


Climbing Net

NRO813



Item no. NRO813-1001

General Product Information

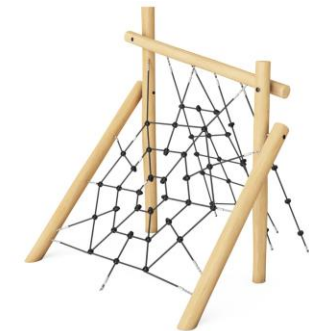
Dimensions LxWxH	249x268x260 cm
Age group	6+
Play capacity (users)	7
Colour options	



The Climbing Net is a versatile climber that children will want to try again and again. The inclined spider net and ropes with climbing cleats offer fun and challenging ways to climb upwards and down again. The Spider Net has partly inclined horizontal rungs, which create an extra challenge when climbing. This trains proprioception, spatial awareness and cross-

coordination. All of these motor skills are fundamental for judging distances, managing the surroundings confidently to avoid accidents. The Climbing Ropes offer a different kind of climbing, clinging on to ropes while going upwards. The varied climbing trains the arm, leg and core muscles intensely. The spacious Climbing Net can hold many, climbing together

or taking a break, using important social-emotional skills.



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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.



Nets and ropes are made of UV-stabilised PA with inner steel cable reinforcement. The rope is induction treated in order to create a strong connection between steel and rope which leads to good wear resistance.



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	234 cm
Safety surfacing area	29,4 m ²
Numbers of installers (persons)	2
Total installation time	6.4
Excavation volume	2,59 m ³
Concrete volume	0,24 m ³
Footing depth (standard)	100 cm
Shipment weight	319 kg
Anchoring options	In-ground ✓
Warranty Information	
Robinia wood	15 years
Stainless steel components	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

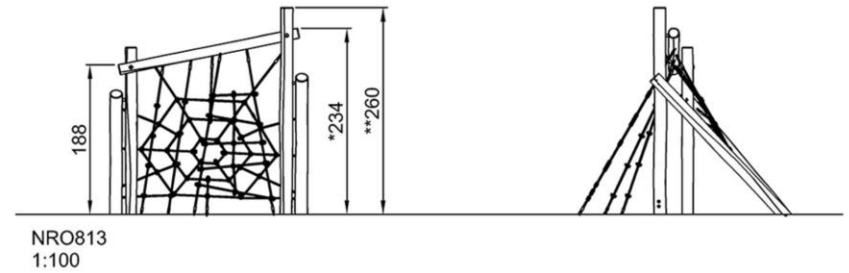
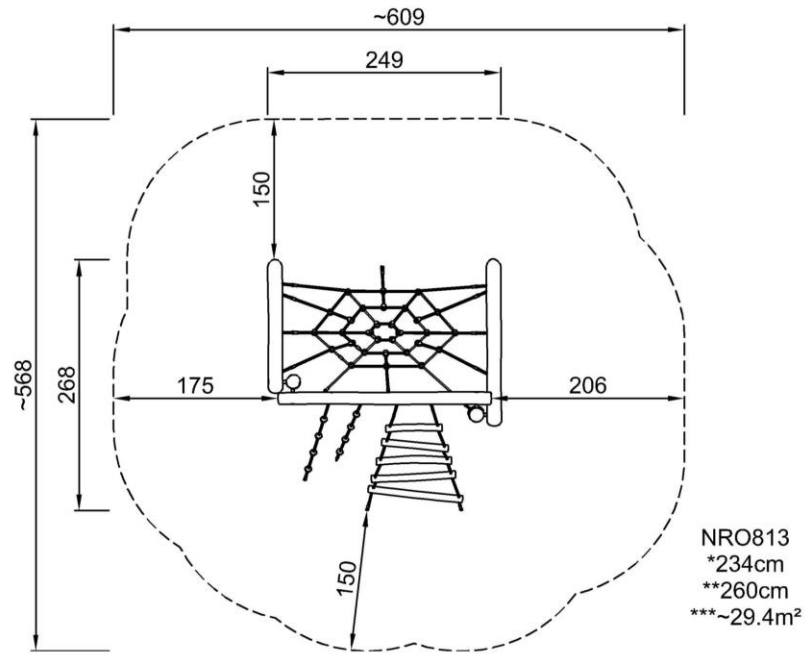


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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Top beam

Physical: climbing over the top beam demands good spatial awareness and involves risk taking.
Social-Emotional: fine destination for a break with friends.



Climbing net

Physical: children develop cross-body coordination and muscle strength. The big meshes allow for climbing and crawling through, supporting proprioception and spatial awareness.
Social-Emotional: the big meshes allow for more children to sit together and talk.



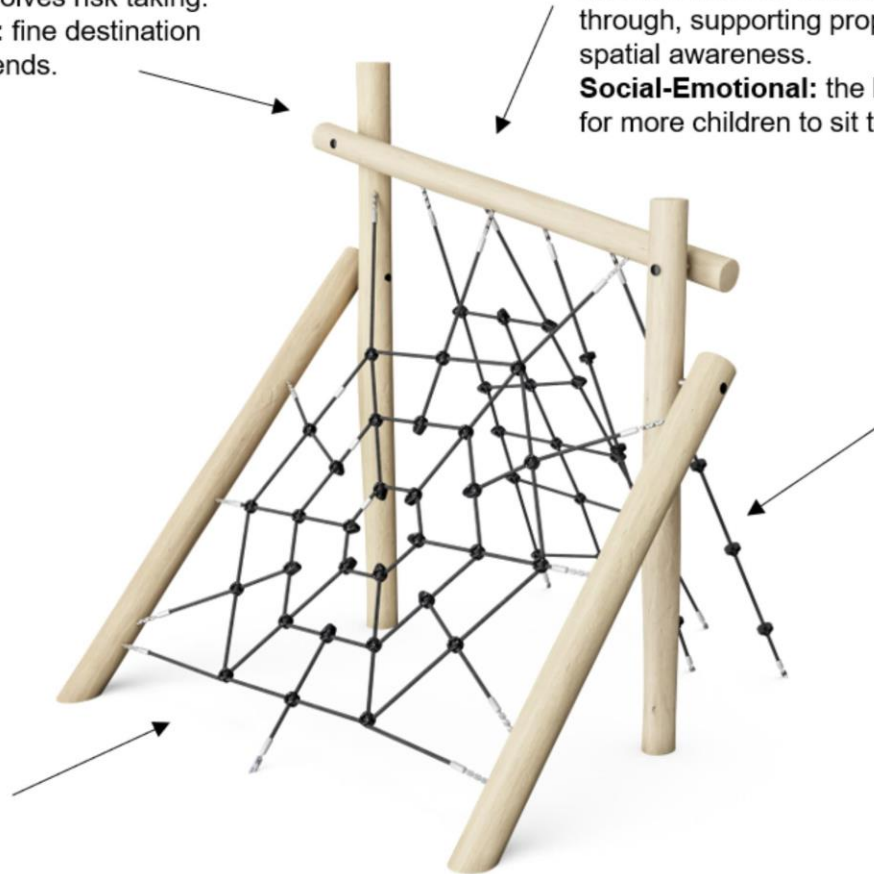
Climbing rope

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



Spider net

Physical: cross-coordination is supported when creeping and crawling through, over and across the net's inclined rungs. This also supports the cooperation of left and right brain half, important for other skills such as reading. The core, arm and leg muscles are strengthened.
Social-Emotional: taking a break together in the net and waiting for others to cross supports social abilities such as cooperation and communication.



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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.