

# Balance Rope

KPL804

Item no. KPL804-0801

## General Product Information

Dimensions LxWxH	280x380x47 cm
Age group	3+
Play capacity (users)	10
Colour options	



Tight rope walking on the Balance Rope is a fun and highly motivating balancing experience that children want to try out, again and again. The Balance Rope sways and responds to the child's movements, adding an element of thrill and demanding concentration to complete every step. The Balance Rope tight rope walks are also great training for the sense of balance.

The sense of balance is fundamental for all other motor skills. A well trained sense of balance helps the child have confidence in moving, navigating space securely. A good sense of balance is also basic for the ability to sit still on a chair and concentrate. The Acrobat's wire additionally makes children negotiate and cooperate turn taking when

passing each other on the rope. These are important socio-emotional skills, fundamental for making friends.



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Balance pads are made of EPDM rubber. Material is UV stabilised.



The PP rope in coconut style has a diameter of 150 mm. The internal steel wire core has thimbles at both ends, which serve as attachments for the rope to existing connecting elements.



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.



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.

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Installation Information	
Max. fall height	47 cm
Safety surfacing area	27,2 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	1.9
Excavation volume	0,70 m <sup>3</sup>
Concrete volume	0,40 m <sup>3</sup>
Footing depth (standard)	70 cm
Shipment weight	155 kg
Anchoring options	In-ground ✓
Warranty Information	
Ropes & nets	5 years
Galvanised steel	10 years
EPDM components	2 years
Spare parts guaranteed	10 years

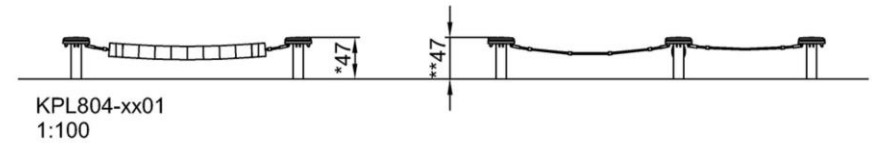
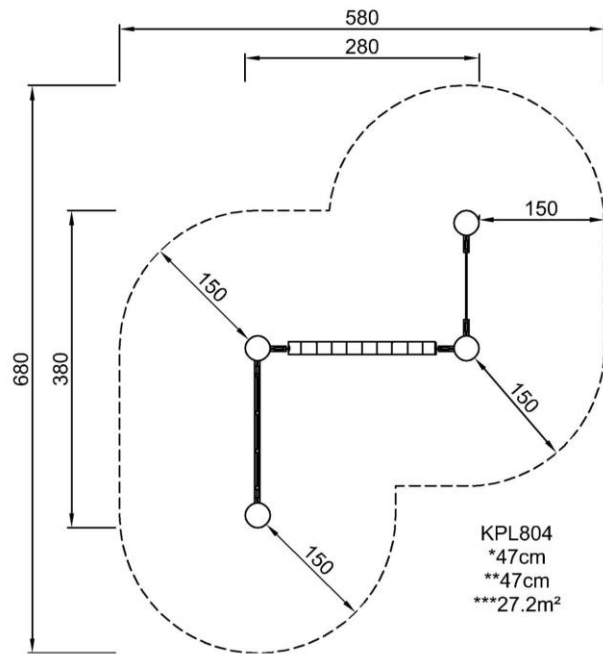


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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

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## Balance ropes

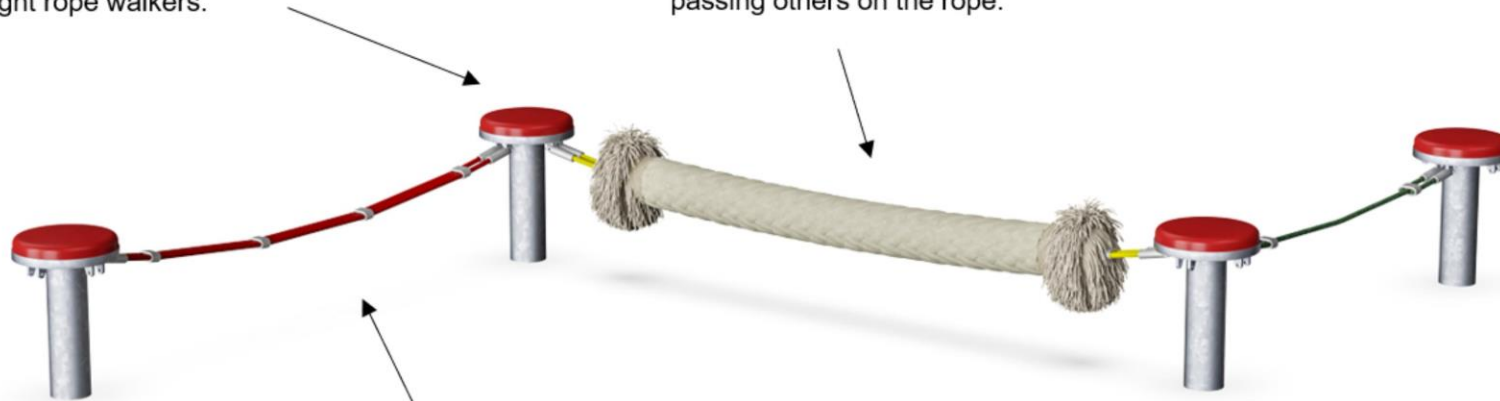
**Social-Emotional:** point for a break or retraction to consider next move adds a feeling of security for the less enduring tight rope walkers.



## Coconut rope

**Physical:** balance and coordination is supported when walking the swaying rope. A good sense of balance transfers to other skills such as sitting still on a chair. Bone density is developed when jumping off.

**Social-Emotional:** children swaying together on the rope experience their own and others' movements. This spurs cooperation and consideration, e.g. when passing others on the rope.



## Balance ropes

**Physical:** the balance training here is unmistakable. Holding onto the swaying upper rope when balancing on the swaying lower rope makes excellent training of the sense of balance as well as the trunk muscles. These abilities are fundamental for being able to sit still on a chair.

**Social-Emotional:** there is room for more than one, and cooperating with friends on walking over the swaying ropes is a true cooperation task that takes teamwork and tolerance.

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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.