

Blazer

ELE400021



Item no. ELE400021-3218

General Product Information

Dimensions LxWxH	200x228x79 cm
Age group	3+
Play capacity (users)	6
Colour options	



The whimsical shapes and colours of the Blazer evoke children's curiosity: they want to try it out. The vibrant colours are consciously chosen to support beginning rules understanding of the 3+ year olds: they can choose their colour. The springs make it possible rocking individually or in uneven numbers, too. The platform in the middle supports lying and standing. The

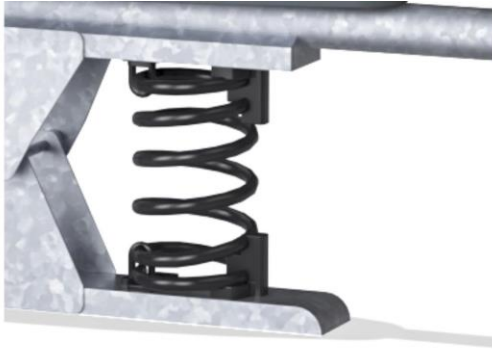
platform can be used to start games or as a meeting point. Rocking on the Blazer, especially when standing on the middle platform, trains the child's sense of space and balance. These are crucial as a basis of navigating the world securely. Good mastery of space and balance is the basis of for instance being able to sit still. When the sense of

balance is not developed, children cannot focus on anything else. So the sense of balance needs to be automatised in the early years. The Blazer is a fun, playful way to do that.



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The springs are fixed by unique anti pinch fittings for maximum safety and long lifetime.



KOMPAN Springs are made of high quality spring steel according to EN10270. The springs are cleaned by phosphating before they are painted with an epoxy primer and a polyester powder coating as top finish. The springs are fixed by unique anti pinch fittings for maximum safety and long lifetime.



Handles and footrests are made with a moulded PP insert and an outer layer of soft TPV rubber. The handles and footrests are attached to the pipe with a galvanised steel inlay to ensure strength and durability.



The middle plate is made of HPL with a thickness of 17.8mm. It has a very high wearing strength and a unique KOMPAN non skid surface texture.



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



The seat is made of recycable PE and moulded in one piece with a minimum 5mm wall thickness. PE has high impact resistance across a wide temperature span which ensures vandal resistance in all locations.

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Installation Information

Max. fall height	100 cm
Safety surfacing area	14,3 m ²
Numbers of installers (persons)	2
Total installation time	4.0
Excavation volume	0,66 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	42 cm
Shipment weight	198 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

Stainless steel components	10 years
HPL platform	10 years
Hollow PE parts	5 years
Springs	5 years
Spare parts guaranteed	10 years

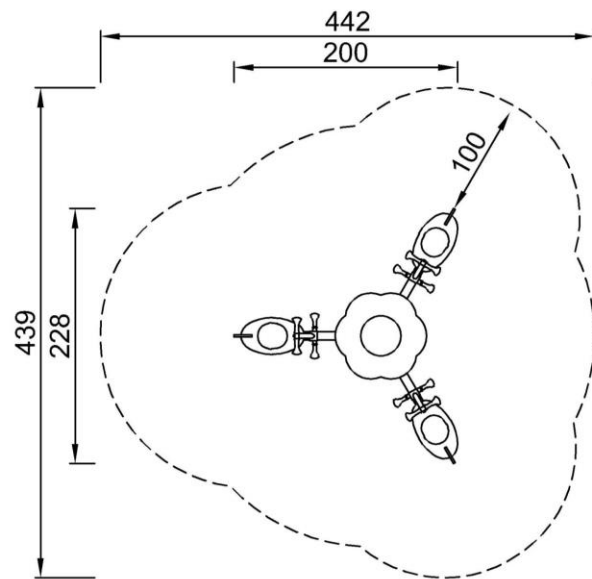


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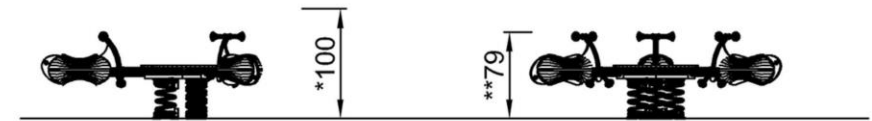
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



ELE400021
*100cm
**79cm
***14.3m²



ELE400021
1:100

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



Center platform with groove

Physical: train balance and space when standing, using leg and core muscles. Jumping off strengthens bone density. Facilitate sitting and lying, allowing for users with disabilities.

Social-Emotional: provides an inclusive space. Point for gathering and for care givers assisting. Teamwork and socializing when rocking together.

Cognitive: rules games can occur standing or sitting inside and outside groove, or marble running in groove when riding.



Color variation

Cognitive: supports rules understanding and rules games: children will find reasons for choosing the one or the other color.



Wacky body

Physical: hollow seat and sturdy foot and hand support allows for intensity in riding, training arm and leg muscles as well as the senses of space and balance.



Triple wacky bodies

Physical: allow for wild rides with others, supporting sense of balance and space as well as leg and arm muscles.

Social-Emotional: cooperation when coordinating the movements of the three pods.

Cognitive: understanding of cause and effect when coordinating movements with others.

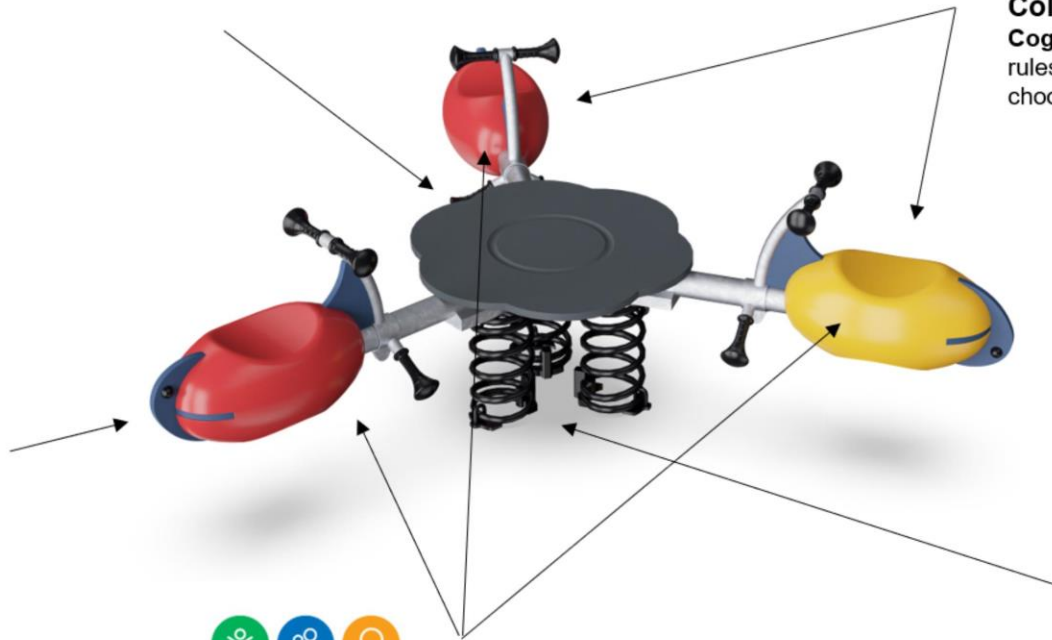


Spring base

Physical: rocking promotes sense of balance and space, both important in for navigating the body confidently in space.

Social-Emotional: consideration of others when rocking.

Cognitive: cause and effect understanding for younger children.





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.