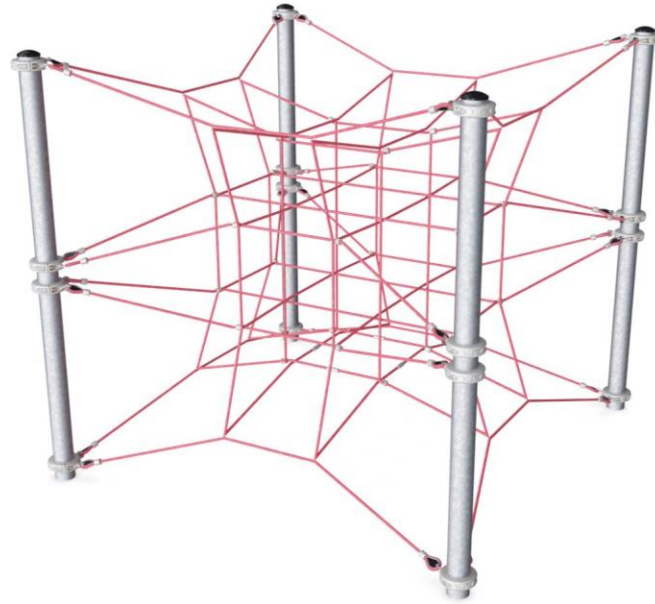


Cube

COR25204



Item no. COR252041-1101

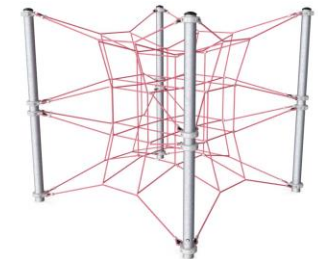
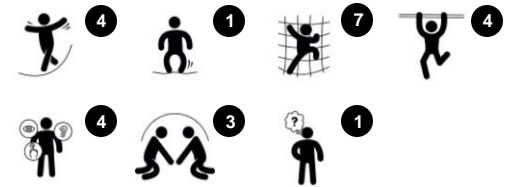
General Product Information

Dimensions LxWxH 320x320x292 cm

Age group 5+

Play capacity (users) 20

Colour options 



Children respond with curiosity and engagement to the cube, which offers climbing opportunities that test and strengthen agility, balance, and coordination from all sides. The carefully designed structure permits many people to play at once, encouraging children to navigate around and through the cube as they make space for each other to reach the top or

navigate around. The differing possibilities for movement and socialization are the perfect combination of activity and friendship-building as children develop the skill to get to the top, where they are rewarded with the view from the top. Children who can climb to the middle also share in the thrill of figuring out how to play in and around this interesting structure. All in all,

the cube inspires children to delight in the playground activities.

Cube

COR25204



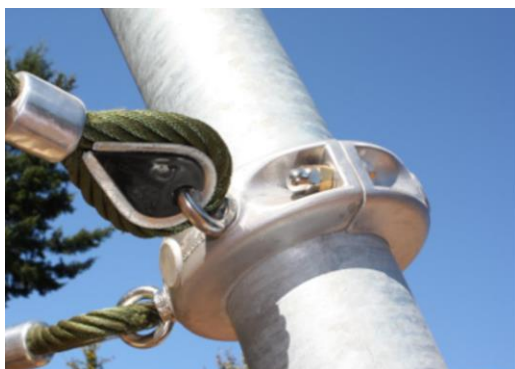
Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanized six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



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.



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.



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. COR252041-1101	
Installation Information	
Max. fall height	290 cm
Safety surfacing area	61,5 m ²
Numbers of installers (persons)	2
Total installation time	24.0
Excavation volume	6,34 m ³
Concrete volume	4,03 m ³
Footing depth (standard)	110 cm
Shipment weight	438 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

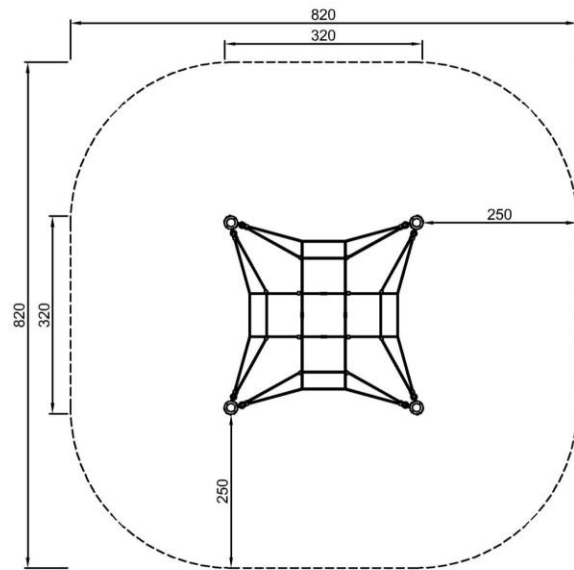


Cube

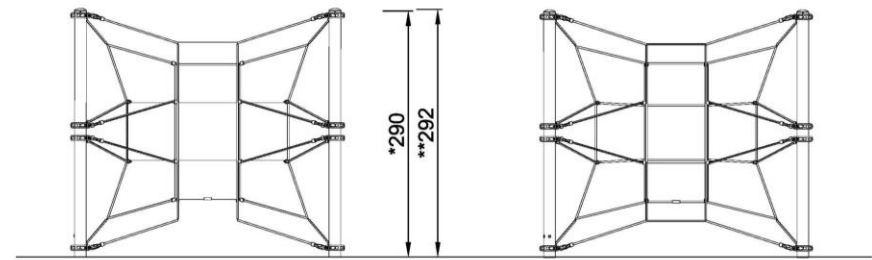
COR25204

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

* Max fall height | ** Total height



COR252041
*290cm
**292cm
***61.5m²



COR252041
1:100

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



Horizontal net

Physical: cross coordination when crawling over and sense of space when looking down.

Social-Emotional: the net allows for more children being seated or lying together, sharing.



Height

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



Transparency

Social-Emotional: the transparency makes possible cooperation and communication throughout, all important life-skills for children to learn.



Big meshes

Physical: the big meshes allow for climbing and crawling, supporting proprioception, cross coordination and spatial awareness. Climbing here takes muscle strength, pushing and pulling arms to get upwards.

Social-Emotional: allow more children being seated together, sharing.

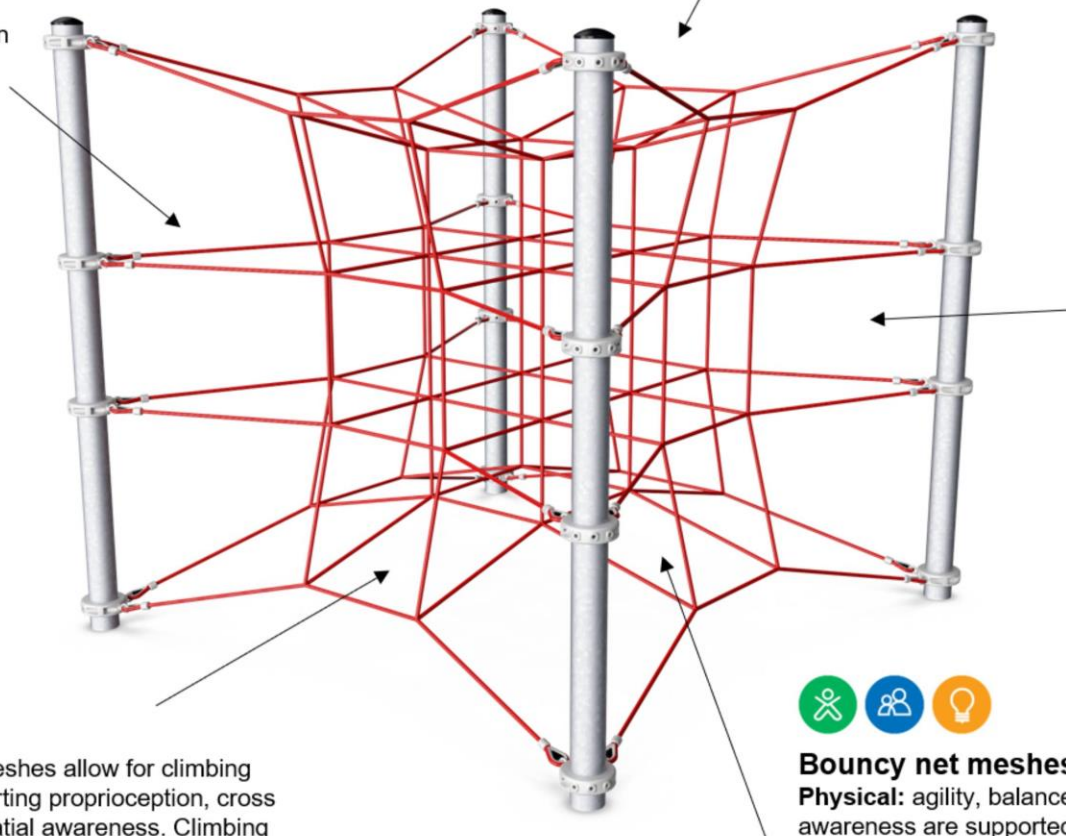


Bouncy net meshes

Physical: agility, balance and coordination as well as spatial awareness are supported when bouncing, climbing and sitting in the net. Children use muscle strength of arms, legs and core, and build bone density when jumping down.

Social-Emotional: the bouncing, swaying net appeals to empathy and cooperation.

Cognitive: physical memory, logical thinking, concentration.



Cube

COR25204



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.