

# Small Arch Net

COR28020

Item no. COR280201-1101

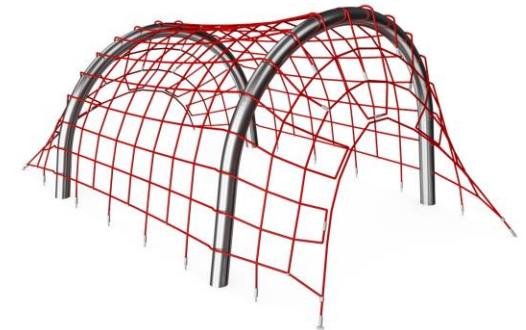
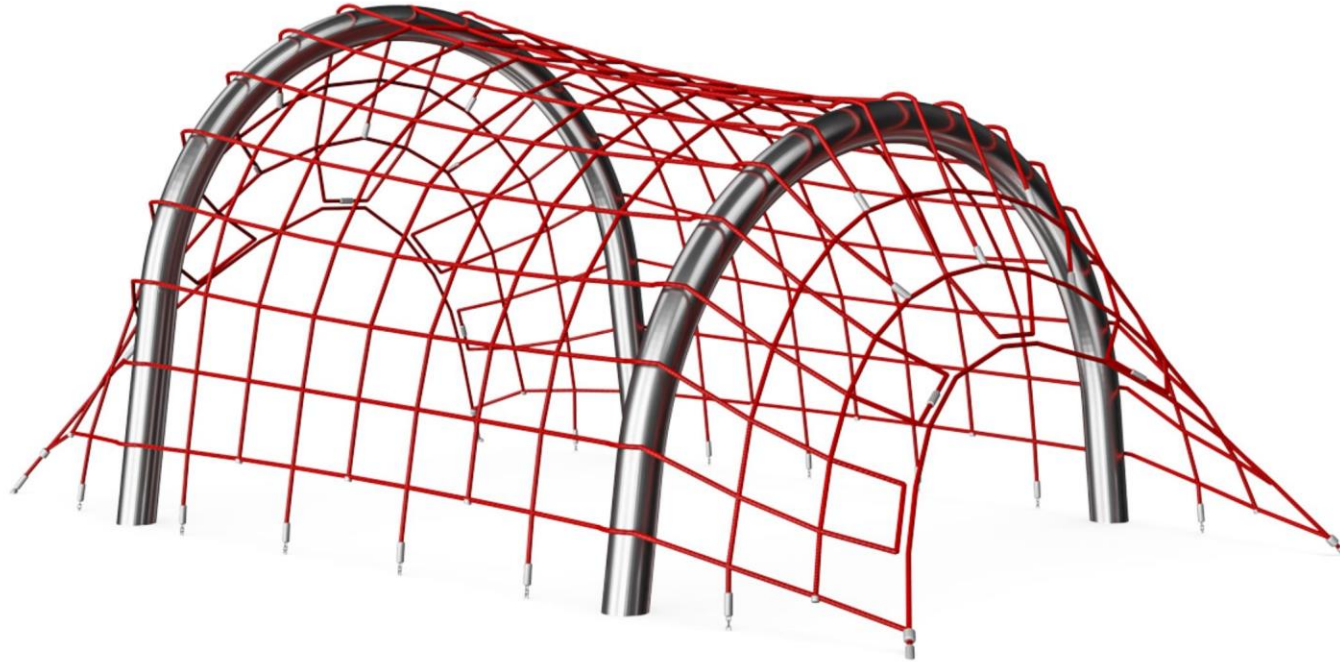
### General Product Information

Dimensions LxWxH 539x325x235 cm

Age group 5+

Play capacity (users) 16

Colour options 



The Small Arch Net provides for thrills and challenges, inside and out. Climbing the curved slopes supports the development of physical skills such as agility, balance, and coordination, and the ability to experience the structure from the inside or the outside encourages imagination as well as socialization. Children's imagination is easily supported with the

structure, which allows them to make a range of games that involve being in or out, climbing over, and running through. The graduated challenge built into the varied climbing heights supports Extended play time and will be attractive to a range of ages. This supports social skills and helps children to get the most out of play, encouraging them to be physically

fit and happy as they enjoy challenging themselves and making their bodies and minds strong.

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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 bended arches are holding the tensioned net structure without additional disturbing fasteners. Therefore, the arches are produced from high degree stainless steel to allow movement of the net on the surface of the steel arches. The surface is treated to make it shiny.



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.

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Installation Information	
Max. fall height	235 cm
Safety surfacing area	51,6 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	34.3
Excavation volume	7,28 m <sup>3</sup>
Concrete volume	5,10 m <sup>3</sup>
Footing depth (standard)	110 cm
Shipment weight	530 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Stainless steel components	10 years
Spare parts guaranteed	10 years

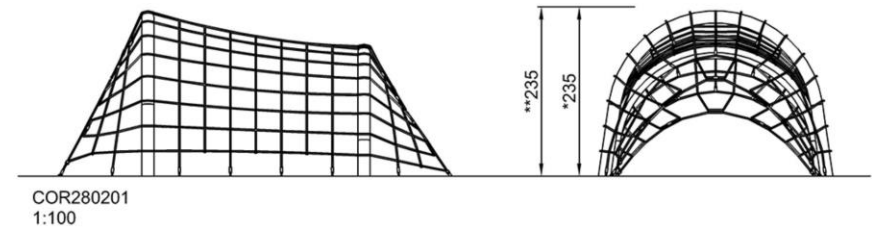
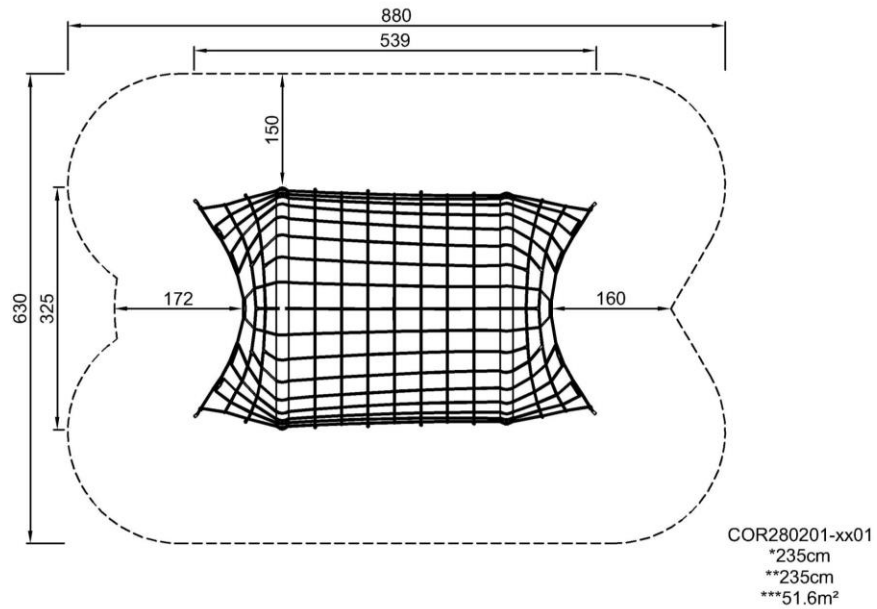


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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

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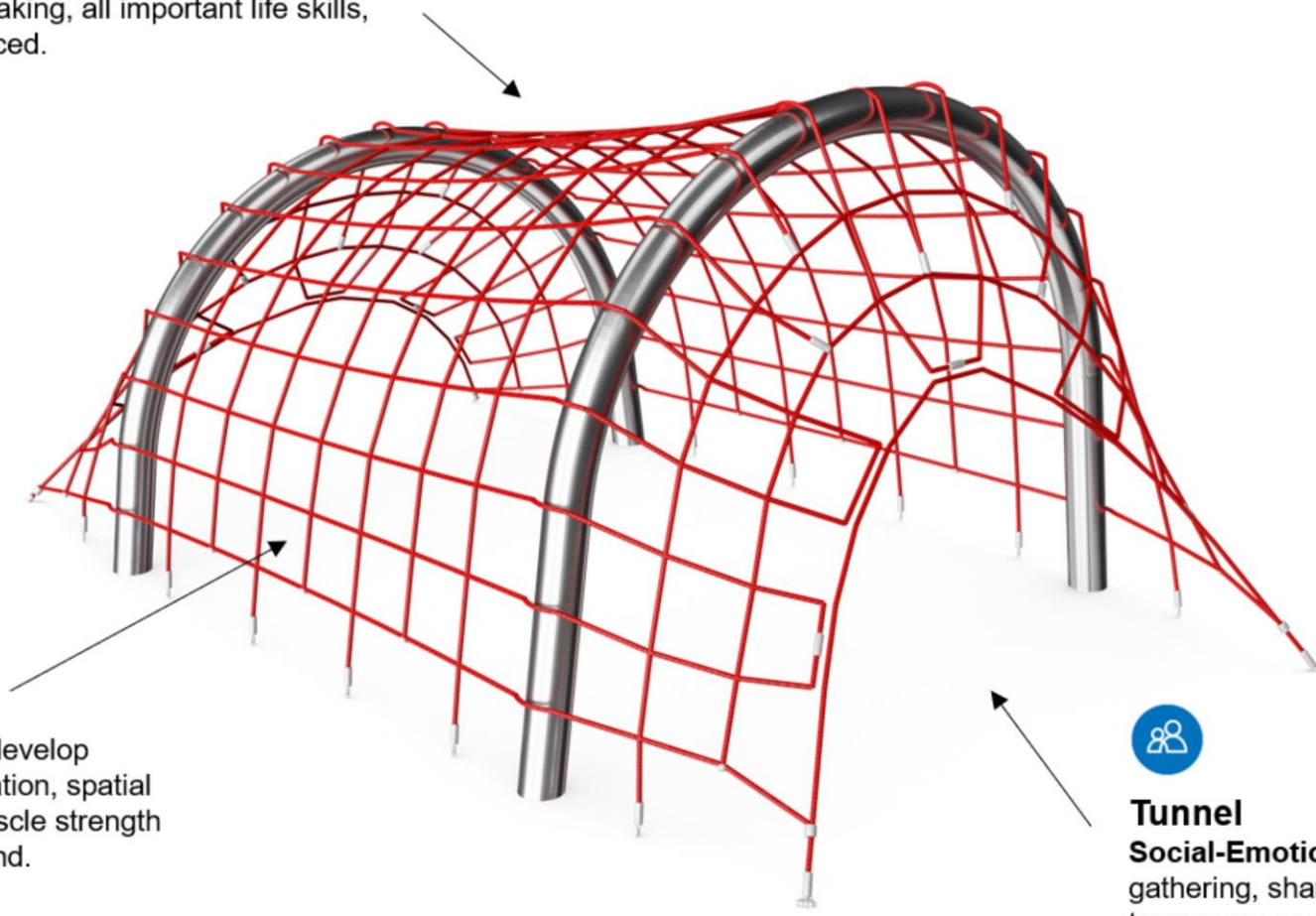
## Meeting point

**Social-Emotional:** allows for more children being together, sharing. Courage, self-confidence, consideration and turn-taking, all important life skills, are practiced.



## Climbing net

**Physical:** children develop cross-body coordination, spatial awareness, and muscle strength when climbing around.



## Tunnel

**Social-Emotional:** invites socializing, gathering, sharing, chatting. The transparency allows for interaction with others outside the net.



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**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.