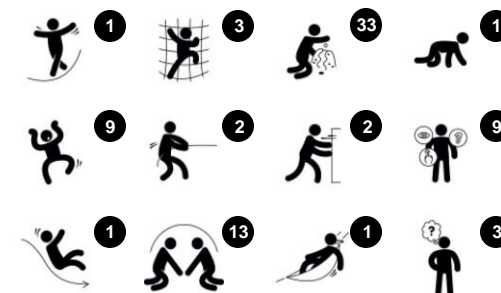


# Frigate

PCM1027



Item no. PCM102700-0902	
General Product Information	
Dimensions LxWxH	790x616x562 cm
Age group	2+
Play capacity (users)	35
Colour options	



Ship-ohoy! This fantastic play vessel is thrilling and full of varied play activities encouraging children to play for a long time. It spurs active outdoor play and stimulates dramatic as well as explorative play. The rich opportunities for climbing train cross-coordination, improving cross-modal perception, fundamental for improving reading skills. The ship theme

encourages dramatic play, which is well know to stimulate language development and cooperative play. The varied ground level and elevated level manipulative elements and play panels support dramatic play, too, and stimulate thinking skills and turn-taking. Under deck, a great space features the funnel and numbers panel, great for the understanding of

object permanence and e.g. numeracy. Sliding to the ground is great fun, but also supports balance and posture.



# Frigate

PCM1027



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.



Main posts with hot dip galvanised steel footing are available in different materials: Pressure impregnated pine wood posts. Pre-galvanised inside and outside with powder coated top finish steel posts. Lead free aluminium with colour anodised top finish.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure moulded aluminium connectors. The HPL decks with a thickness of 17.8 mm with a very high wearing strength and a unique KOMPAN non skid surface texture.



The slides can be chosen in different materials and colours: Straight or curved moulded PE slides in yellow or grey colour. Full stainless steel in on-piece design for more vandalism proof solutions.



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.



KOMPAN Play Systems can be customised to match individual demands. Visit the products [www.KOMPAN.com](http://www.KOMPAN.com) to see options with the digital KOMPAN Solution Planner. Multiple options for panels, decks, post, slides and other play activities ensures durable solutions in any outdoor environment.

Item no. PCM102700-0902

### Installation Information

Max. fall height	148 cm
Safety surfacing area	61,5 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	43.1
Excavation volume	1,41 m <sup>3</sup>
Concrete volume	0,38 m <sup>3</sup>
Footing depth (standard)	85 cm
Shipment weight	1.423 kg
Anchoring options	In-ground <input checked="" type="checkbox"/>

### Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
HPL decks	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

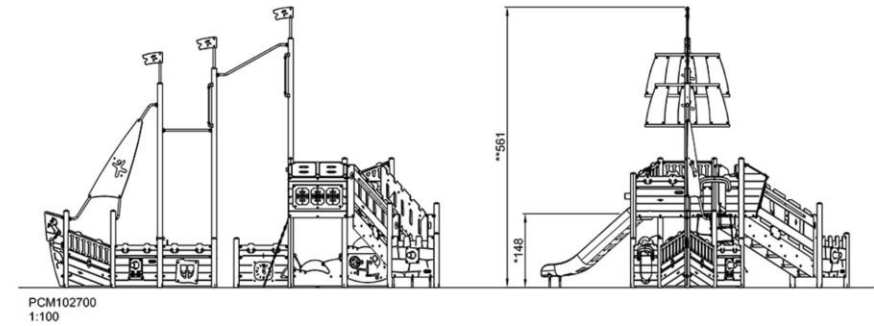
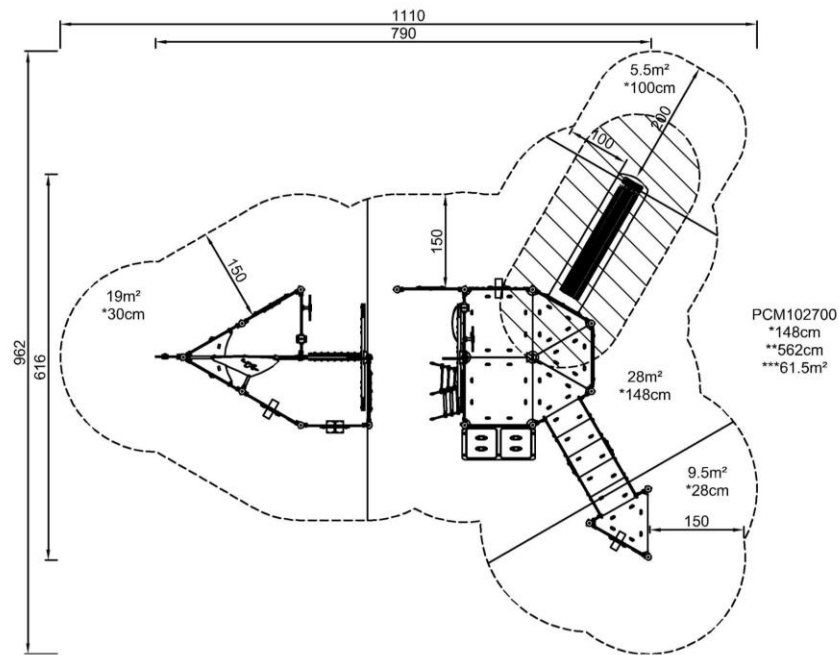


# Frigate

PCM1027

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

\* Max fall height | \*\* Total height



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



## Slide

**Physical:** sliding trains the spatial awareness and sense of balance. Furthermore, the core muscles are trained when sitting upright going down.

**Social-Emotional:** turn-taking

**Cognitive:** young children train their understanding of space, speed and distances when sliding down fast.



## Megaphone

**Social-Emotional:** can be played from both sides, encouraging cooperation.

**Cognitive:** distortion of sound evokes curiosity and stimulates an understanding of cause and effect.



## Climbing net

**Physical:** the inclined net supports the upward climbing movement of the body. Cross-coordination, spatial awareness and physical strength are trained, due to big steps when wanting to climb up fast.



## Ship

**Cognitive:** suggests a theme and supports dramatic play, which stimulates languages and communication skills.



## Binoculars

**Cognitive:** the binoculars set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language skills.



## Bubble window

**Social-Emotional:** invites interaction between outside and inside.

**Cognitive:** distorts the sound of the voice, developing logical thinking.



## Faces panel

**Social-Emotional:** spurs group play and conversation.

**Cognitive:** stimulates theory of mind: that others may have different feelings. Stimulates the understanding of symbols and facial expressions as symbols for emotions.



## Music panel

**Physical:** fine motor skills and hand-eye coordination.

**Social-Emotional:** invites social interaction and co-creation for more children, on both sides.

**Cognitive:** understanding of cause and effect when striking tubes and creating sound.

**Creative:** leaving a sound and tonality mark, creating tunes.



## Climb-through hole

**Physical:** cross-coordination is supported when crawling through the hole, as well as spatial awareness.

**Social-Emotional:** turn-taking and cooperation is used.

**Cognitive:** object permanence understanding when playing e.g. peek-a-boo.





# Frigate

PCM1027



**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.