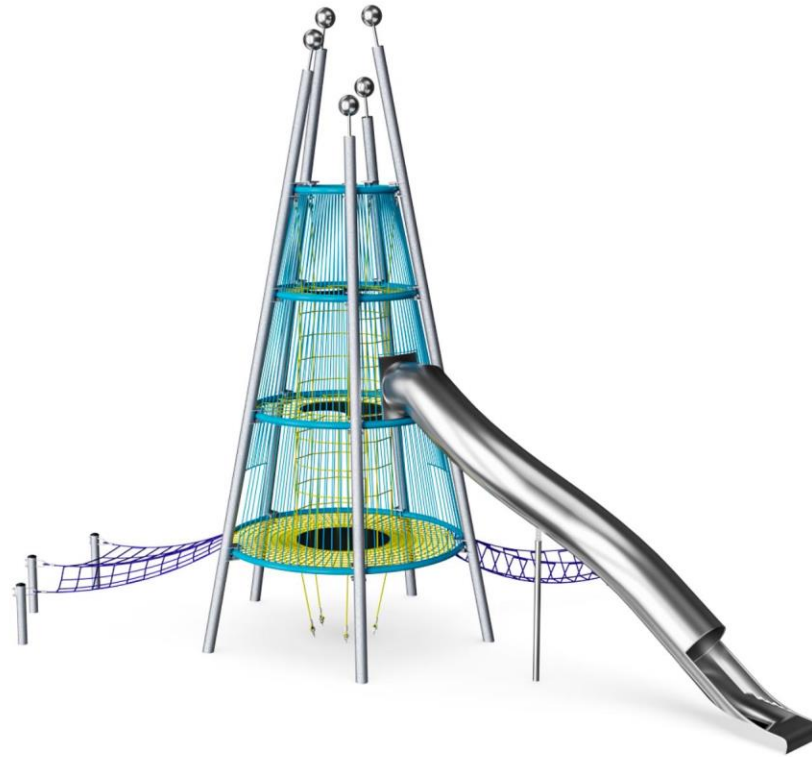
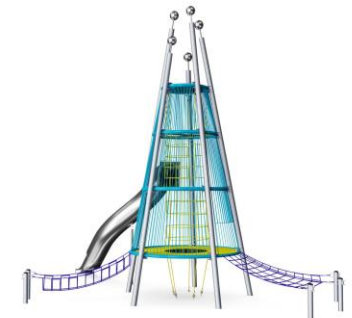
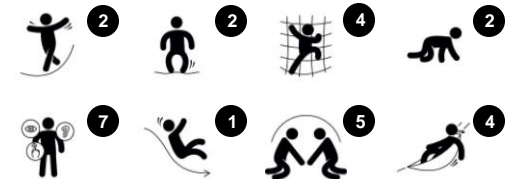


# Giant Rope Play Tower

COR29700



| Item no. COR297001-1202     |                 |
|-----------------------------|-----------------|
| General Product Information |                 |
| Dimensions LxWxH            | 1050x811x915 cm |
| Age group                   | 5+              |
| Play capacity (users)       | 65              |
| Colour options              |                 |



The Giant Rope Play Tower takes play to new heights. The children will explore the unit again and again, wanting to go up high and whizz down the slide as fast as they can. A swaying climb up to the first platform of the play tower calls for a break. The bouncy membrane gives children the opportunity to bounce developing their balance skills. The next platform offers a

thrilling slide down. Apart from being great fun, this trains children's sense of balance, important for instance for sitting still on a chair. The next level is exhilarating: a view from 9 meters high. Apart from the awe of this, it trains the child's spatial awareness, which again is important for instance for judging distances in the street. The Giant Rope Play Tower is so

much more than mere thrill, it helps challenge and develop children's physical and social skills.

# Giant Rope Play Tower

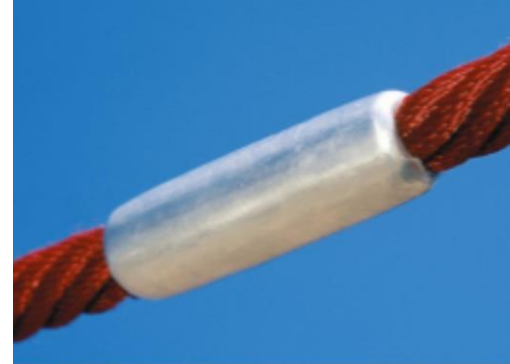
COR29700



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.



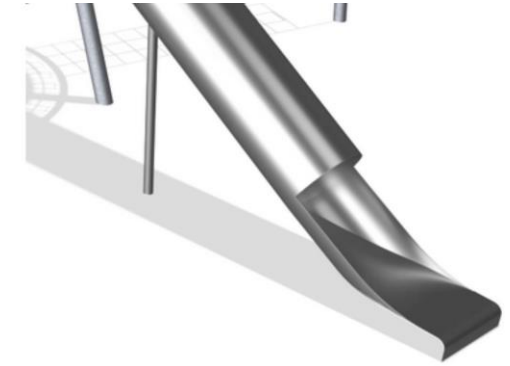
The aluminium swages of the net are double conical with rounded ends and are as small as safety allows. The overall net design aims at keeping metal parts within the net to an absolute minimum, both in size and number, in order to provide the best possible rope climbing experience.



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.



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.



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.

| Item no. COR297001-1202         |                      |
|---------------------------------|----------------------|
| Installation Information        |                      |
| Max. fall height                | 150 cm               |
| Safety surfacing area           | 76,5 m <sup>2</sup>  |
| Numbers of installers (persons) | 2                    |
| Total installation time         | 137.3                |
| Excavation volume               | 18,71 m <sup>3</sup> |
| Concrete volume                 | 13,10 m <sup>3</sup> |
| Footing depth (standard)        | 120 cm               |
| Shipment weight                 | 3.655 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             |

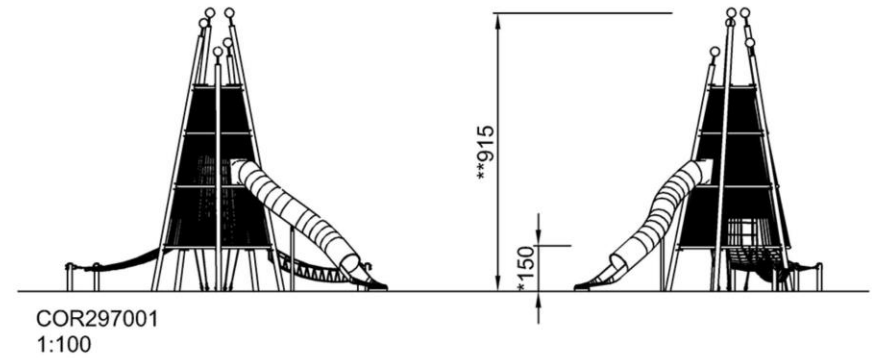
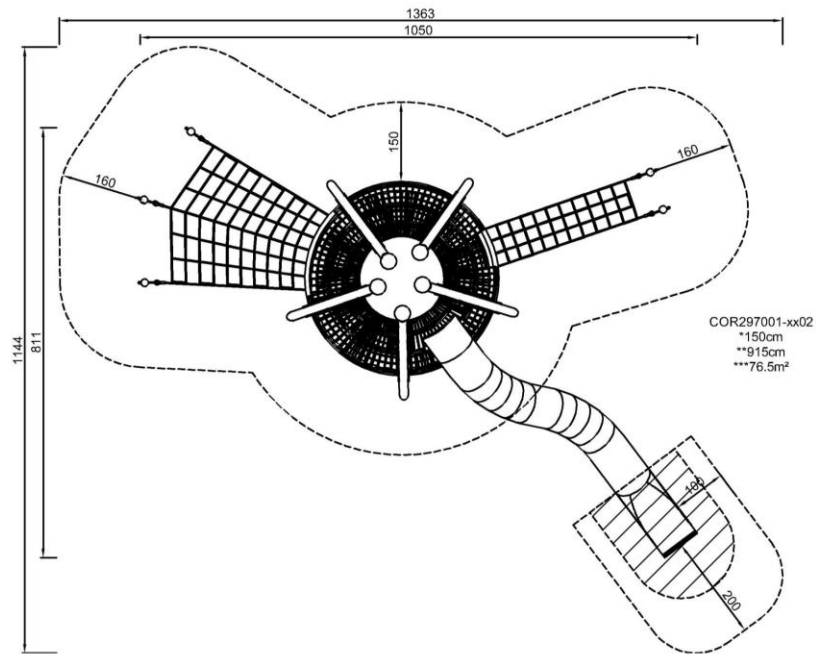


# Giant Rope Play Tower

COR29700

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

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



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

# Giant Rope Play Tower

COR29700



## Platform

**Social-Emotional:** the platform allows for more children to be together and share. Important life skills like courage, self-confidence, consideration and turn-taking are built.



## Tube slide

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



## Height

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



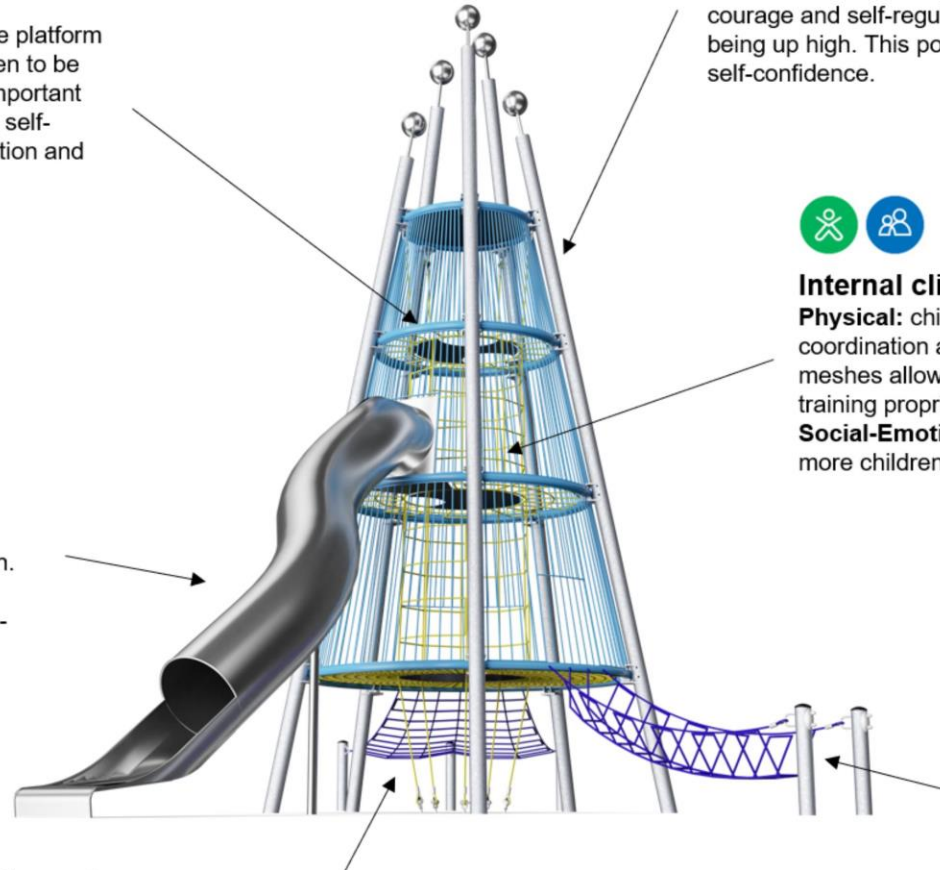
## Internal climbing net

**Physical:** children develop cross-body coordination and muscle strength. The big meshes allow for climbing and crawling through, training proprioception and spatial awareness.  
**Social-Emotional:** the big meshes allow for more children being seated together, sharing.



## Waggle bridge

**Physical:** sense of balance and training of cross coordination. Important for other skills such as being able to sit still.  
**Social-Emotional:** turn-taking and helping others when climbing up.



# Giant Rope Play Tower

COR29700



## 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.