
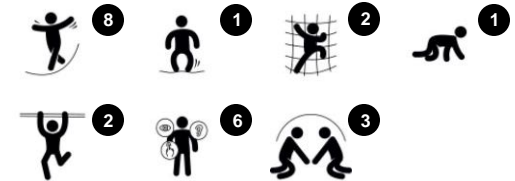


# Trekking Trail

COR20810



Item no. COR208101-0901	
General Product Information	
Dimensions LxWxH	535x97x220 cm
Age group	3+
Play capacity (users)	8
Colour options	



The Trekking Trail is a great beginners' balance and climb trail with immense appeal to toddlers and young children. The unit allows for children interacting socially throughout, due to the transparent design. The climbing wall allows climbing from both sides. The trim track is a versatile, swaying climb and crawl feature, with vertical support ropes dispersed so that hand

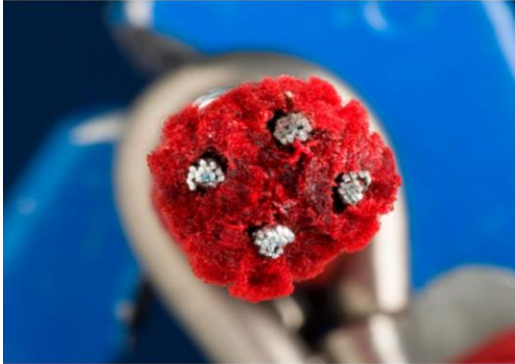
support is not always guaranteed. This trains the balance, cross-coordination and spatial awareness of toddlers. These motor skills are crucial to e.g. sitting still or navigating traffic in streets securely. In addition for toddlers, the cross-coordination movement when crawling or walking around the Trekking Trail aids the cross-working of left and right brain halves,

basic for reading skills.



# Trekking Trail

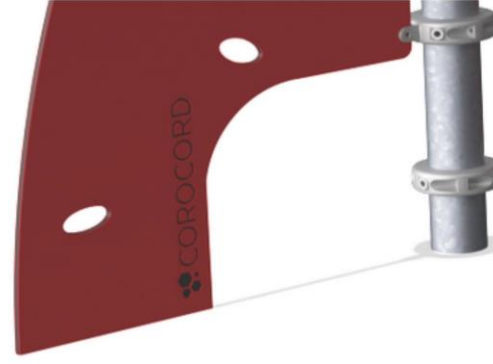
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Corocord 16mm ropes are special 'Hercules'-type with galvanized four-stranded steel wires and a steel wire core. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear- and vandalism-resistant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



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.



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.



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. COR208101-0901	
Installation Information	
Max. fall height	200 cm
Safety surfacing area	26,1 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	8.8
Excavation volume	3,57 m <sup>3</sup>
Concrete volume	2,50 m <sup>3</sup>
Footing depth (standard)	100 cm
Shipment weight	251 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Aluminium clamps	10 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

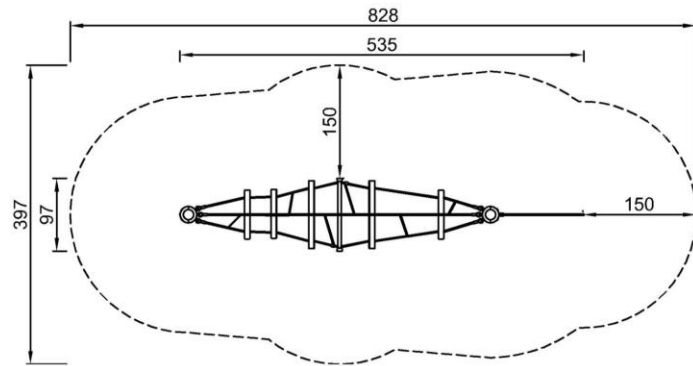


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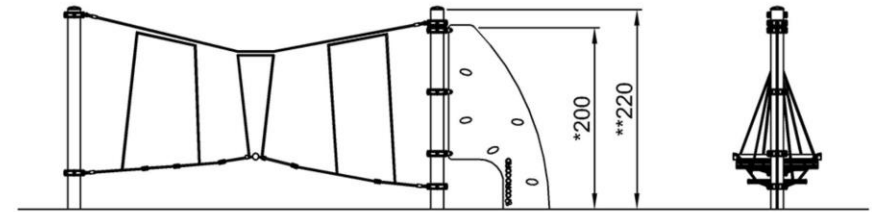
COR20810

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

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



COR208101-xx01  
\*200cm  
\*\*220cm  
\*\*\*26.1m<sup>2</sup>



COR208101  
1:100

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

# Trekking Trail

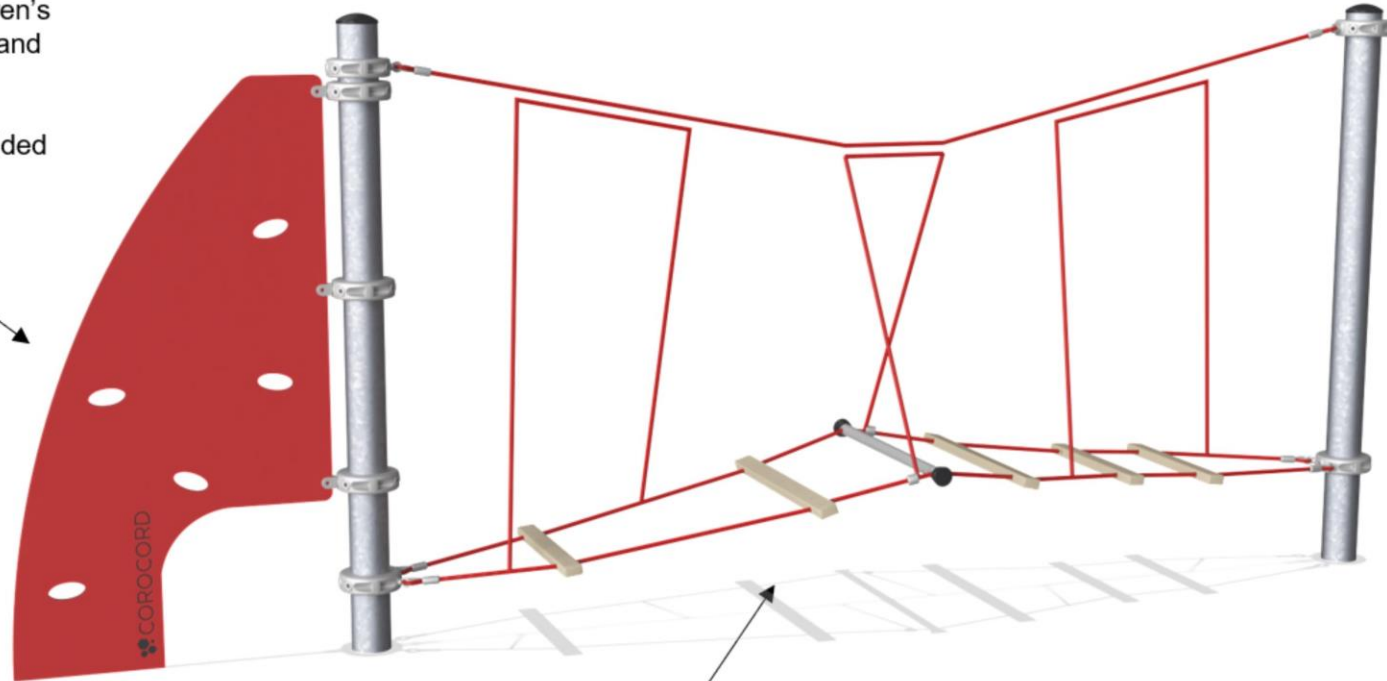
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## Climbing wall

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

**Social-Emotional:** two-sided climb invites cooperation.



## Trekking 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.



# Trekking Trail

COR20810



## 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.