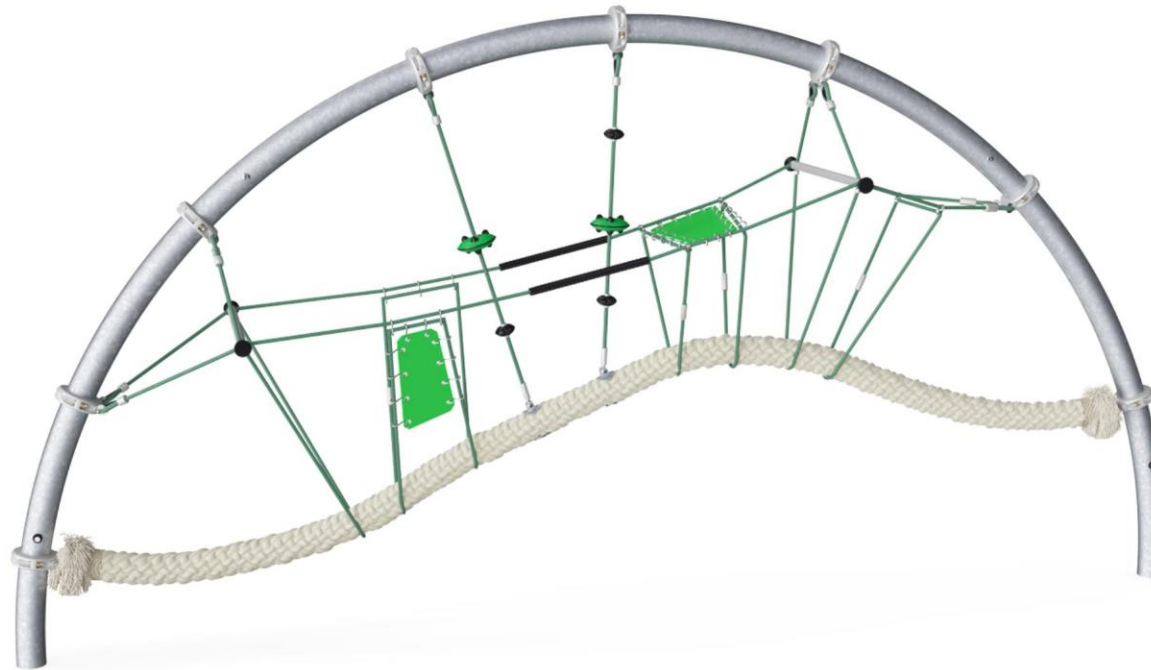


Explorer Arch

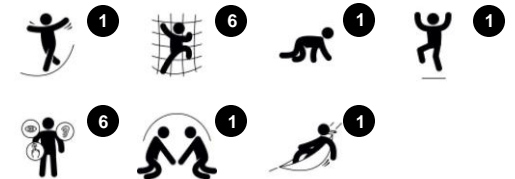
COR82300



Item no. COR823001-1103

General Product Information

Dimensions LxWxH	614x108x311 cm
Age group	5+
Play capacity (users)	12
Colour options	



The Explorer Arch attracts children immensely with climbing fun on two levels. The versatile climbs in the narrow frame make children want to try it again and again. The sturdy coconut rope is an excellent trim trail in its own right, training important motor skills such as balance and spatial proprioception, fundamental skills for example, being able to sit still. The higher

level climbing and seating points with the wonderfully bouncy ropes and rotating UFO's on ropes train all muscle groups as children cling onto them when climbing or passing. The narrow passage points train important social-emotional skills such as consideration of others and turn-taking. The upper rungs, UFO's and membranes make nice destinations for a

bouncy or swaying break and a chat with a view. All in all, the Explorer Arch is a lot of fun, varied play for a lot of children.



Explorer Arch

COR82300



The PP rope in coconut style has a diameter of 150 mm. The internal steel wire core has thimbles at both ends, which serve as attachments for the rope to existing connecting elements.



Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are bolted together. The height of the clamps is thus variable.



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



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.



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.

Item no. COR823001-1103	
Installation Information	
Max. fall height	225 cm
Safety surfacing area	34,8 m ²
Numbers of installers (persons)	2
Total installation time	16.3
Excavation volume	2,80 m ³
Concrete volume	2,00 m ³
Footing depth (standard)	40 cm
Shipment weight	723 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

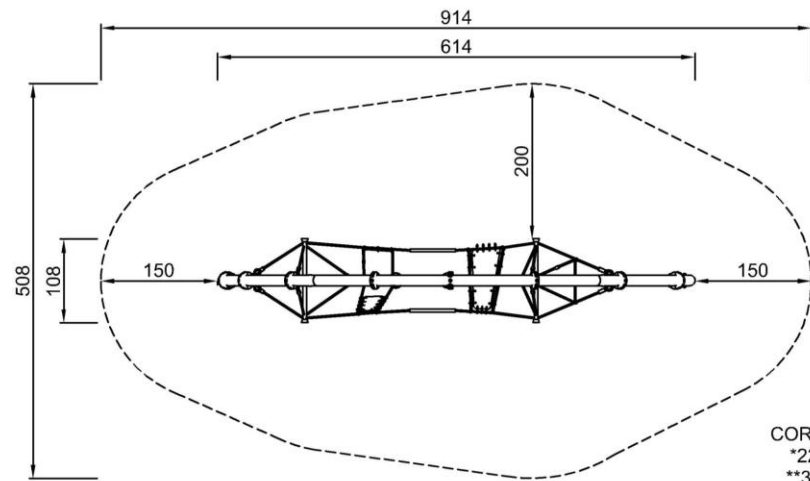


Explorer Arch

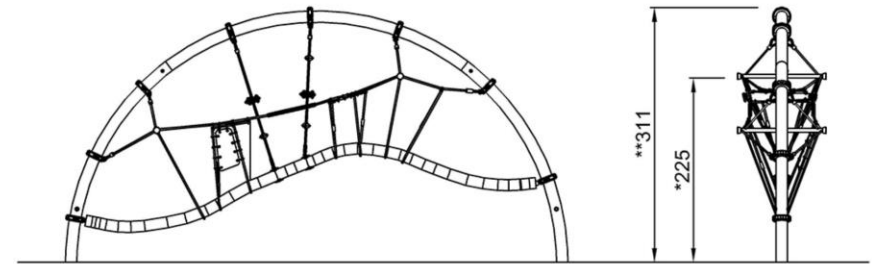
COR82300

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

* Max fall height | ** Total height



COR823001
*225cm
**311cm
***34.8m²



COR823001
1:100

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

Explorer Arch

COR82300



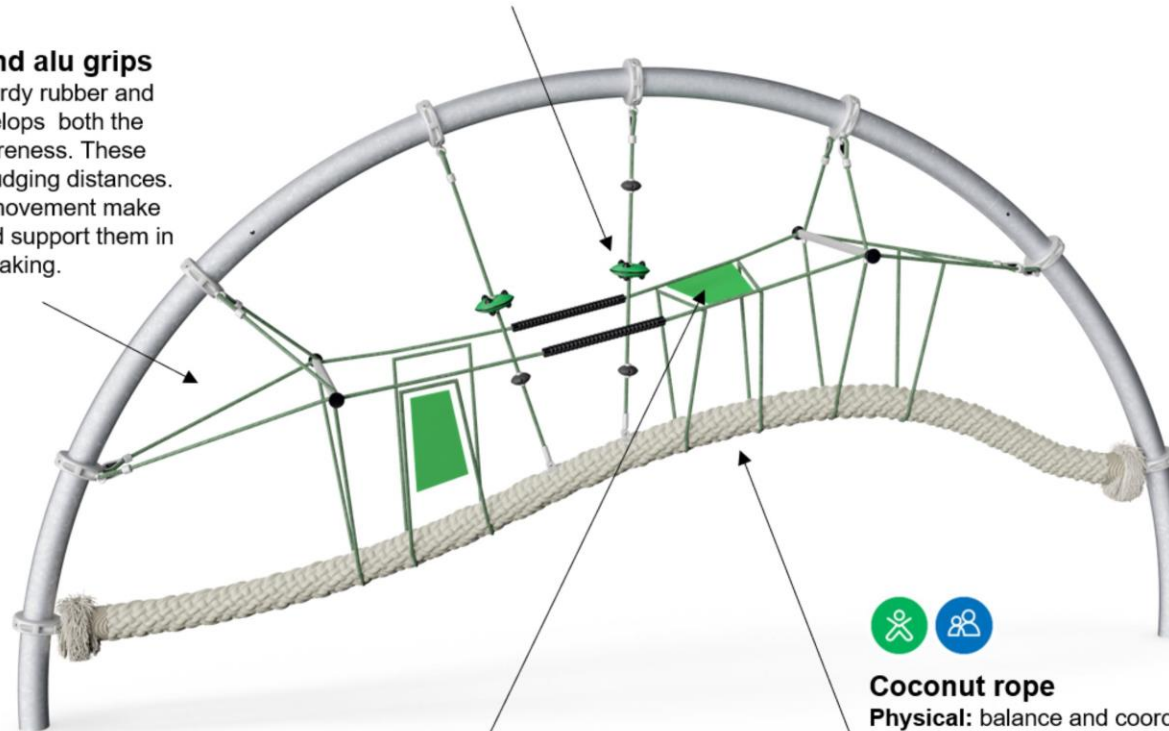
Ropes with UFOs

Physical: the UFOs allow for both seated and standing swaying, climbing and turning. The sense of balance is developed when swaying. Climbing up strengthens arm and leg muscles.



Rope paths with rubber and alu grips

Physical: the bounciness and sturdy rubber and aluminium points of the rope develops both the sense of balance and spatial awareness. These motor skills are fundamental for judging distances.
Social-Emotional: the swaying movement make children consider one another and support them in developing cooperation and turn-taking.



Coconut rope

Physical: balance and coordination is supported when walking swaying ropes. A good sense of balance transfers to other skills such as sitting still on a chair. Bone density is developed when jumping off.
Social-Emotional: children swaying together on the rope experience their own and others' movements. This spurs cooperation and consideration, e.g. when passing others on the rope.



Horizontal membrane

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.

Explorer Arch

COR82300



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.