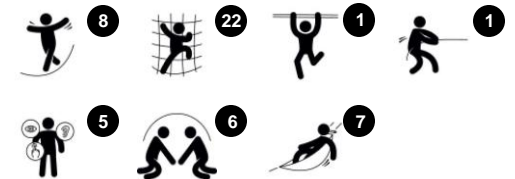


Parkour 2

NRO852



Item no. NRO852-1001	
General Product Information	
Dimensions LxWxH	321x317x277 cm
Age group	6+
Play capacity (users)	14
Colour options	



The Parkour 2 is a challenge that school age children can't pass without trying. The varied, responsive climbing ropes and nets are too much of a temptation. The Parkour 2 stimulates basic motor skills. Children use their cross-coordination, their proprioception and their muscles when they climb horizontally and vertically across the ropes and nets. The

balancing across the top beam with support rope adds to the thrill. The variation allows for different climbing styles and more children climbing together. This takes cooperation and communication so children use and expand social-emotional skills such as turn-taking and negotiation. The Parkour 2 allows ample space for meeting, too. The higher destinations are

good for the sense of space. This helps children judge distances, e.g. in street traffic.



Parkour 2

NRO852



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.



Full coloured EPDM rubber seats with smooth surface. The seats are moulded on a hot dip galvanised steel inlay that ensures durable fixation to the rope.



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.

Item no. NRO852-1001	
Installation Information	
Max. fall height	266 cm
Safety surfacing area	35,8 m ²
Numbers of installers (persons)	2
Total installation time	8.4
Excavation volume	2,35 m ³
Concrete volume	0,23 m ³
Footing depth (standard)	102 cm
Shipment weight	380 kg
Anchoring options	In-ground ✓
Warranty Information	
Robinia wood	15 years
Stainless steel components	10 years
EPDM components	2 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

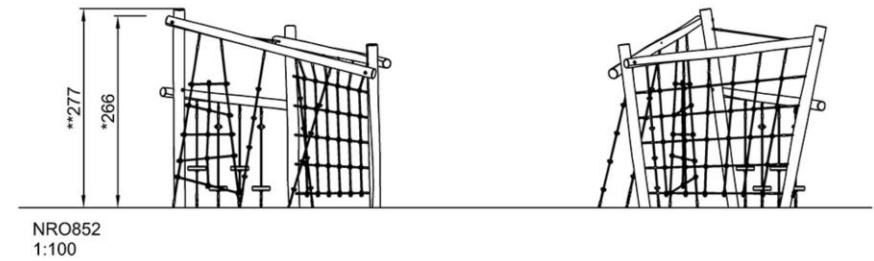
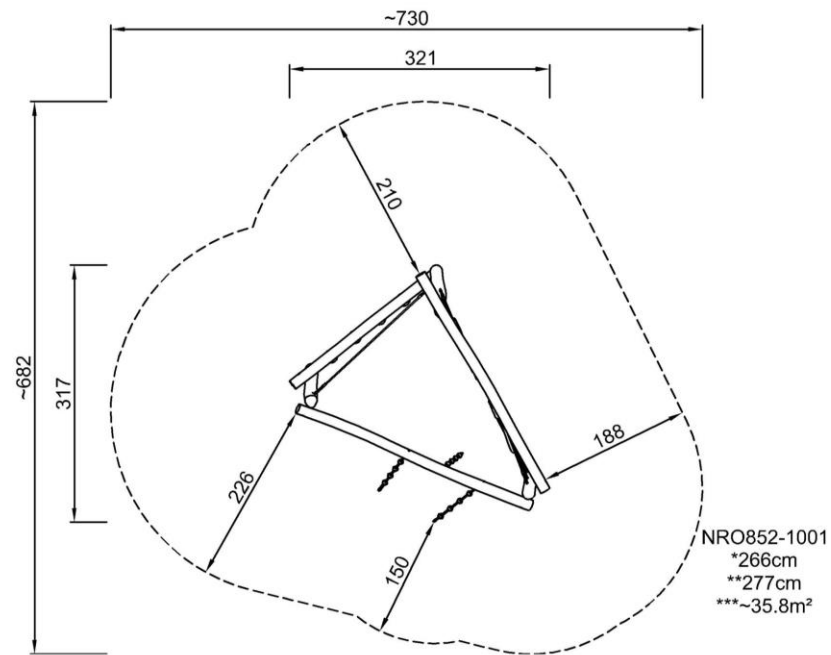


Parkour 2

NRO852

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

* Max fall height | ** Total height



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

Parkour 2

NRO852



Parkour ropes

Physical: the big rubbery discs are great supports for the feet when climbing or crossing the module. This supports cross-coordination, sense of balance and arm and leg muscles. This combination adds to the child's general body adeptness and awareness, adding security to its movements.

Social-Emotional: the seats make a nice destination and meeting point and take cooperation when crossing by others on the way through the module.



Rope handholds

Physical: provide stability in balancing. Makes possible hanging in arms, training upper body muscles.

Social-Emotional: adds a feeling of security.



Balance beam

Physical: trains the sense of balance, fundamental for all other motor skills that makes it possible to navigate the world confidently and securely.

Social-Emotional: turn-taking skills and negotiation when crossing each other on the beam.



Climbing net

Physical: climbing on this net supports cross-coordination. Due to the inclined rungs, balance and proprioception are developed, too. These physical skills add to self awareness and helps when judging your body in time and space, a crucial skill.



Climbing ropes

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.

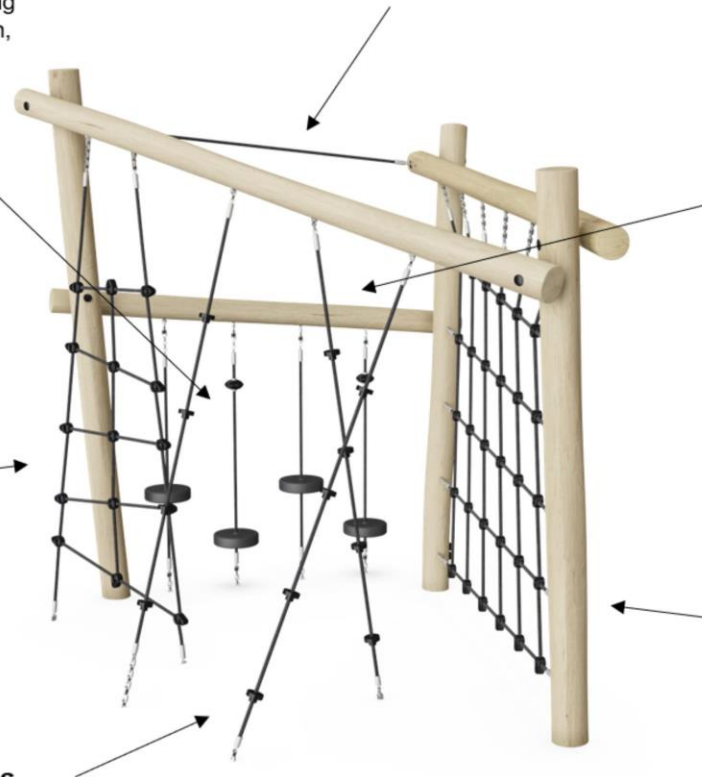
Social-Emotional: passing others when climbing up or down develops turn-taking skills and consideration.



Vertical 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.



Parkour 2

NRO852



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.