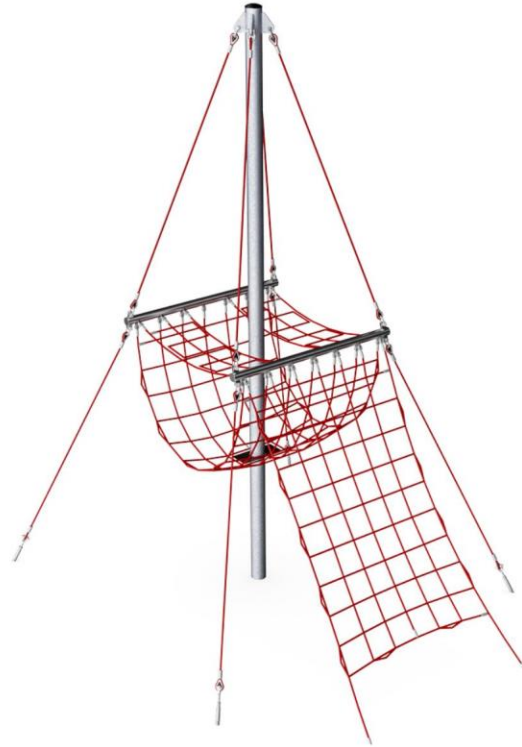


# Small Lookout

COR26101



The Small Lookout provides a 'WOW' centre piece to any playground. The children will want to climb and sway in the Small Lookout again and again. Thanks to the angled embarkment net and its swaying hammock net every movement creates a response. This can be an immense motivator of play. The climbing helps develop cross-coordination, a motor skill

fundamental for the ability of the right and left halves of the brain to cooperate. This is necessary for instance for reading skills. The swaying hammock net is a great place to reach and makes a great place for meeting and socialising. Apart from being great fun it trains important social-emotional skills such as co-operation and communication. The swaying

movement additionally trains the senses of balance and space awareness, both fundamental for e.g. managing street traffic.

Item no. COR261011-1101	
<b>General Product Information</b>	
Dimensions LxWxH	511x402x630 cm
Age group	5+
Play capacity (users)	19
Colour options	



# Small Lookout

COR26101



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.



Corocord membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Tested and compliant with REACH requirements for PAH. Embedded is a four-layered armouring made of woven polyester. The armouring and the two surface layers result in a total thickness of 7.5 mm.



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. COR261011-1101	
Installation Information	
Max. fall height	300 cm
Safety surfacing area	49,8 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	11.4
Excavation volume	9,85 m <sup>3</sup>
Concrete volume	6,90 m <sup>3</sup>
Footing depth (standard)	110 cm
Shipment weight	590 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Galvanised steel	10 years
Membrane	2 years
Spare parts guaranteed	10 years

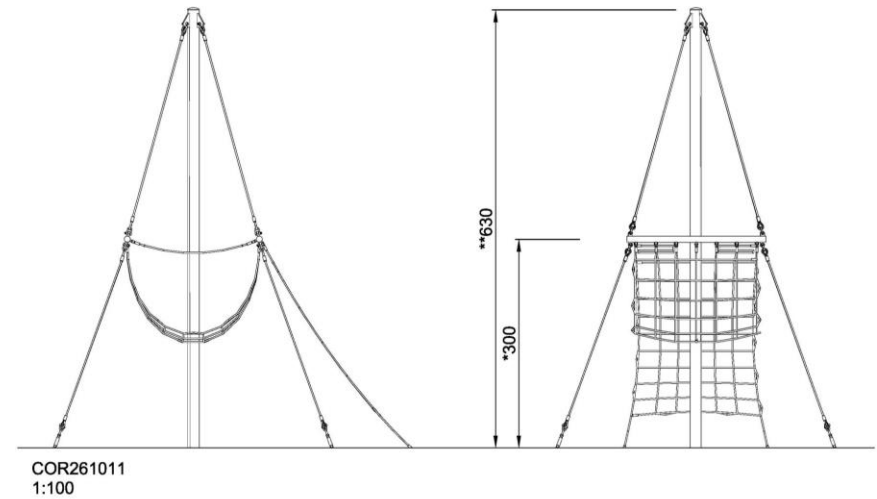
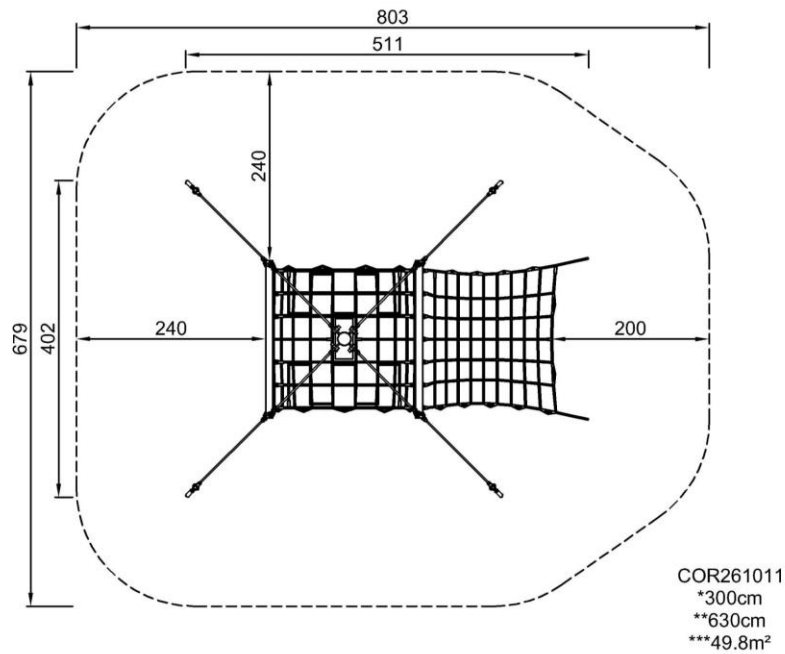


# Small Lookout

COR26101

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

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



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

# Small Lookout

COR26101



## Boarding net

**Physical:** supports physical strength and cross-body coordination, which impacts coordination of the right and left part of brain, fundamental for other skills such as the ability to read.



## Height

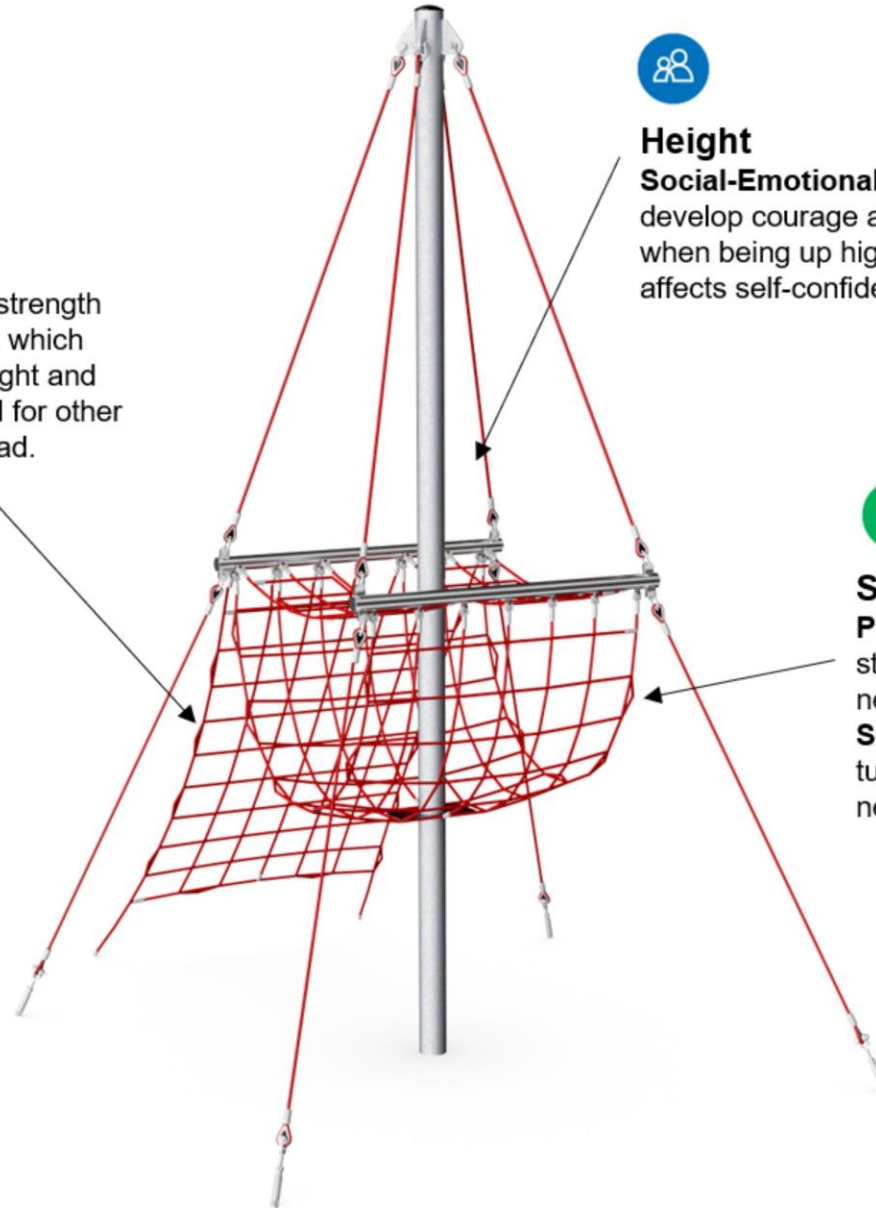
**Social-Emotional:** children develop courage and self-regulation when being up high. This positively affects self-confidence.



## Swaying hammock

**Physical:** the swaying movement stimulates the sense of balance, necessary to sit still on a chair.

**Social-Emotional:** taking a break and turn-taking are supported, a skill necessary to learn how to avoid conflicts.





# Small Lookout

COR26101



## 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.