
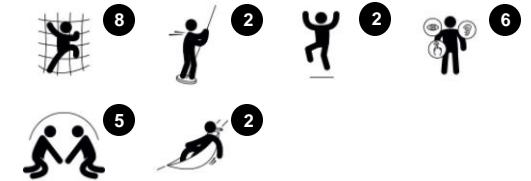


Box Climber

KPL809



Item no. KPL809-0901	
General Product Information	
Dimensions LxWxH	201x197x212 cm
Age group	6+
Play capacity (users)	10
Colour options	

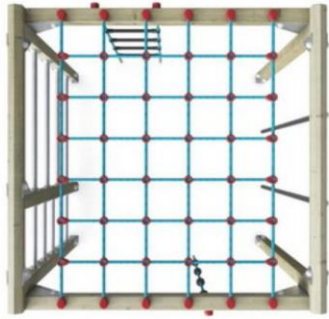


The Box Climber is a playground favorite with all school-age children. They are immediately attracted to the dense, versatile activity hub. Thanks to the varied climbing opportunities with swaying ropes, rope ladders and climbing net in the roof, all children have the chance to do something and get involved. The openness in design also invites conversation and social

interaction across the Box Climber. This supports children's socio-emotional development and invites all in. With its combination of activities, the Box Climber stimulates children's cross-coordination, strength and bone density. All of these abilities are built for life in childhood. So the more they play, the more they gain.

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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.



Posts are made of pine wood post pressure impregnated class AB with Tanalith E3475 according to EN335.



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 stainless-steel activities are made of high-quality stainless steel. The steel is cleaned by a total pickling process after manufacturing to ensure a smooth and clean gliding surfaces.

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Installation Information	
Max. fall height	212 cm
Safety surfacing area	30,7 m ²
Numbers of installers (persons)	2
Total installation time	6.9
Excavation volume	1,02 m ³
Concrete volume	0,32 m ³
Footing depth (standard)	90 cm
Shipment weight	238 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
Galvanised steel	10 years
Ropes & nets	5 years
Post	10 years
Spare parts guaranteed	10 years

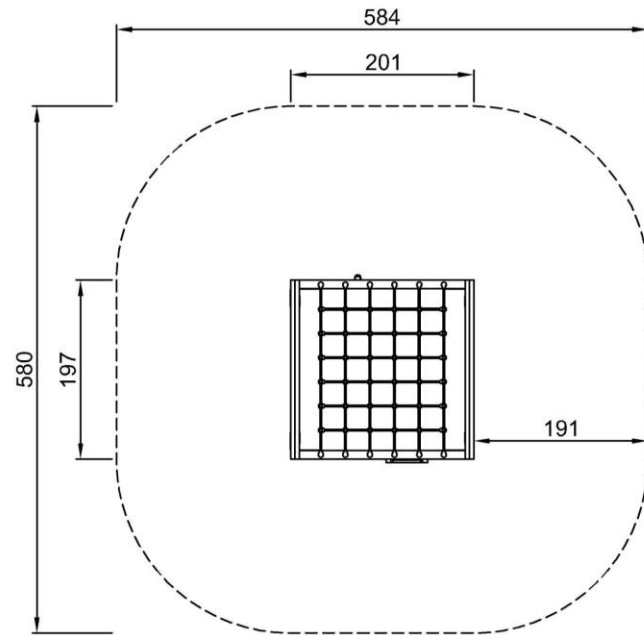


Box Climber

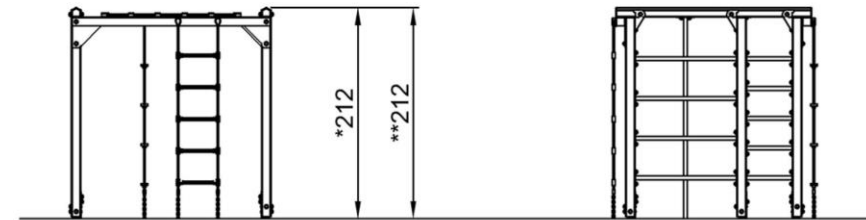
KPL809

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

* Max fall height | ** Total height



KPL809
*212cm
**212cm
***30.7m²



KPL809-xx01
1:100

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

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Horizontal net

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



Climbing rope

Physical: the small knots add support for hands and feet when climbing onto the rope, crawling up or down. Climbing supports spatial awareness, cross coordination and muscle strength.
Social-Emotional: passing others when climbing up or down develops turn-taking skills and consideration.



Fireman's pole

Physical: coordination is supported when going down, as well as arm and core muscles. Landing strengthens bone density, which is built for life in childhood.
Social-Emotional: turn-taking and risk-taking.



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.

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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.