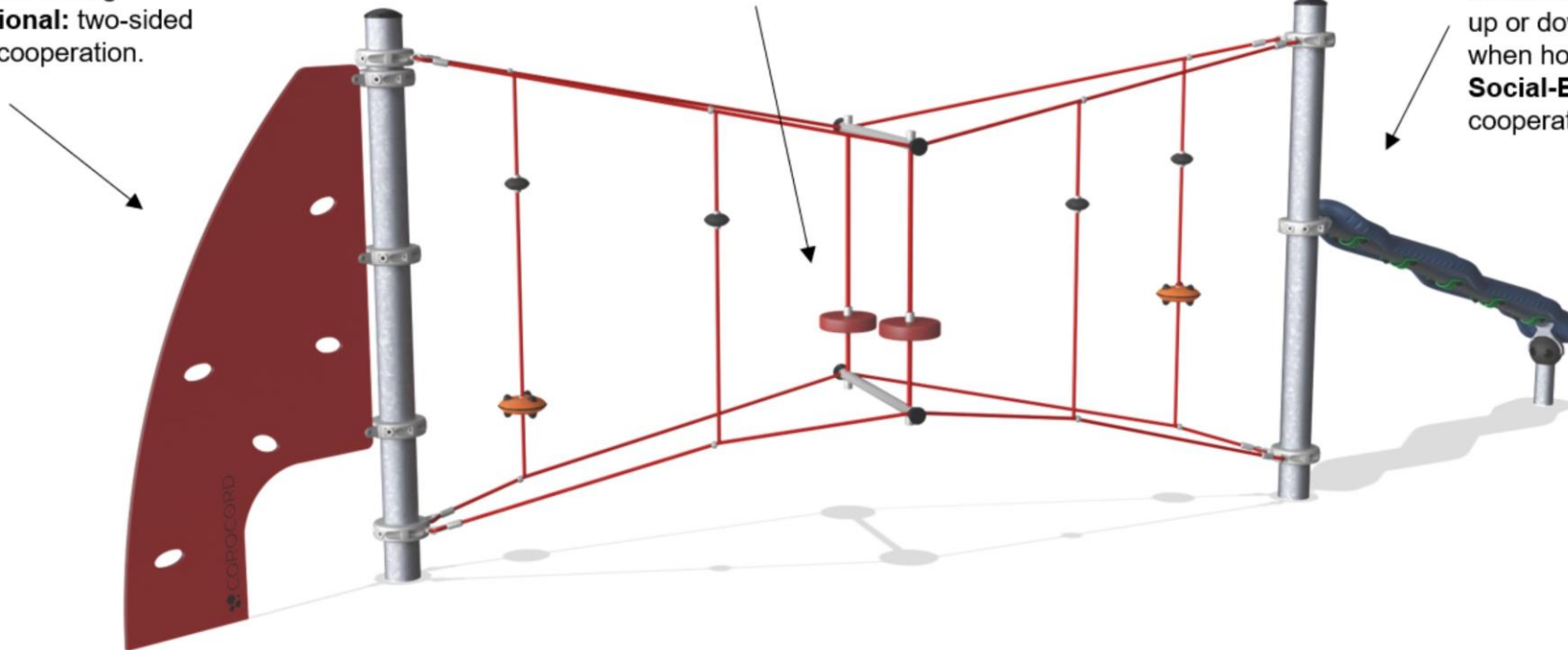
Social-Emotional: two-sided climb invites cooperation.



Rocking tube

Physical: balance and coordination when climbing up or down. Muscle strength when holding tight.

Social-Emotional: cooperation and turn-taking.



Ufo Trail

COR20800



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.