

# Orient Express

M241



Item no. M24170-3218P

### General Product Information

Dimensions LxWxH	122x72x93 cm
Age group	6m+
Play capacity (users)	4
Colour options	



Wow! Children will delight in a ride on the Orient Express. This playful unit supports social-emotional and physical skills in young children. The intentional design encourages children to stay and play, which provides great fun and developmental benefits. In addition to being a place to sit alone or with friends, the Orient Express spurs stories about train rides,

supporting language skills and story-telling. Sitting with friends stimulates social-emotional development, and friendship skills. The small holes invite exploration and provide children with opportunities to play peek-a-boo and other games. Young children will also enjoy moving around the train, and for younger children, pulling themselves up to stand will support

physical development.



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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.

The seating area is made of HPL with a thickness 17,8 mm. KOMPAN HPL has high wearing strength to ensure long lifetime in all climates.

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### Installation Information

Max. fall height	35 cm
Safety surfacing area	13,6 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	3.6
Excavation volume	0,13 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	32 cm
Shipment weight	103 kg
Anchoring options	In-ground ✓ Surface ✓

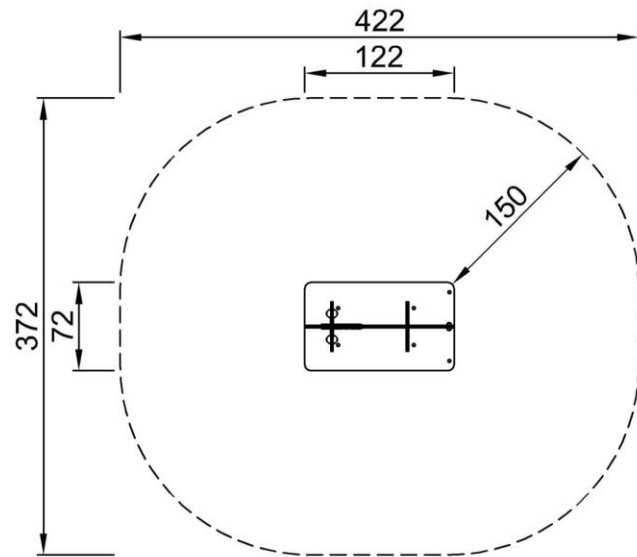
### Warranty Information

EcoCore HDPE	Lifetime
HPL seat	10 years
Spare parts guaranteed	10 years

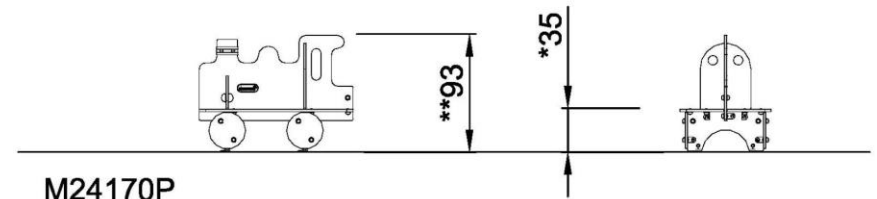


\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



M24170P-xx18  
\*35cm  
\*\*93cm  
\*\*\*13.6m<sup>2</sup>



M24170P  
1:100

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

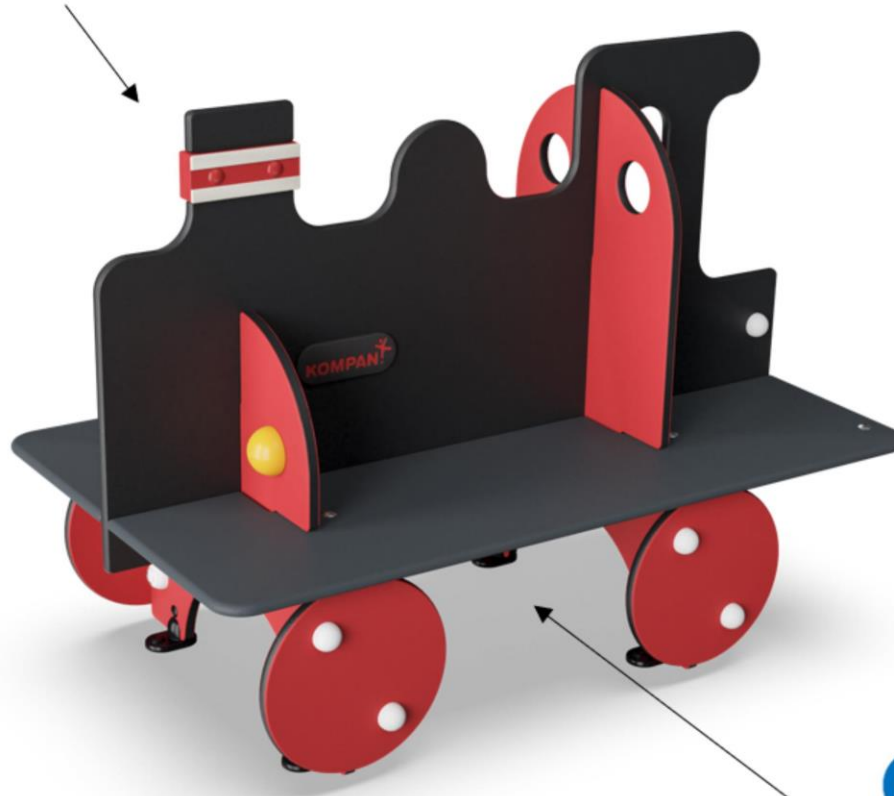
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## Orient express

**Cognitive:** suggests a theme and supports dramatic play, which stimulates languages and communication skills.



## Bench

**Social-Emotional:** gathering, cooperating or taking a break from play - all train social skills.



**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.