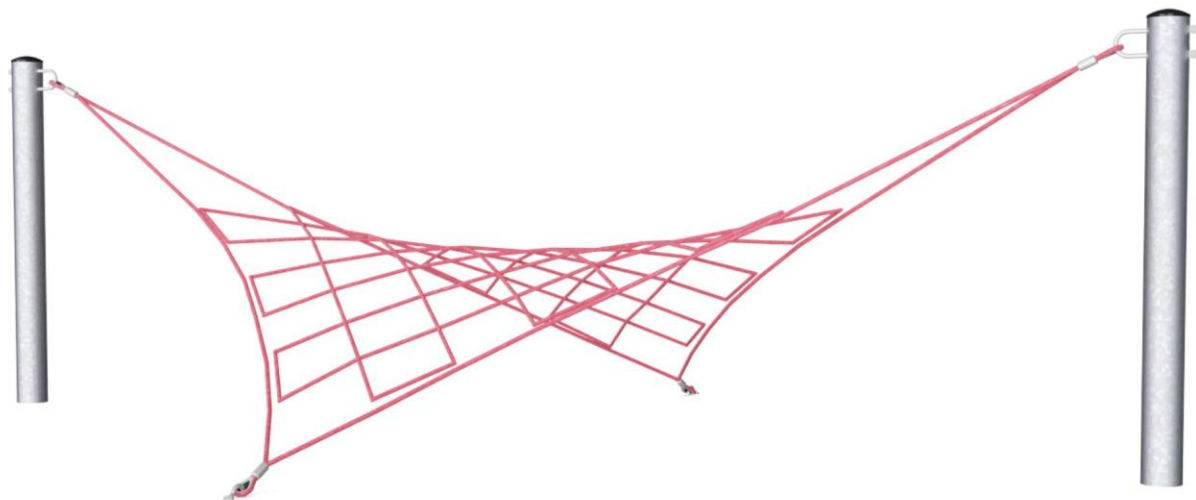


Small Climetric Net

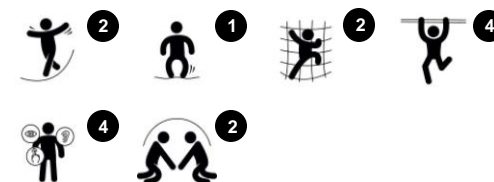
COR22502



Item no. COR225021-1101

General Product Information

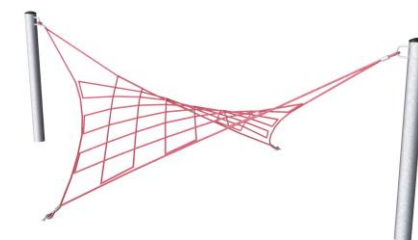
Dimensions LxWxH	644x431x190 cm
Age group	3+
Play capacity (users)	8
Colour options	



The Small Climetric Net offers a unique challenge for young climbers encouraging them to have a go while they develop agility, balance, and coordination skills. The responsive nets will provide just the right amount of challenge to young children to stay and play. The excitement of the twist and turn provides active and physical play, and encourages games that

involve going over, across, and through the structure, essential to early cognitive development. The open design provides for play on all sides, enabling a variety of social interaction, supporting physical as well as social and emotional skills on the playground. The scaled structure enables many children to join in at once, enhancing the experience of

socially playing together.



Small Climetric Net

COR22502



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 '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.



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. COR225021-1101	
Installation Information	
Max. fall height	150 cm
Safety surfacing area	42,8 m ²
Numbers of installers (persons)	2
Total installation time	5.1
Excavation volume	4,71 m ³
Concrete volume	3,00 m ³
Footing depth (standard)	110 cm
Shipment weight	282 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

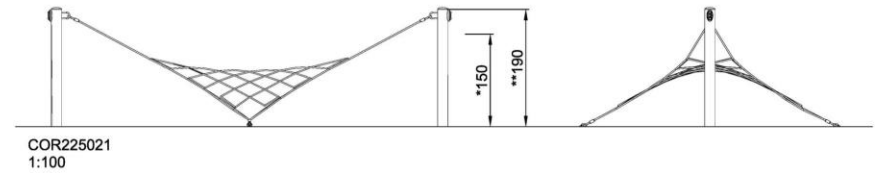
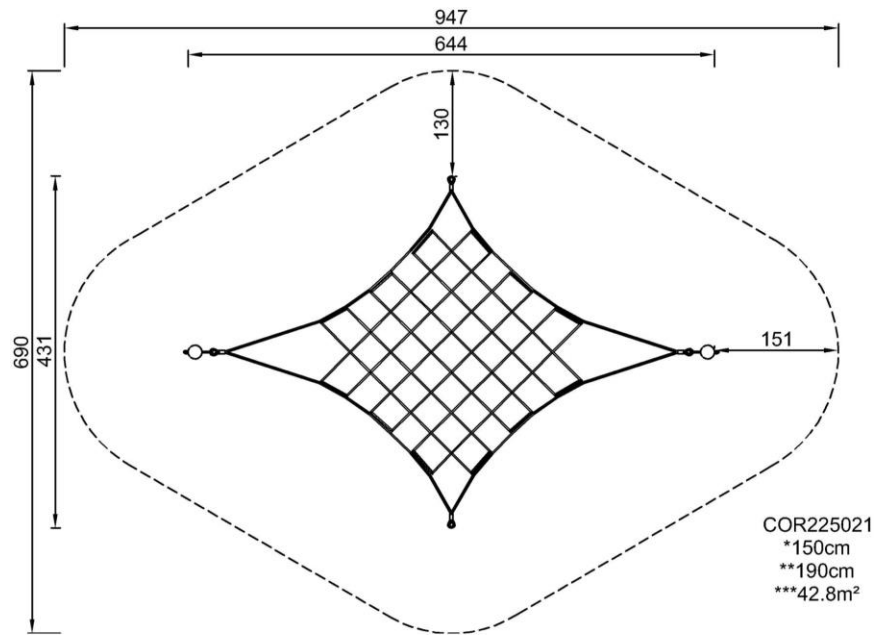


Small Climetric Net

COR22502

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

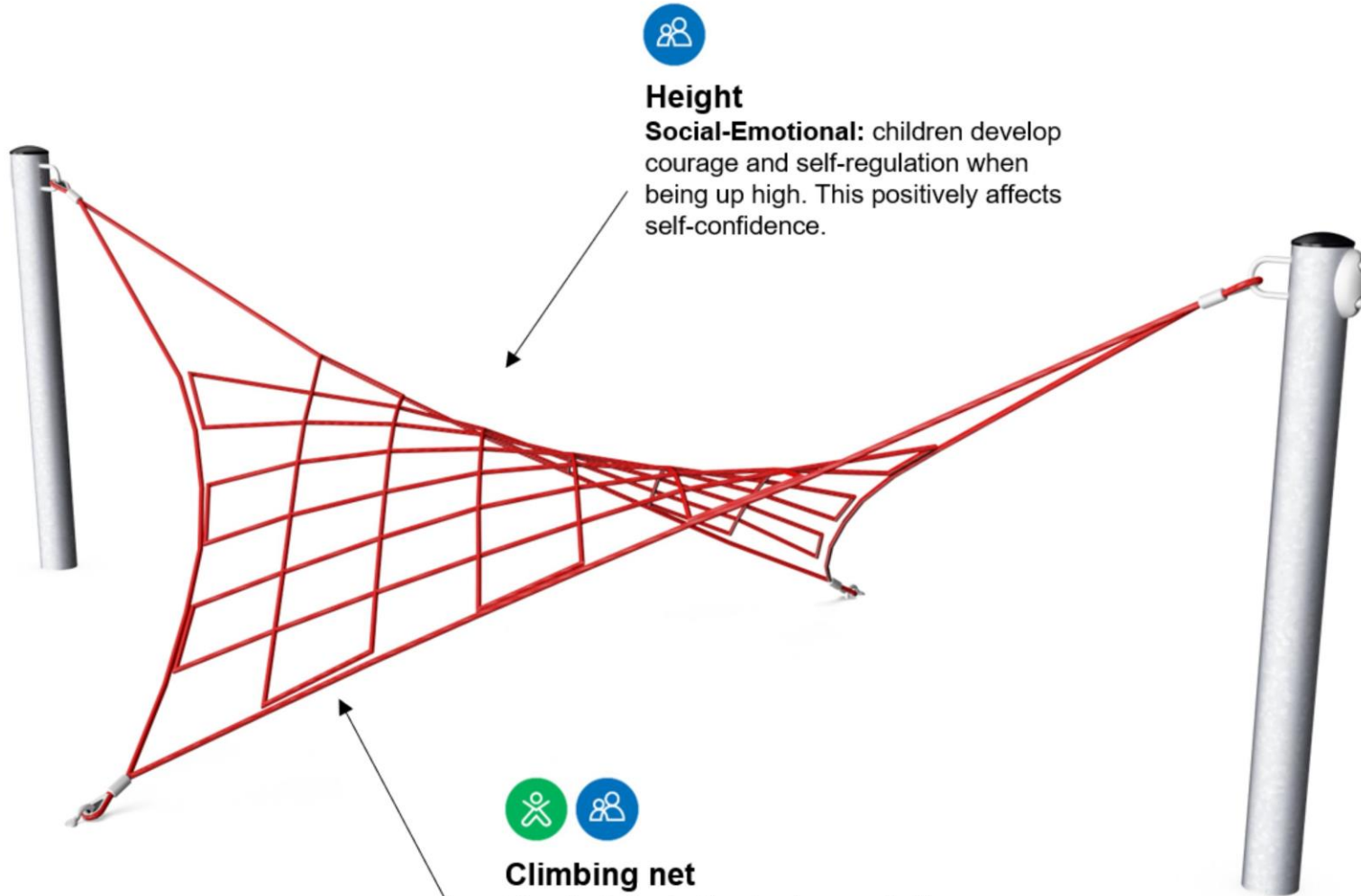
* Max fall height | ** Total height



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

Small Climetric Net

COR22502



Height

Social-Emotional: children develop courage and self-regulation when being up high. This positively affects self-confidence.



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.

Social-Emotional: the big meshes allow for more children being seated together, sharing.

Small Climetric Net

COR22502



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.