

# Fire Station

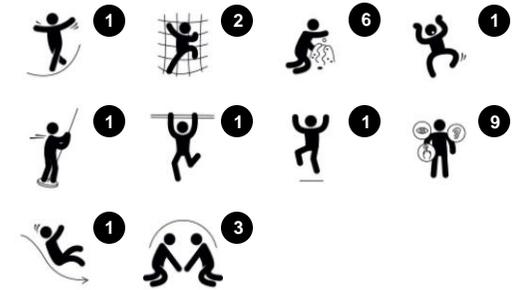
ELE400141



Item no. ELE400141-3717BL

### General Product Information

Dimensions LxWxH	424x514x298 cm
Age group	2+
Play capacity (users)	21
Colour options	



The Fire Station has a variety of play opportunities that will attract children to stay and play, enhancing their development and health. There are great opportunities for physical, social, cognitive and creative play. Social spaces such as the desk enhance and extend the play by providing places for children to gather and plan their play. The boarding net

supports physical strength via climbing as well as proprioception and spatial awareness, both important skills that also strengthen cognitive development and thinking skills. Details such as the binoculars, megaphone, water dispenser and the sand wheel support open-ended play and longer playtimes. The slide is a thrilling reward for a climb to the top and also supports

physical development by helping children to strengthen their trunk muscles while gaining balancing skills.



*Data is subject to change without prior notice.*

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Main posts of 4" pre-galvanised inside and outside steel pipe with outer layer of 3mm thick PUR rubber. The PUR rubber is moulded directly on to the steel pipe to secure perfect adhesion for long lasting durability in all climates.



Curved and straight panels are moulded of UV stabilised PE. The panels have multiple in-build play features that also ensures a strong panel solution. Other panels are made of KOMPAN 19mm PE EcoCore™ which is a highly durable, eco-friendly and recyclable material.



Panels and play activities are attached to the posts by pressure moulded lead free aluminium connectors with sealed bolt heads. The connectors are fastened to the post by a stainless steel strap and tightened by Loctite secured steel bolts.

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Installation Information	
Max. fall height	120 cm
Safety surfacing area	35,7 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	28.4
Excavation volume	0,53 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	746 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
Curved panels	5 years
Post	10 years
HPL decks	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years



The slide is made of combined EcoCore™ sides and stainless steel slide bed t=2mm.



Climbing nets are made of UV-stabilised PP rope with inner steel cable reinforcement. The rope is induction treated to obtain maximum fixation between steel and rope which provides excellent wear and tear resistance. All rope connectors are made of 100% recyclable PA material.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure moulded aluminium connectors. The HPL decks with a thickness of 17,8 mm with a very high wearing strength and a unique KOMPAN non skid surface texture.

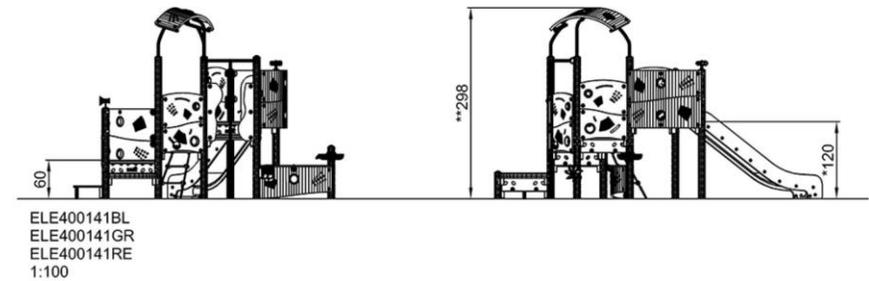
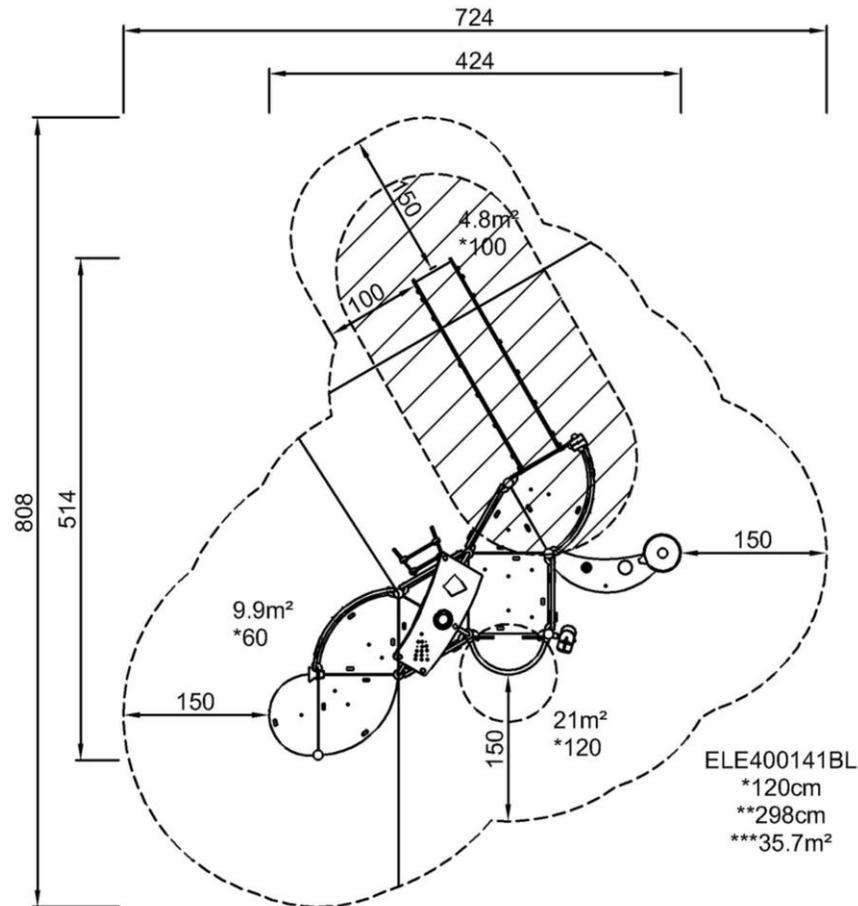


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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

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## Red water dispenser

**Social-Emotional:** supports cooperation and turn-taking skills.  
**Cognitive:** turning dispenser to spread material develops cause and effect understanding.  
**Creative:** the dispenser can be turned, creating new directions of dispensing water.



## Binoculars

**Cognitive:** the binoculars set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language and communication skills.



## Megaphone

**Social-Emotional:** inspires communication and turn-taking skills.  
**Cognitive:** distortion of sound evokes curiosity and stimulates an understanding of cause and effect.



## Slide

**Physical:** sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.  
**Social-Emotional:** empathy stimulated by turn-taking.  
**Cognitive:** young children develop their understanding of space, speed and distances when sliding down quickly.



## Desk with bowl and sieve

**Social-Emotional:** children can gather and store materials, cooperate and take a break together.  
**Cognitive:** sand can be shifted through the sieve, for understanding of cause and effect and object permanence.



## Sand wheel

**Cognitive:** the turning sand wheel stimulates cause and effect understanding.



## Boarding net

**Physical:** supports physical strength and cross-body coordination, which impacts coordination of the right and left part of brain, fundamental for other skills such as the ability to read.



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**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.