


Multideck Tower, Banister Bars, ADA

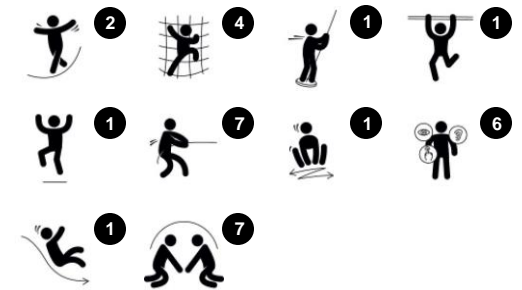
NRO1026



Item no. NRO1026-1021

General Product Information

Dimensions LxWxH	549x577x507 cm
Age group	4+
Play capacity (users)	16
Colour options	



The Multideck Play Tower has a fun selection of scaled play challenges and meeting points stimulate children to play for a long time, again and again. The accessible stairway leads to a lower slide, finishing a practical loop for those with assistive devices or assistants. A play desk adds a ground level destination and a place to socialise. The tower can be climbed in multiple

ways: via the stair, via the vertical climbing wall with window openings to decks, or via the net. Climbing trains major muscle groups and cross-coordination. This again stimulates cross-modal perception which is necessary e.g. in reading. For daredevils, the tall banister bars add plenty of thrill and a fast way back to ground level. This hugely trains spatial awareness, which is

good for managing the world securely.



Data is subject to change without prior notice.

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All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.



The paint used for coloured components is water based environmentally friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.



The product/activities are preassembled from the factory to ensure all safety requirements are considered.



The hardware is made of stainless steel or galvanised steel to ensure durable connections with a high corrosion resistance.



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.



The Robinia products are designed with a KOMPAN colour concept with a number of different standard colours. The wood can also be supplied as untreated or with brown painted with a pigment that maintains the wood colour.

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Installation Information

Max. fall height	300 cm
Safety surfacing area	51,1 m ²
Numbers of installers (persons)	2
Total installation time	44.4
Excavation volume	1,52 m ³
Concrete volume	0,19 m ³
Footing depth (standard)	100 cm
Shipment weight	1.862 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

Robinia wood	15 years
Stainless steel components	10 years
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Ropes & nets	5 years
Spare parts guaranteed	10 years

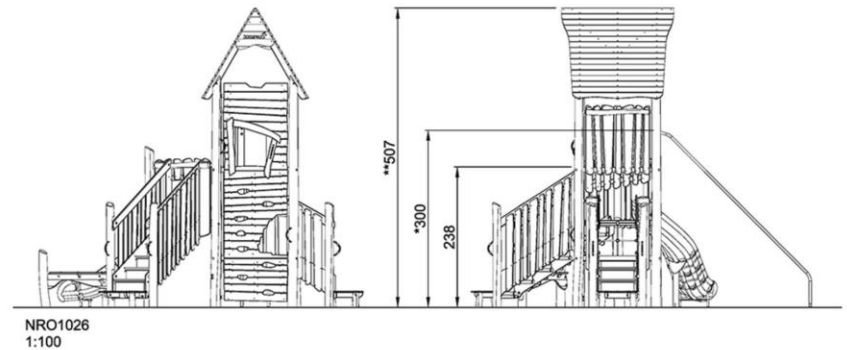
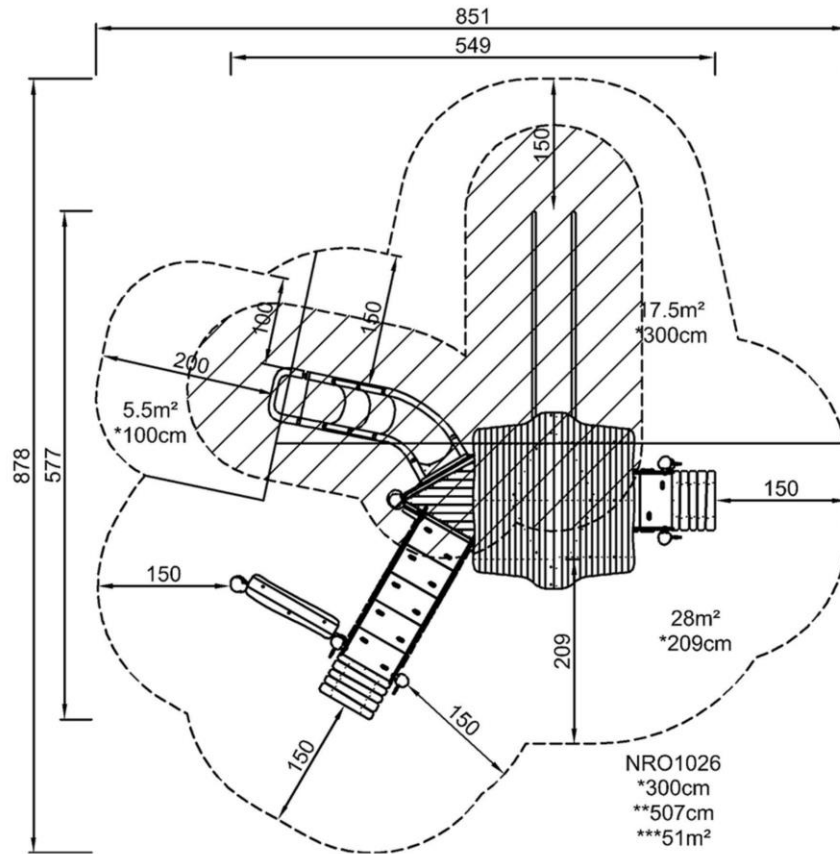


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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Stairway

Physical: easier entrance for all ages and abilities. supports coordination and the leg and arm muscles.

Social-Emotional: the stairway has nice platforms and space for sitting and meeting.



Outside climbing wall

Physical: cross-coordination, gross and fine motor strength from climbing. Climbing through the holes demands good spatial awareness and involves risk taking.

Social-Emotional: children develop courage when climbing up high. This positively affects self-esteem.



Counter

Physical: invites climbing over and across, developing cross-coordination. This supports cross-modal perception, which is necessary for other skills such as being able to read.

Social-Emotional: sharing and cooperation from both sides create a social scenario that supports communication and cooperation.

Cognitive: the counter invites dramatic play scenarios such as playing shop. This stimulates language and communication.



Banister bars

Physical: balance, spatial awareness and coordination are developed when going down, as well as arm, leg and core muscles when holding tight. Jumping off strengthens bone density, which is built for life in early childhood.

Social-Emotional: turn-taking and risk-taking.



Slide

Physical: sliding develops spatial awareness and 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 fast.



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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.