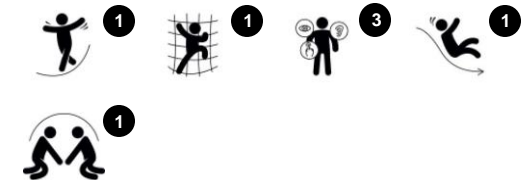


# Stainless Steel Slide, High

KPL304



Item no. KPL304-0601	
<b>General Product Information</b>	
Dimensions LxWxH	54x377x277 cm
Age group	4+
Play capacity (users)	3
Colour options	



The Stainless Steel Slide is a playground classic. It is fun play and children can't wait to try it out again and again. Looping the stair and the slide, apart from being fun, is great cardio training. Furthermore, children train their turn-taking skills and their empathy when waiting for others, who may be less courageous or fast. When children slide, they train their core

muscles, sitting upright while sliding down. This stimulates trunk stability, important for avoiding back and neck pains – a growing problem in children due to increasingly sedentary lifestyles. It additionally trains the sense of balance, fundamental for other motor skills. Climbing up the ladder to the Stainless Steel Slide, children train their cross-coordination. The training of cross-

coordination is important for the cooperation of left and right brain side. This cooperation is used for instance when children read. A great activity which is fun and stimulates basic physical skills.

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The stainless-steel slides with one-piece slide bed are made of high-quality stainless-steel AISI 304.



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.



Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.

Item no. KPL304-0601	
Installation Information	
Max. fall height	185 cm
Safety surfacing area	23,1 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	3.9
Excavation volume	0,34 m <sup>3</sup>
Concrete volume	0,07 m <sup>3</sup>
Footing depth (standard)	60 cm
Shipment weight	209 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
Stainless steel slide	10 years
EcoCore HDPE	Lifetime
Galvanised steel	10 years
Spare parts guaranteed	10 years

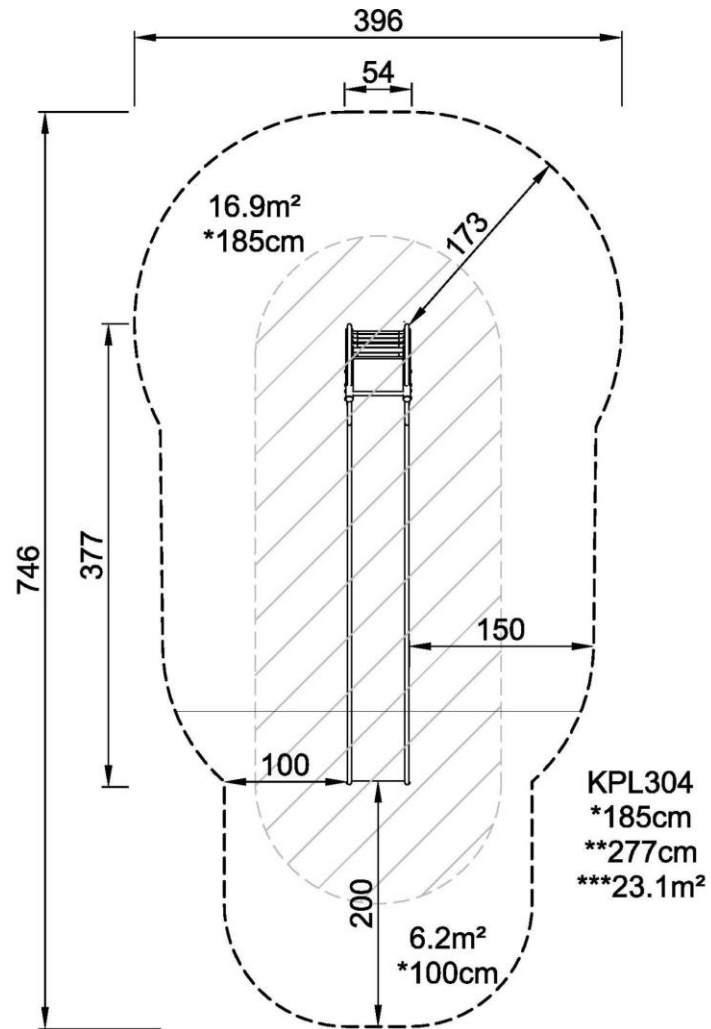


# Stainless Steel Slide, High

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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](#)

# Stainless Steel Slide, High

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## Slide

**Physical:** sliding develops spatial awareness and 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 fast.



## Pipe ladder

**Physical:** cross coordination and eye-hand coordination are supported when children climb the ladder. The climbing also supports leg and arm muscles.

**Social-Emotional:** social interaction when hanging out together, learning about turn taking and cooperation.

# Stainless Steel Slide, High

KPL304



**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.