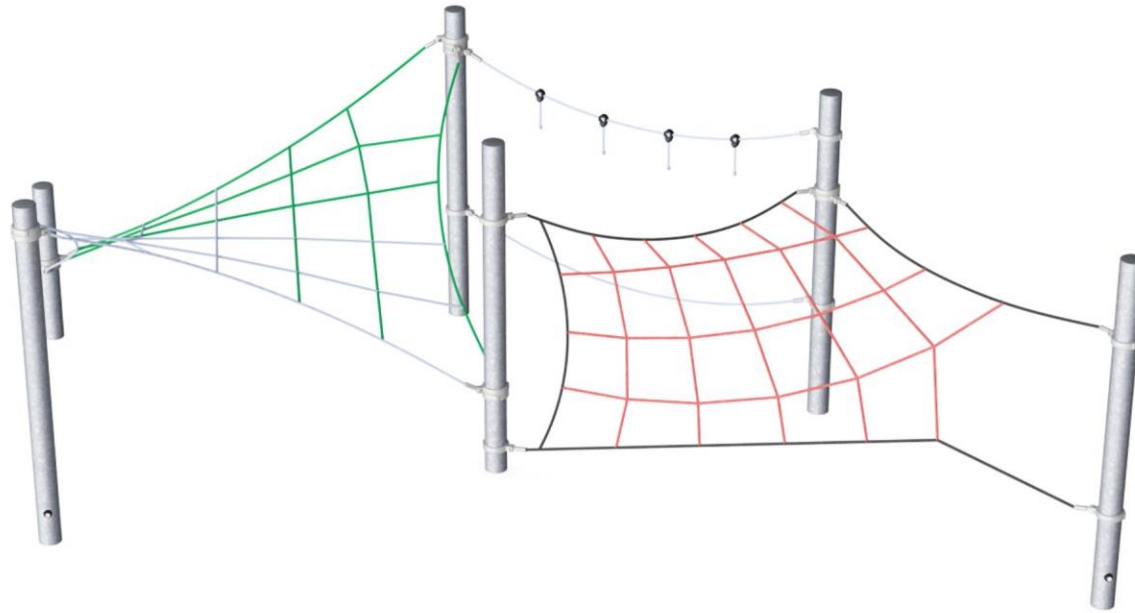


# Yard Net

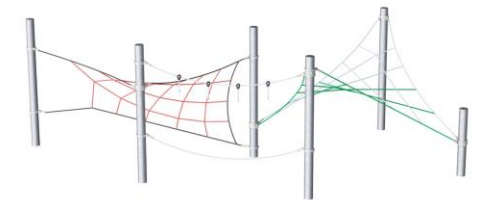
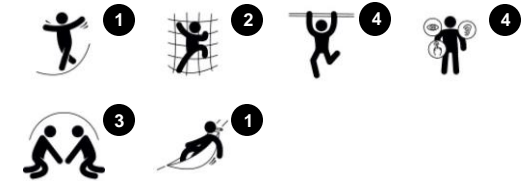
KPL806



Item no. KPL806-1001

### General Product Information

Dimensions LxWxH	564x404x200 cm
Age group	3+
Play capacity (users)	12
Colour options	



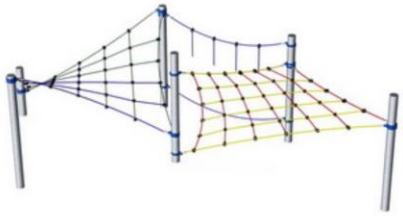
The Yard Net is a trail of adventure that will inspire children and adults to challenge themselves and play for a long time, as they try to master the challenges that the structure offers. The extended space on the net encourages endurance in the skills of agility, balance, and coordination. These skills are necessary for overall physical fitness and they

inspire the good feelings related to being physically active and setting goals to meet and accomplish. Children will be excited to navigate the twist and turn, that offers just the right amount of challenge and reward with the thrill of accomplishment and the excitement of feeling their bodies in space. The open design supports social engagement and friendly turn-

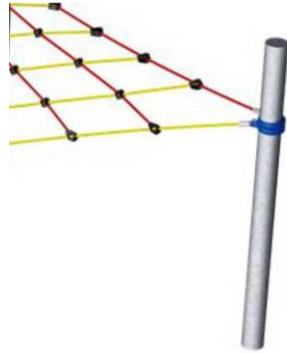
taking and support that can be enjoyed by all.

# Yard Net

KPL806



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.



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 aluminium swages of the net are double conical with rounded ends and are as small as safety allows. The overall net design aims at keeping metal parts within the net to an absolute minimum, both in size and number, in order to provide the best possible rope climbing experience.

Item no. KPL806-1001	
Installation Information	
Max. fall height	190 cm
Safety surfacing area	48,9 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	3.7
Excavation volume	3,84 m <sup>3</sup>
Concrete volume	2,69 m <sup>3</sup>
Footing depth (standard)	100 cm
Shipment weight	259 kg
Anchoring options	In-ground ✓
Warranty Information	
Galvanised steel	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

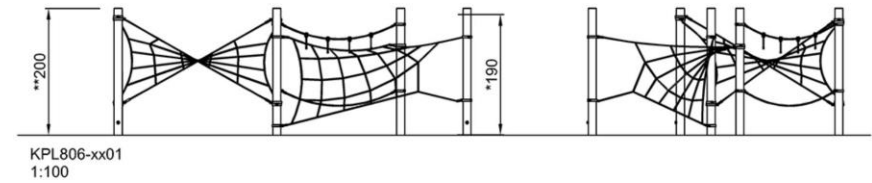
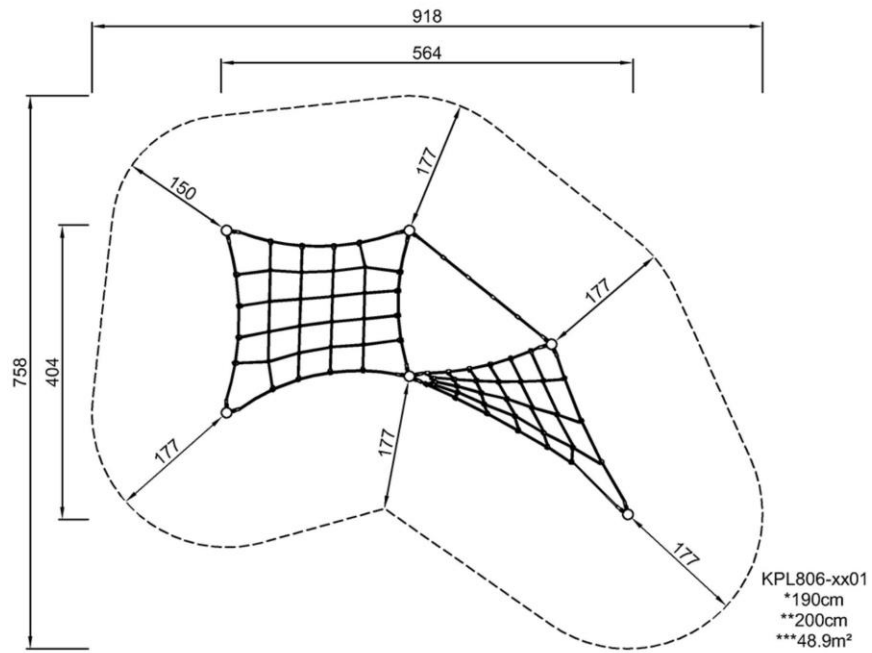


# Yard Net

KPL806

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

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



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

# Yard Net

KPL806



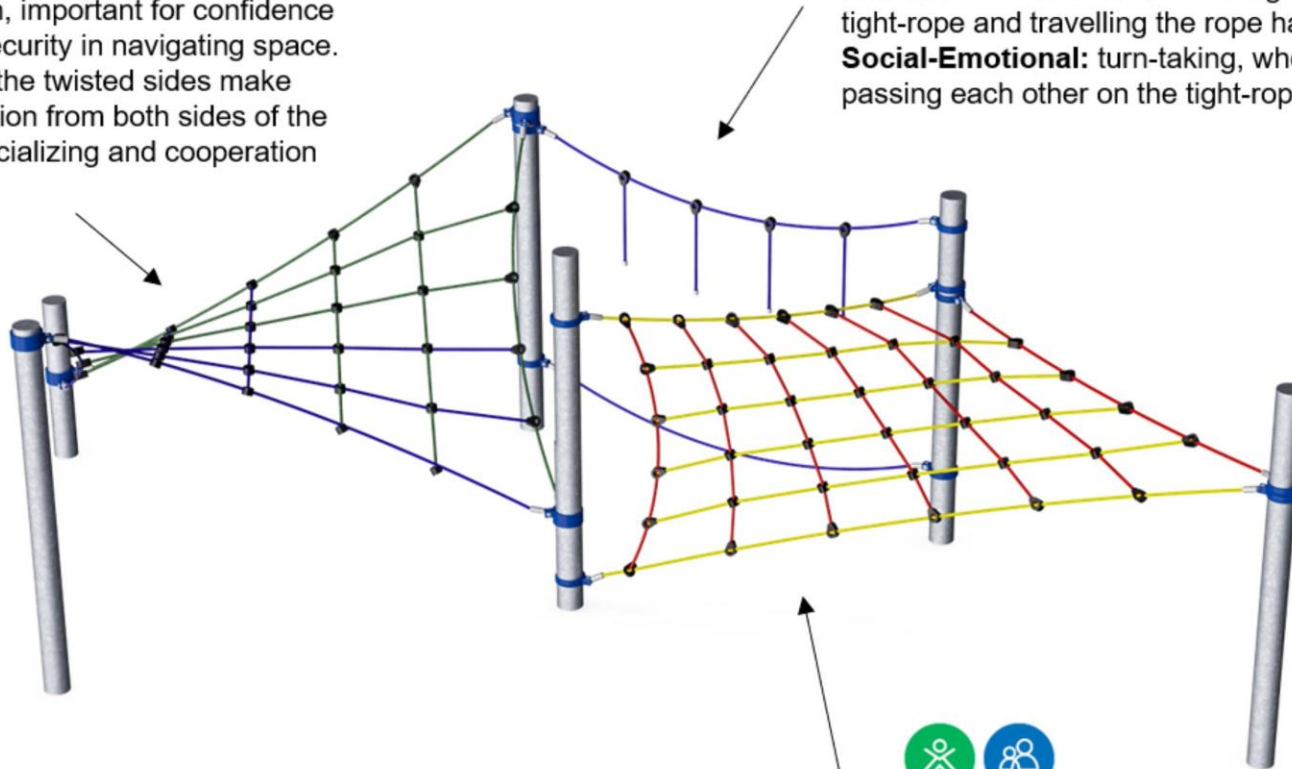
## Twisted climb sides

**Physical:** crawling, climbing and balancing trains proprioception, important for confidence in movement and security in navigating space.  
**Social-Emotional:** the twisted sides make possible the interaction from both sides of the net, encouraging socializing and cooperation



## Hand-over-hand tight rope with vertical rope grips

**Physical:** balance and upper body muscles are trained when walking the tight-rope and travelling the rope handles.  
**Social-Emotional:** turn-taking, when passing each other on the tight-rope.



## Horizontal net

**Physical:** cross coordination when crawling over and sense of space when looking down.  
**Social-Emotional:** socializing when having huge groups in net.

# Yard Net

KPL806



## 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.