

Aladdin's Cave

M326



Aladdin's Cave is a KOMPAN original. With its whimsical, classic KOMPAN shapes and vivid colours, it has attracted and amused children for generations. It is a true playground hit: the ergonomically shaped stair leads securely, with good handgrips, to the wide steel slide. The slide sides offer additional grip support. This is good, as the inclination of the Aladdin's Cave

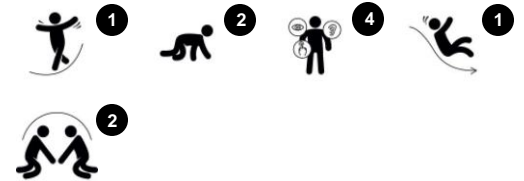
slide is designed for thrilling rides: steep first, so the slide gains speed in the beginning. Shallow and long at the end, so that the ride ends securely and safely. This is the recipe for true success in sliding: fun within a secure framework. Sliding also trains the child's body stability and the senses of balance and space, which are important skills for body mastery and,

for instance, sitting still on a chair. Under the slide a nice room for socializing allows children to make friends for life.

Item no. M32670-3418P

General Product Information

| | |
|-----------------------|---------------|
| Dimensions LxWxH | 60x293x165 cm |
| Age group | 2+ |
| Play capacity (users) | 2 |
| Colour options | |



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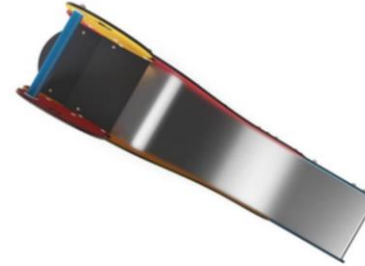
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Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



The steps are made of High Pressure Laminate HPL with a thickness 17,8mm and non skid surface texture according to EN 438-6. KOMPAN HPL has high wearing strength to ensure long lifetime in all climates.



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



Handle is made of polypropylene PP with excellent impact strength and usable within a large temperature span.

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|---------------------------------|--------------------------|
| Installation Information | |
| Max. fall height | 100 cm |
| Safety surfacing area | 15,8 m ² |
| Numbers of installers (persons) | 2 |
| Total installation time | 5.0 |
| Excavation volume | 0,45 m ³ |
| Concrete volume | 0,00 m ³ |
| Footing depth (standard) | 63 cm |
| Shipment weight | 200 kg |
| Anchoring options | In-ground ✓ Surface ✓ |
| Warranty Information | |
| EcoCore HDPE | Lifetime |
| HPL decks | 10 years |
| Stainless steel slide | 10 years |
| Spare parts guaranteed | 10 years |

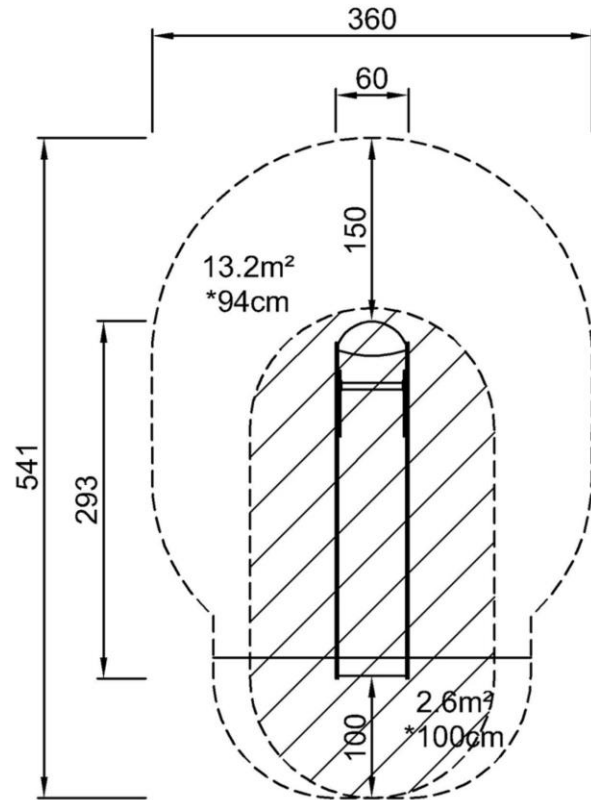


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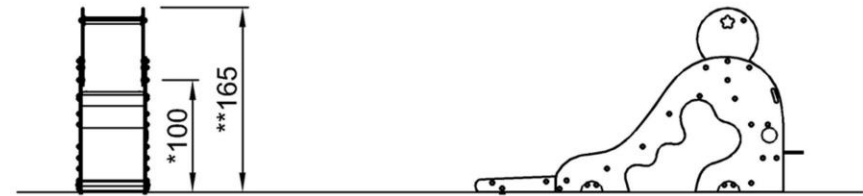
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



M32670P
*100cm
**165cm
***15.8m²



M32670P
1:100

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

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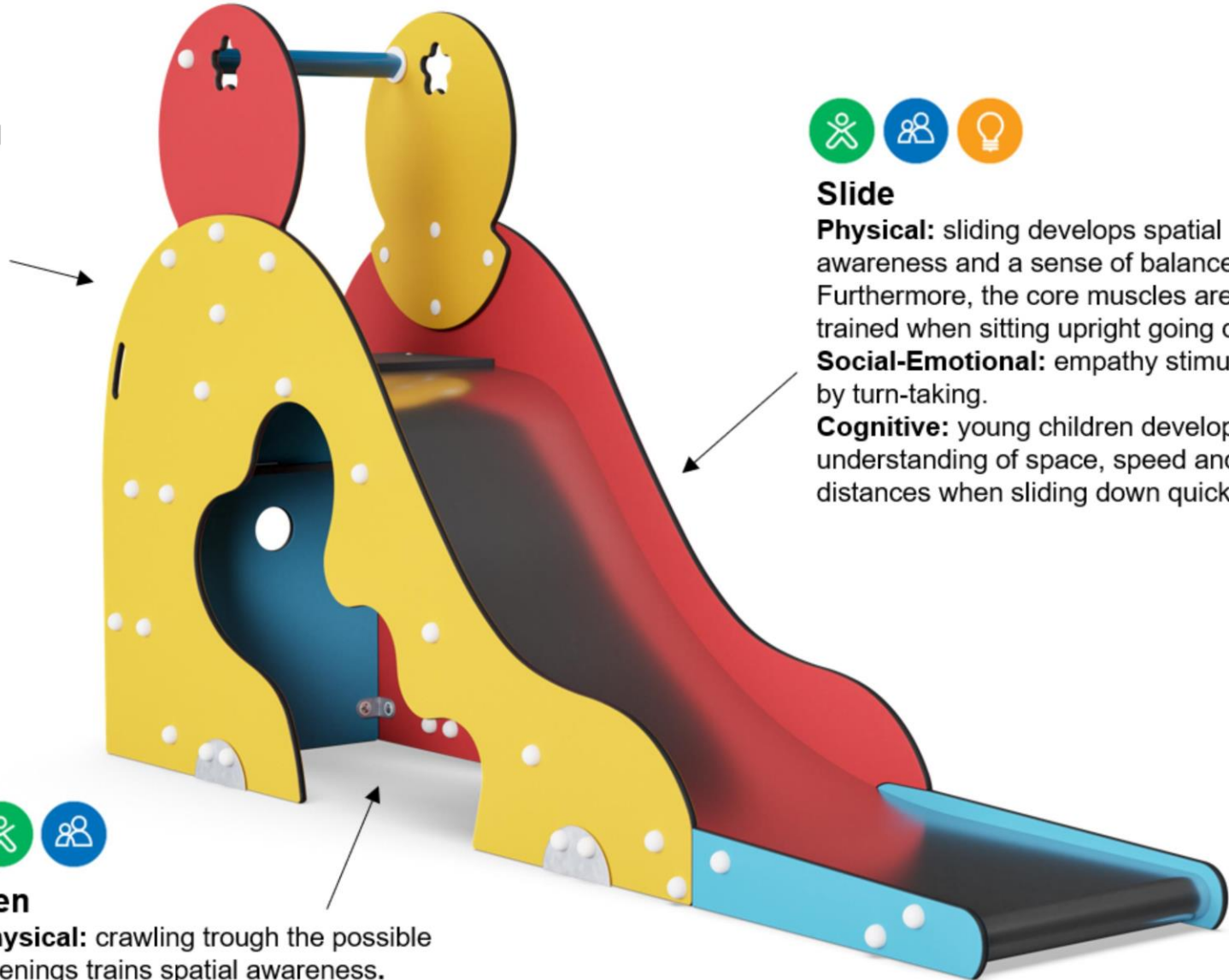
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Stairway

Physical: climbing the stairs is for all and supports cross-coordination as well as arm and leg muscles.

Social-Emotional: room for active breaks and adult helpers.



Slide

Physical: sliding develops spatial awareness and a 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 quickly.



Den

Physical: crawling through the possible openings trains spatial awareness.

Social-Emotional: the enclosed space invites social play for two or three children.

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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.