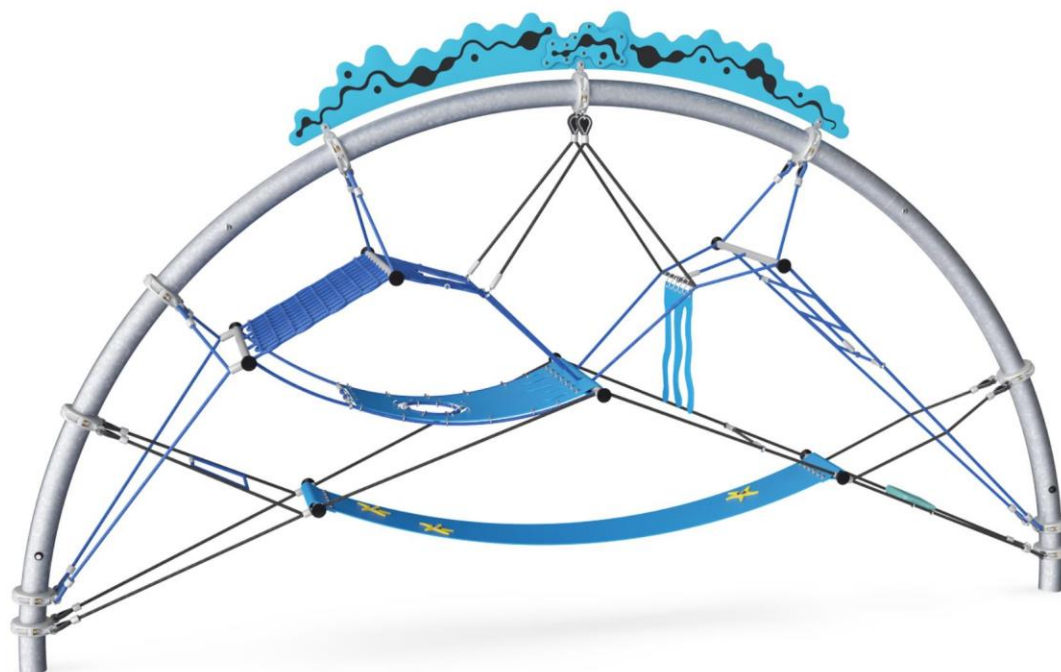



# Ocean Arch

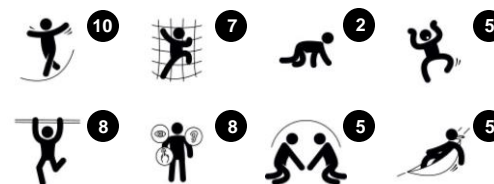
COR82500



Item no. COR825001-1102

### General Product Information

Dimensions LxWxH	620x108x342 cm
Age group	5+
Play capacity (users)	17
Colour options	



The Ocean Arch is an intriguing structure that will attract children to play on it. Due to the varied, bouncing and slanting ropes and hammocks, children will stay for a long time, trying it all out. The transparency of the multiple levels supports social interaction throughout the structure. The membrane and net hammocks offer destination meeting points for smaller or

bigger groups of children. The swaying adds to the training of balance and spatial awareness which are fundamental for judging distances, e.g. in the street. Climbing the Ocean Arch helps with the development of cross-coordination skills, which help with the development of your left and right brain half. The many tactile details and varied materials

are excellent areas for sensory play. The Ocean Arch ticks all the play value boxes.



# Ocean Arch

COR82500



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.



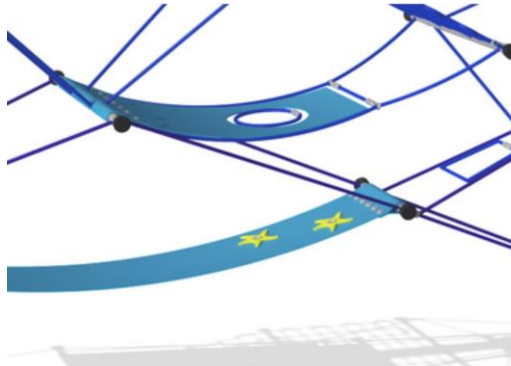
Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play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



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

Item no. COR825001-1102	
Installation Information	
Max. fall height	210 cm
Safety surfacing area	37,7 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	18.1
Excavation volume	3,17 m <sup>3</sup>
Concrete volume	2,02 m <sup>3</sup>
Footing depth (standard)	110 cm
Shipment weight	398 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

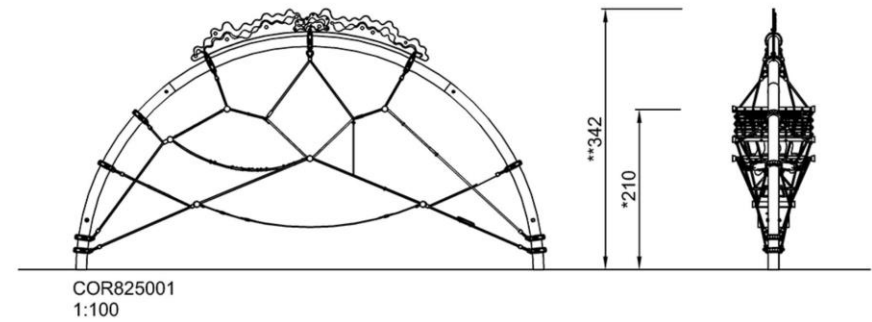
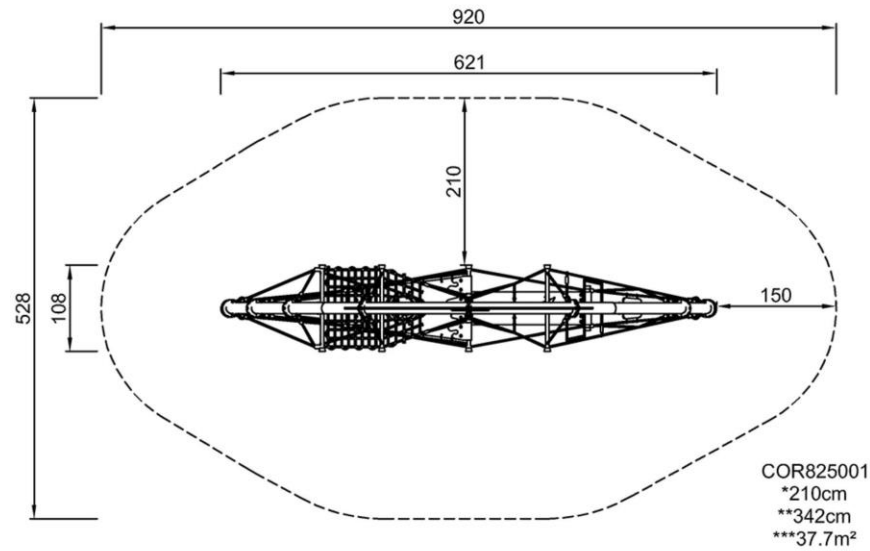


# Ocean Arch

COR82500

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

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



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

# Ocean Arch

COR82500



## 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.

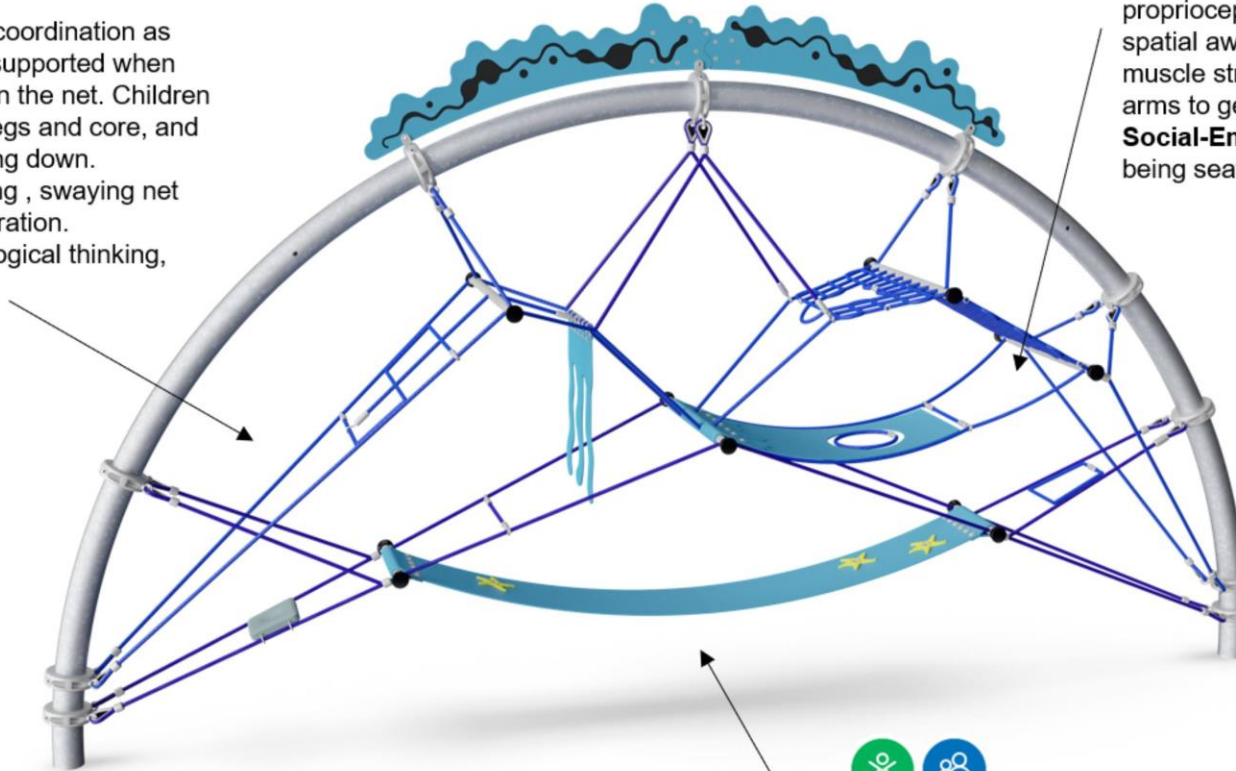
**Cognitive:** physical memory, logical thinking, concentration.



## Big meshes

**Physical:** the big meshes allow for climbing and crawling, supporting proprioception, cross coordination and spatial awareness. Climbing here takes muscle strength, pushing and pulling arms to get upwards.

**Social-Emotional:** allow more children being seated together, sharing.



## Rubber wave

**Physical:** helps to develop cross-body coordination, balance, and muscle strength when climbing up or balancing down.

**Social-Emotional:** easy entry and bouncy breaks for socializing. Usable for a wide age span.



# Ocean Arch

COR82500



## 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.