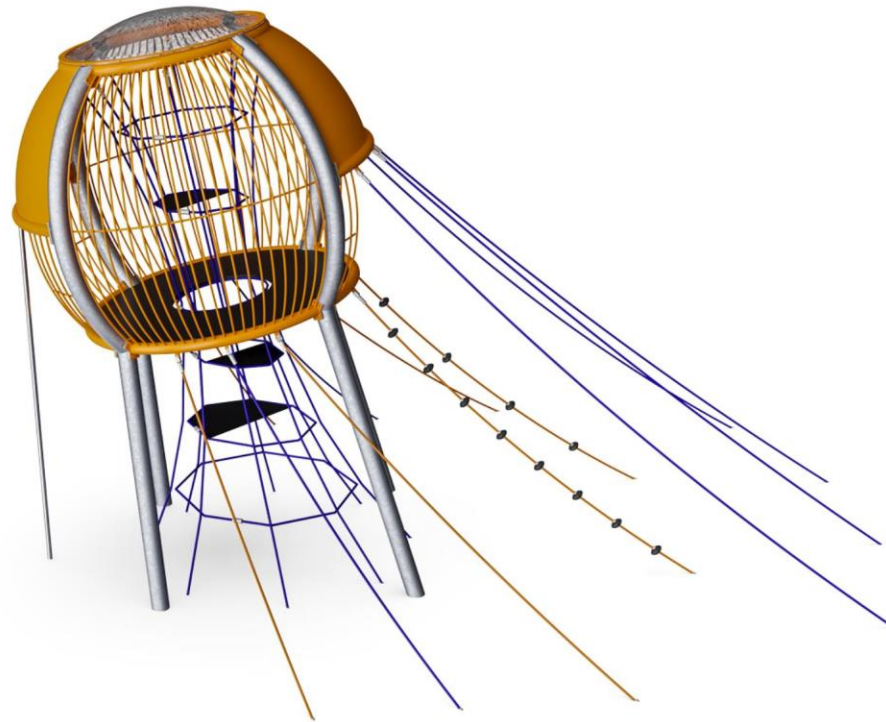

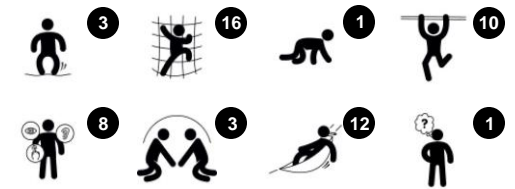


Jellyfish

COR29400



| | |
|------------------------------------|---|
| Item no. COR294001-1102 | |
| General Product Information | |
| Dimensions LxWxH | 717x595x445 cm |
| Age group | 5+ |
| Play capacity (users) | 18 |
| Colour options |  |



WOW! That's the reaction of children when they see and play on the Jellyfish, a transparent landmark with tentacles around its edges! The Jellyfish is guaranteed to deliver an unusually fun and challenging climbing experience. The transparent design gives a good view both from the outside and from the inside. Muscle strength, balance and cross-coordination are

trained when children climb the greatly varied entries into the platform: bouncing nets with or without climbing cleats, sturdy poles and rope ladders with bouncy rubber membranes. The spacious platform inside the Jellyfish is an excellent meeting point for groups of children. The tilted floor makes it fun, as children need to adjust their muscle tension to stay in balance.

Social-emotional skills such as self regulation are trained in the Jellyfish.



Jellyfish

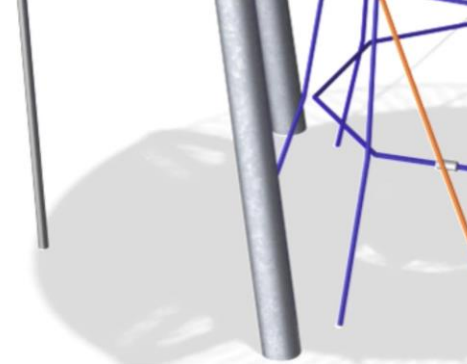
COR29400



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.

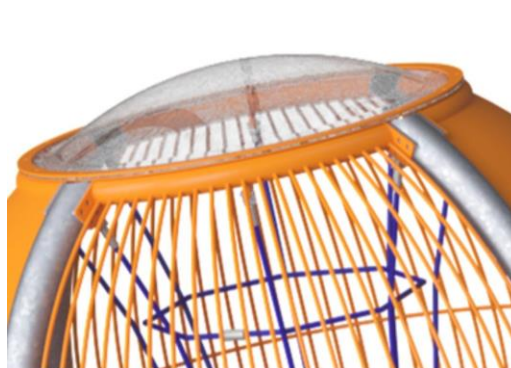


The steel posts are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.

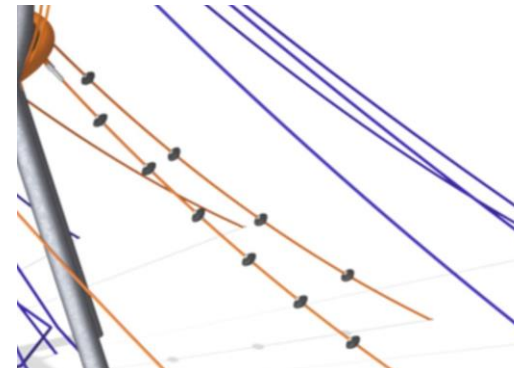
| Item no. COR294001-1102 | |
|---------------------------------|----------------------|
| Installation Information | |
| Max. fall height | 245 cm |
| Safety surfacing area | 72,6 m ² |
| Numbers of installers (persons) | 2 |
| Total installation time | 68.6 |
| Excavation volume | 10,14 m ³ |
| Concrete volume | 7,10 m ³ |
| Footing depth (standard) | 110 cm |
| Shipment weight | 2.100 kg |
| Anchoring options | In-ground ✓ |
| Warranty Information | |
| Corocord rope | 5 years |
| S-Clamps | 10 years |
| Aluminium clamps | 10 years |
| Membrane | 2 years |
| Spare parts guaranteed | 10 years |



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 armoring made of woven polyester. The armoring and the two surface layers result in a total thickness of 7.5 mm.



A transparent PC bubble covers the top of the Jellyfish, allowing children to observe the sky.



Jellyfish ropes are equipped with small black EPDM ufos, which can be used as support for hands and feet when climbing the rope.

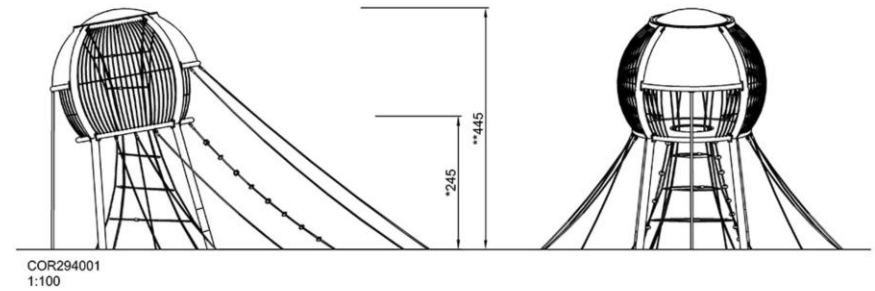
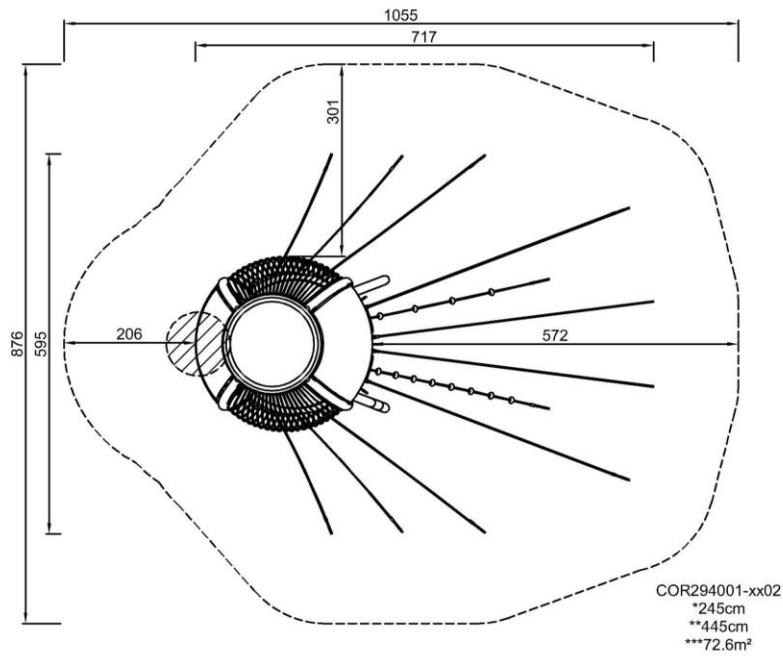


Jellyfish

COR29400

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

* Max fall height | ** Total height



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

Jellyfish

COR29400



Inclined platform

Physical: trains the senses of balance and space.

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



Climbing pole

Physical: develops children's cross coordination, eye-hand coordination and muscle strength when climbing up or down.

Social-Emotional: turn-taking and self-regulation are trained, both important life skills.



Membrane loops

Physical: develops leg, arm and core muscles as well as motor skills such as cross coordination and proprioception.

Social-Emotional: showing consideration of others and helping others when passing one another going up or down.



Height

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



Climbing rope

Physical: the small knots add support for hands and feet when climbing onto the rope, crawling up or down. Climbing supports spatial awareness, cross coordination and muscle strength.

Social-Emotional: passing others when climbing up or down develops turn-taking skills and consideration.



Climbing net

Physical: children develop cross-body coordination and muscle strength when climbing. The big meshes allow for climbing and crawling through, supporting proprioception and spatial awareness.

Social-Emotional: the big meshes allow for more children to sit together and talk.

Jellyfish

COR29400



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.