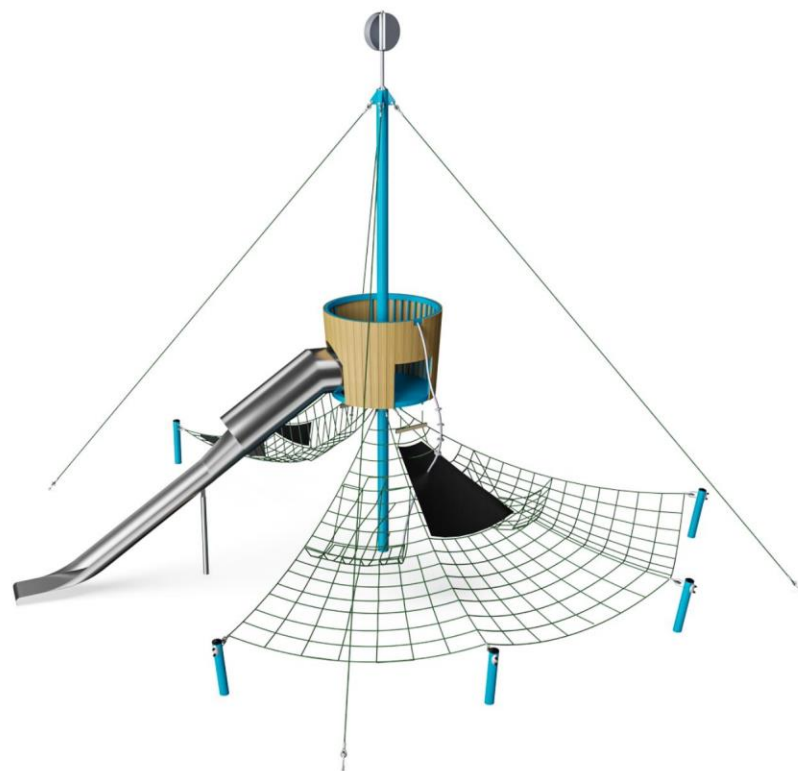


# Large Kontiki


COR29000

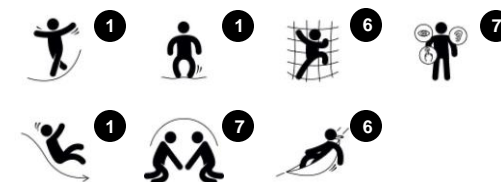


This clever structure inspires the journey of continued play and thrill for children, again and again. Supporting and nourishing play through physical variation, the Large Kontiki leads the child to a fabulous view of the environment and a thrilling slide down. The varying layers of horizontal and vertical nets allows for socializing and breaks, too. Climbing the

slanting ropes of the Large Kontiki develops the child's balance, coordination and spatial awareness. These motor skills are important to support the child's ability to regulate movements according to e.g. distances and speed. This is a life skill used widely, for instance when cycling or managing streets and traffic safely. But first and foremost the Large

Kontiki is about exhilarating, thrilling play, inviting and uniting lots of children, wilder or milder, in play.

Item no. COR290001-1203	
<b>General Product Information</b>	
Dimensions LxWxH	1184x1120x924 cm
Age group	5+
Play capacity (users)	52
Colour options	



# Large Kontiki

COR29000



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.

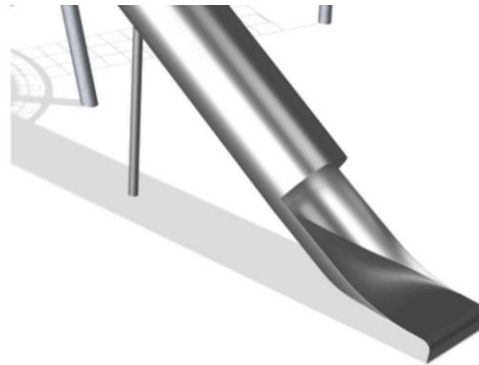


The metal parts are made of high quality steel, hot dip galvanised inside and outside with leadfree zinc. On the outside, there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colourful design expression.

Item no. COR290001-1203	
Installation Information	
Max. fall height	300 cm
Safety surfacing area	125,0 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	45.8
Excavation volume	19,85 m <sup>3</sup>
Concrete volume	13,90 m <sup>3</sup>
Footing depth (standard)	120 cm
Shipment weight	2.560 kg
Anchoring options	In-ground <input checked="" type="checkbox"/>
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Galvanised steel	10 years
Membrane	2 years
Spare parts guaranteed	10 years



The stainless steel wind game is pivot-mounted to ensure easy turning with the wind. The half open design and shiny surface will produce different light effects with rotation, adding an appealing dynamic visual angle to the play structure.



The stainless steel components are made of high quality stainless steel in compliance with global playground standards. The steel is glass blasted after manufacturing to ensure a smooth gliding surface.



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.

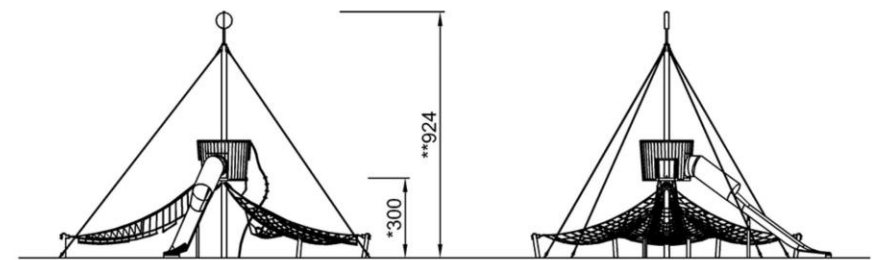
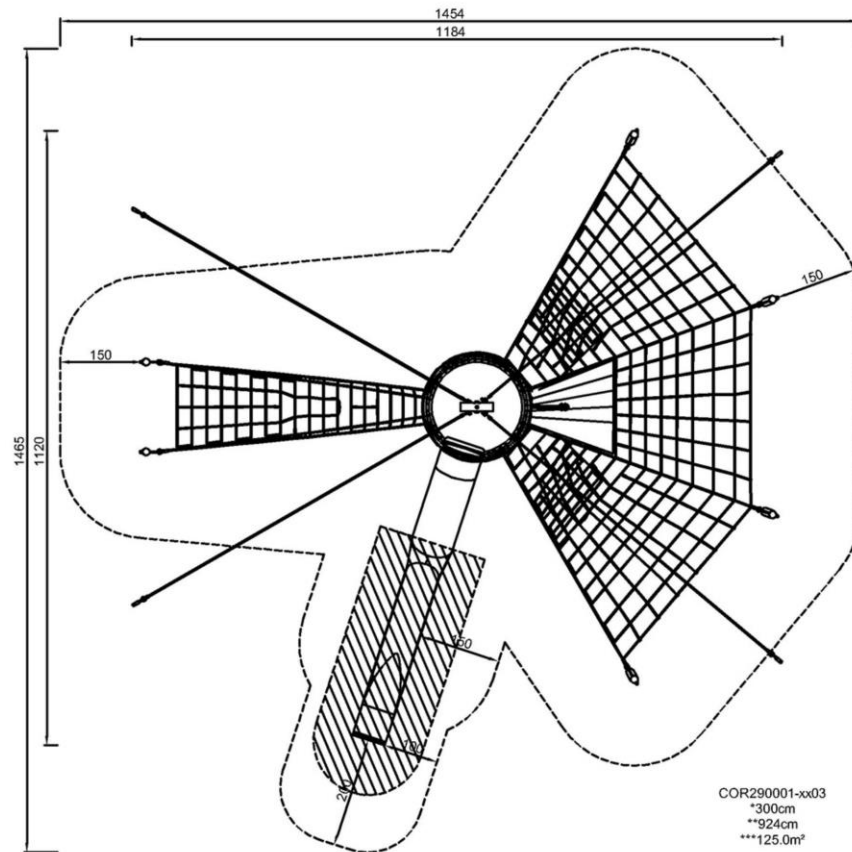


# Large Kontiki

COR29000

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

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



COR290001  
1:300

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

# Large Kontiki

COR29000



## Crows nest

**Physical:** being up high develops spatial awareness and sense of balance.  
**Social-Emotional:** a destination and meeting point up high adds social interaction as well as thrill and great views.



## Membranes

**Physical:** the bouncy membrane develops the sense of balance when the child stands, steps or sits here.  
**Social-Emotional:** great point for a break or meeting with friends.



## Slide

**Physical:** sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.  
**Social-Emotional:** empathy stimulated by turn-taking.



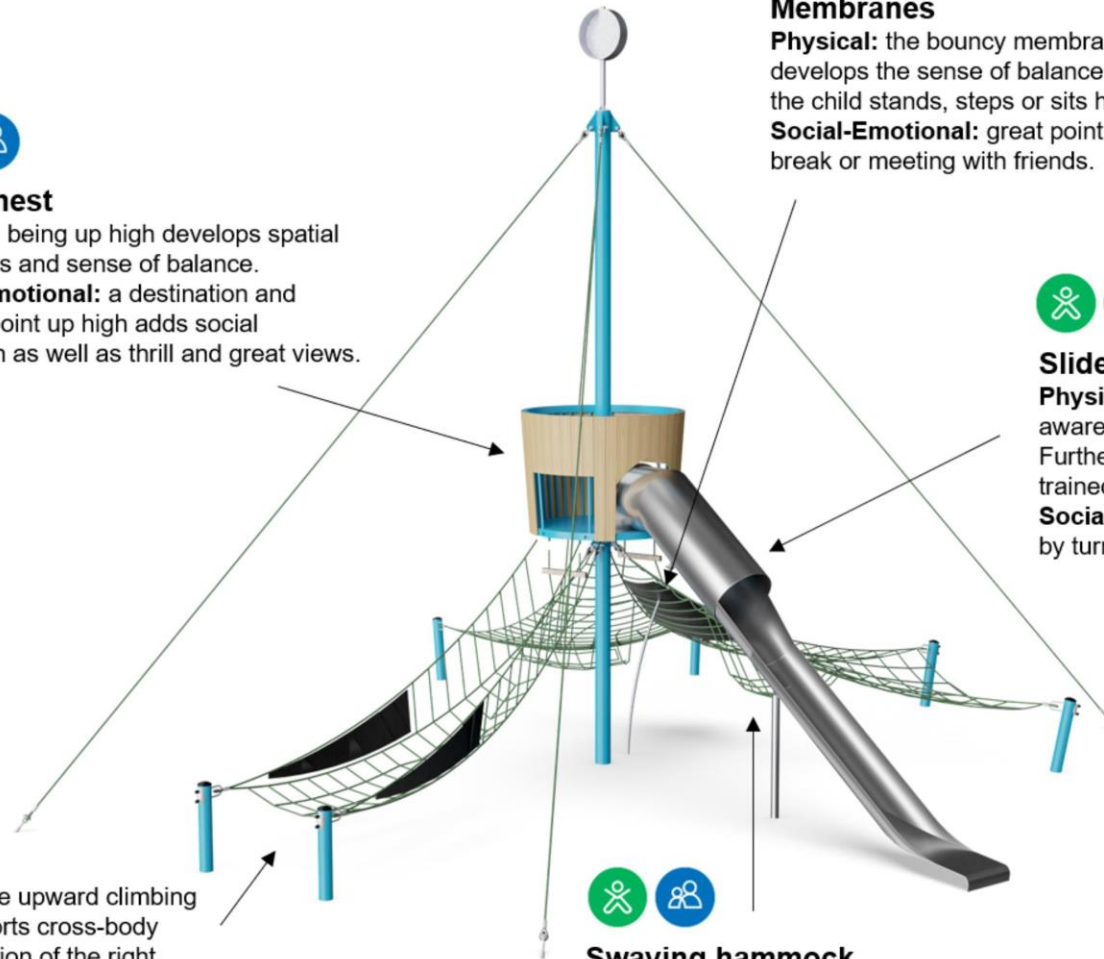
## Inclined climbing net

**Physical:** the inclined net supports the upward climbing movement of the body. The net supports cross-body coordination, which impacts coordination of the right and left part of brain, fundamental for other skills such as the ability to read.  
**Social-Emotional:** the inclination makes climbing feel secure, especially for younger children.



## 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.



# Large Kontiki

COR29000



**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.