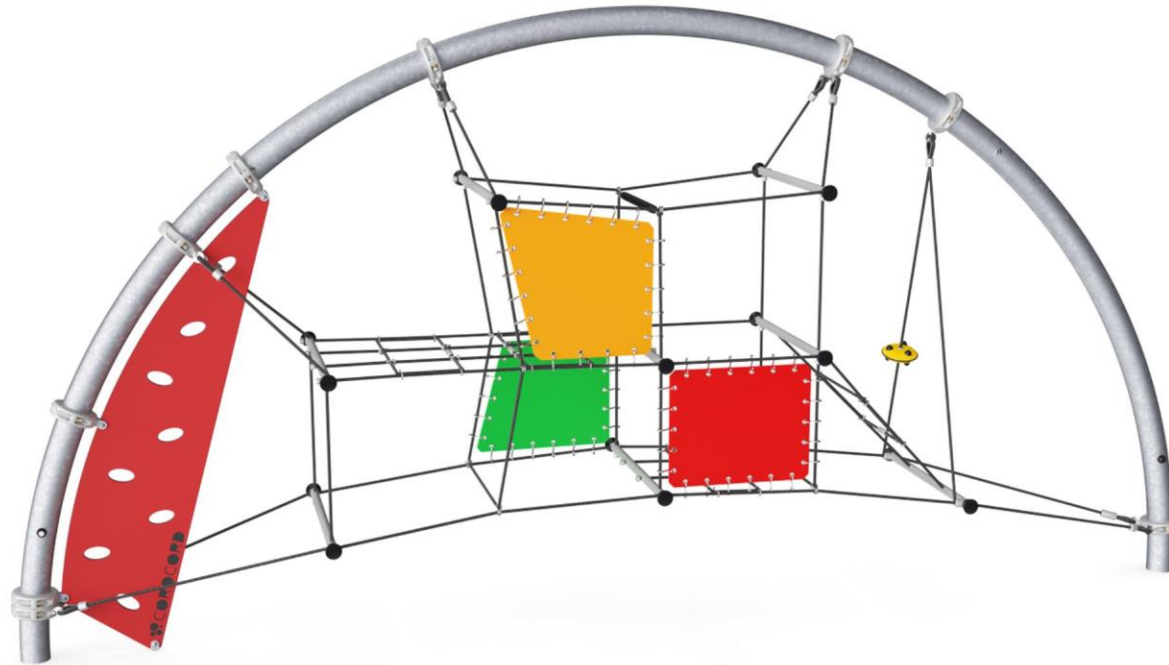


Performer Arch

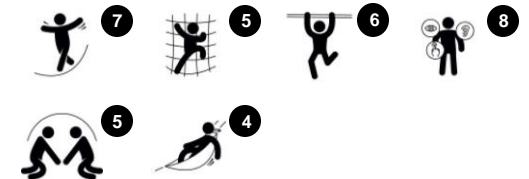
COR82200



Item no. COR822001-1106

General Product Information

Dimensions LxWxH	620x108x307 cm
Age group	5+
Play capacity (users)	17
Colour options	



This super exciting structure has a whole range of activities, that will keep children occupied for a long time. The challenges within the structure and the added element of performance play is particularly attractive to older children. The multi-level play also enables many children to play together, strengthening social skills on the playground. The varying play elements enable

a range of activities, which attracts children to play for a longer time. Physical skills, such as agility, balance, and coordination are strengthened through the carefully designed rope activities, that provide varied challenges. This design also supports play across age ranges and abilities because there is something to thrill and challenge everyone, making

effective use of the play space.



Performer Arch

COR82200



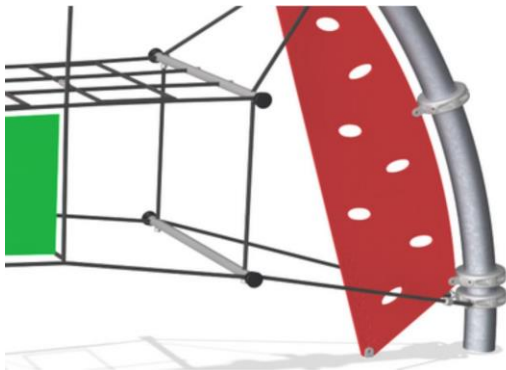
Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



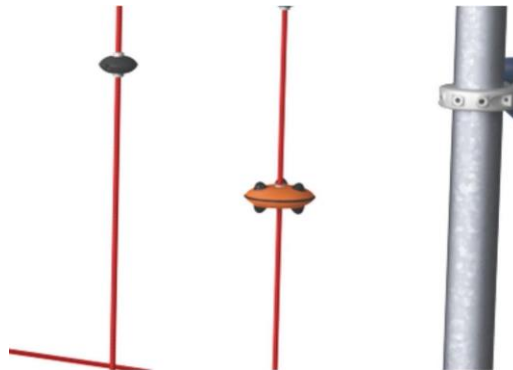
Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play structures.



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



Panel of 19mm EcoCore™ HDPE. This highly durable, eco-friendly material is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Play activities like UFOs are made of injection moulded high quality PA6. PA6 has good wearing and impact strength.

Item no. COR822001-1106	
Installation Information	
Max. fall height	225 cm
Safety surfacing area	35,8 m ²
Numbers of installers (persons)	2
Total installation time	13.1
Excavation volume	2,80 m ³
Concrete volume	2,00 m ³
Footing depth (standard)	40 cm
Shipment weight	659 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Aluminium clamps	10 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

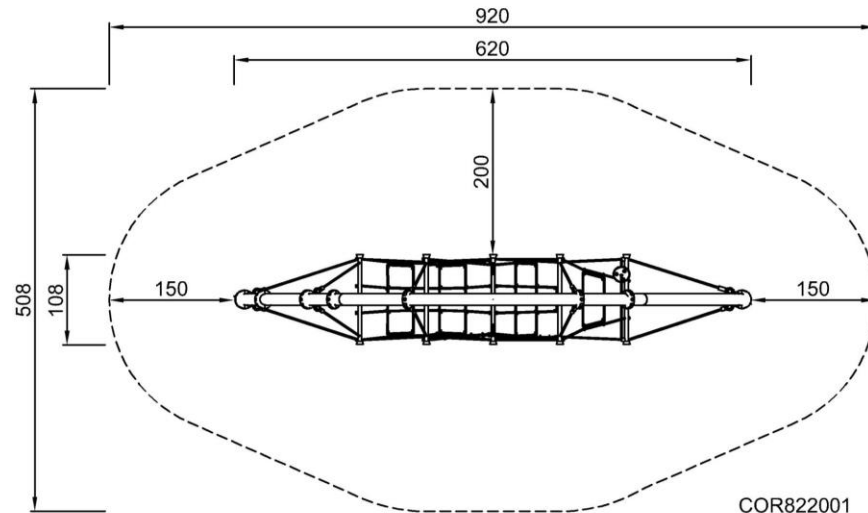


Performer Arch

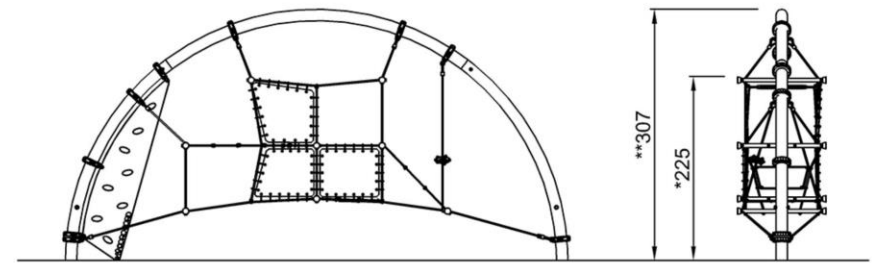
COR82200

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

* Max fall height | ** Total height



COR822001
*225cm
**307cm
***35.8m²



COR822001
1:100

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

Performer Arch

COR82200



Bouncy net meshes

Physical: agility, balance and coordination as well as spatial awareness are supported when bouncing, climbing and sitting in the net. Children use muscle strength of arms, legs and core, and build bone density when jumping down.

Social-Emotional: the bouncing, swaying net appeals to empathy and cooperation.

Cognitive: physical memory, logical thinking, concentration.



Ufo

Physical: sense of balance when sitting, swaying. Arm and leg muscles develop when holding tight, climbing up.



Ladder

Physical: cross coordination is supported when children climb the ladder. The climbing also trains leg and arm muscles.



Horizontal net meshes

Physical: space for varied body positions: lying, seated, standing, and crawling, all stimulating coordination, balance and muscle strength.

Social-Emotional: space for socializing and bouncy breaks.



Climbing wall

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

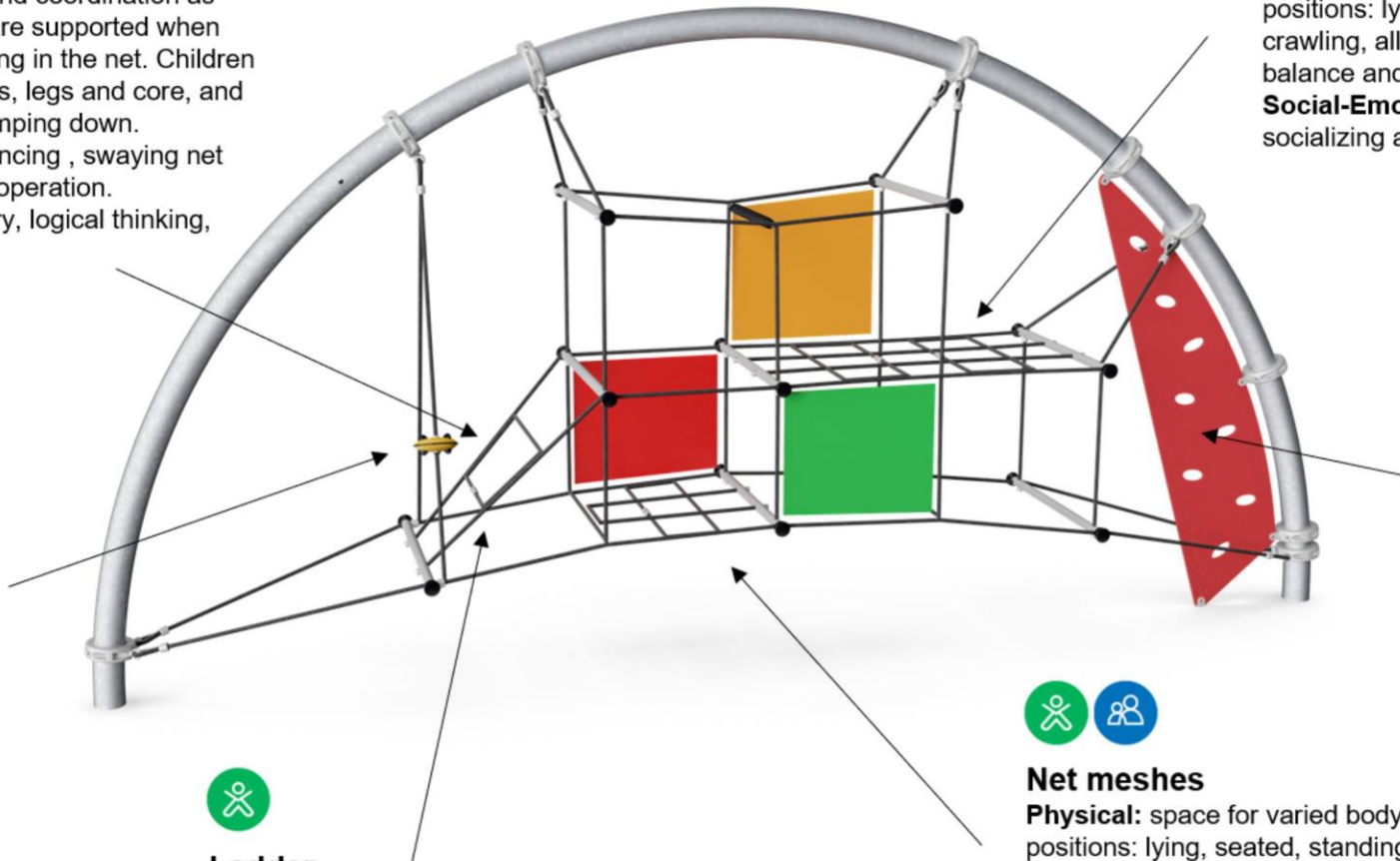
Social-Emotional: two-sided climb invites cooperation.



Net meshes

Physical: space for varied body positions: lying, seated, standing, and crawling, all stimulating coordination, balance and muscle strength.

Social-Emotional: space for socializing and bouncy breaks.



Performer Arch

COR82200



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.