



Water Channel with Splash Table

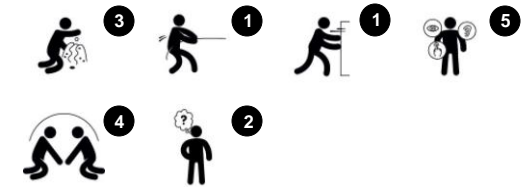
NRO508



Item no. NRO508-0601

General Product Information

Dimensions LxWxH	137x317x107 cm
Age group	2+
Play capacity (users)	13
Colour options	 



The Water Channel with Splash table is a fantastic attraction in the playground, keeping children absorbed in explorative play for hours. The combination of the splash table and water channel accommodates a lot of children in play at the same time. The open design allows for eye contact, cooperation and negotiation across the play piece, stimulating social-

emotional skills as well as communication and cognitive skills. The splash table can hold materials, and the angled water migrant can transport them to the table. This explorative play holds a multitude of opportunities for creativity and logical thinking, all stimulating children's cognitive-creative development. Take the water tap: when pushed, water streams,

when you let go it stops. This is fundamental for understanding e.g. object permanence.



Data is subject to change without prior notice.

Water Channel with Splash Table

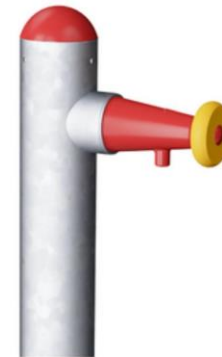
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All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.

The 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.

Play activities like the Megaphone are made of injection moulded high quality nylon (PA6). PA6 has good wearing and impact strength and is UV stabilised.



The Robinia wood can be supplied as untreated raw wood or painted with a brown coloured transparent pigment that maintains the golden wood colour of the wood.

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Installation Information	
Max. fall height	0 cm
Safety surfacing area	22,9 m ²
Numbers of installers (persons)	2
Total installation time	5.5
Excavation volume	0,57 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	64 cm
Shipment weight	287 kg
Anchoring options	In-ground ✓
Warranty Information	
Robinia wood	15 years
Stainless steel components	10 years
Galvanised steel	10 years
Spare parts guaranteed	10 years

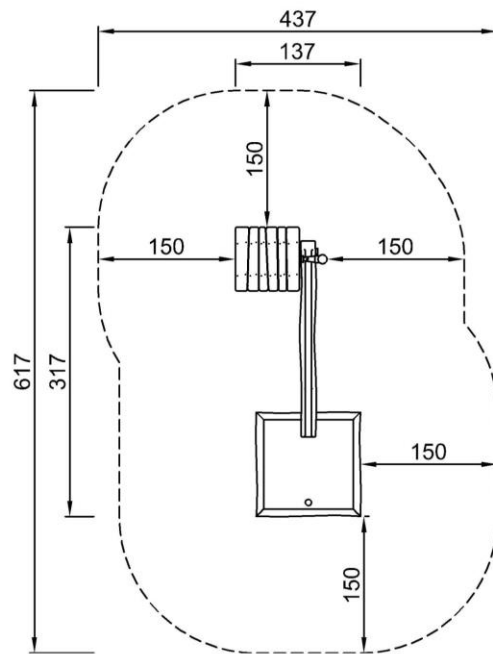


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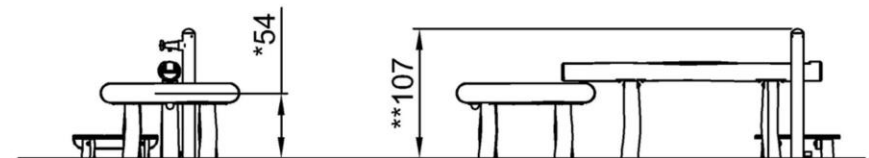
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



NRO508-xx01
*0cm
**107cm
***22.9m²



NRO508
1:100

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

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

Water Channel with Splash Table

NRO508



Water tap

Social-Emotional: develops turn-taking and cooperation when helping get water.

Cognitive: supports cause and effect understanding and logical thinking when figuring out how to push for water and let go for stopping the water stream.

Creative: changing the amounts and sequences of the water flow.

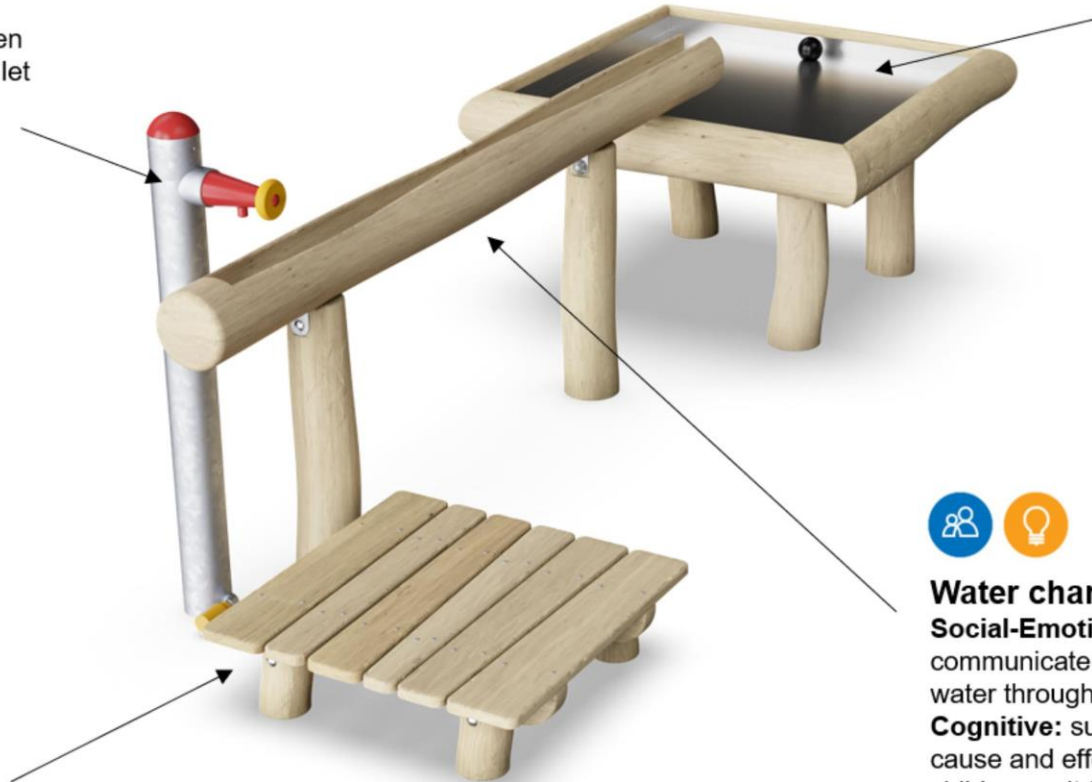


Splash table with plug

Social-Emotional: meeting point for cooperation and sharing. Develops turn-taking and cooperation.

Cognitive: logical thinking and understanding of cause and effect are trained when children stop or let go of water from the basin.

Creative: the water plug makes changing water levels possible, which adds to logical thinking skills.



Lower platform

Physical: climbing up, jumping down develops muscle and motor skills such as coordination, which are important in navigating your body securely through the world.

Social-Emotional: children can sit and talk together.



Water channel

Social-Emotional: children cooperate and communicate from both ends when running water through the channel.

Cognitive: supports logical thinking and cause and effect understanding when children wait for the water to run through.

Water Channel with Splash Table

NRO508



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.