GIANT Dome Sunshade is the perfect add-on for the GIANT Dome (COR86700), providing higher play comfort and protection in sunny climates. It blocks up to 88% of solar radiation and provides a fun feeling of being inside a hot air balloon high up in the sky.

Available in four colours: Blue, Yellow, Sand and Red.

<table>
<thead>
<tr>
<th>Item no.</th>
<th>General Product Information</th>
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</thead>
<tbody>
<tr>
<td>Dimensions LxWxH</td>
<td>809x704x168 cm</td>
</tr>
<tr>
<td>Age group</td>
<td>5+</td>
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<tr>
<td>Play capacity (users)</td>
<td>-</td>
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<tr>
<td>Colour options</td>
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<tr>
<td>Item no.</td>
<td>Installation Information</td>
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<tr>
<td></td>
<td>Max. fall height</td>
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<tr>
<td></td>
<td>Safety surfacing area</td>
</tr>
<tr>
<td></td>
<td>Numbers of installers (persons)</td>
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<tr>
<td></td>
<td>Total installation time</td>
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<tr>
<td></td>
<td>Excavation volume</td>
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<tr>
<td></td>
<td>Concrete volume</td>
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<td></td>
<td>Footing depth (standard)</td>
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<td>Shipment weight</td>
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<td>Anchoring options</td>
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</tbody>
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| Warranty Information |
Sunshade for Giant Dome
CRE86700
## Sunshade for Giant Dome

### CRE86700

**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.

### 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.

### 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.

### 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.

### 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.

### 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.

### 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 teamwork, e.g., tic-tac-toe, timers or ball games.

### SENSORY
- To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.

### SLIDE
- To slide is the act of moving fast downwards seated on a slide.

### SOCIALIZE
- To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.

### SPIN
- To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.

### 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.

### SWING
- To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.

### 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.