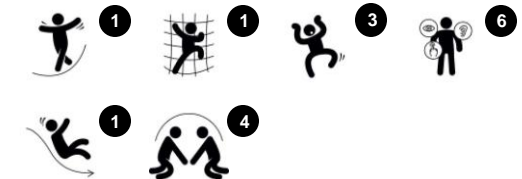


Castle Spire Tower

PCM1028



Item no. PCM102800-0902	
General Product Information	
Dimensions LxWxH	166x304x410 cm
Age group	2+
Play capacity (users)	11
Colour options	



A lot of play in little space: The Castle Spire Tower will inspire young children to play actively and imaginatively, using their muscles to climb to the top and slide to the ground. The climber access provides an age-appropriate challenge to strengthen muscles and help develop cross-coordination skills. This enhances children's abilities to use both sides

of their brain and supports the internal structures that enable reading and thinking. On the platform, a balcony invites for a view of the playground, adding a feeling of thrilling height. Sliding is immensely thrilling, it also supports posture and balance, important skills for young children as they grow. They are fundamental for all other physical skills and builds up

confidence to navigate the world securely. The play inspires dramatic play with castle and treasure themes. The treasure box under deck is a popular place to store things. In young children this stimulates the understanding of object permanence: that things can exist even if they are out of sight.



Castle Spire Tower

PCM1028



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.



KOMPAN Play Systems can be customised to match individual demands. Visit the products 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. PCM102800-0902	
Installation Information	
Max. fall height	118 cm
Safety surfacing area	20,6 m ²
Numbers of installers (persons)	2
Total installation time	11.7
Excavation volume	0,89 m ³
Concrete volume	0,38 m ³
Footing depth (standard)	85 cm
Shipment weight	298 kg
Anchoring options	In-ground ✓
Warranty Information	
EcoCore HDPE	Lifetime
Post	10 years
HPL decks	10 years
Spare parts guaranteed	10 years

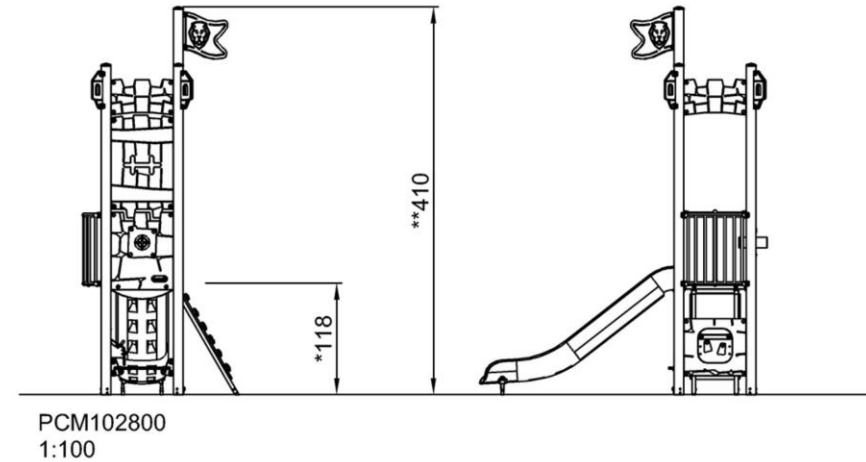
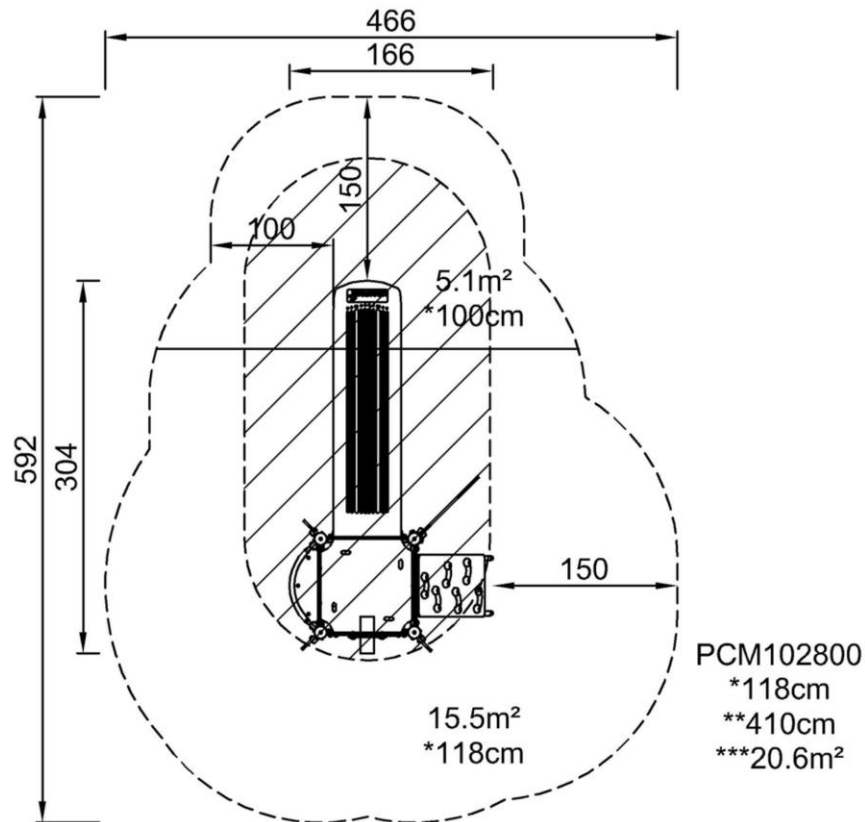


Castle Spire Tower

PCM1028

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

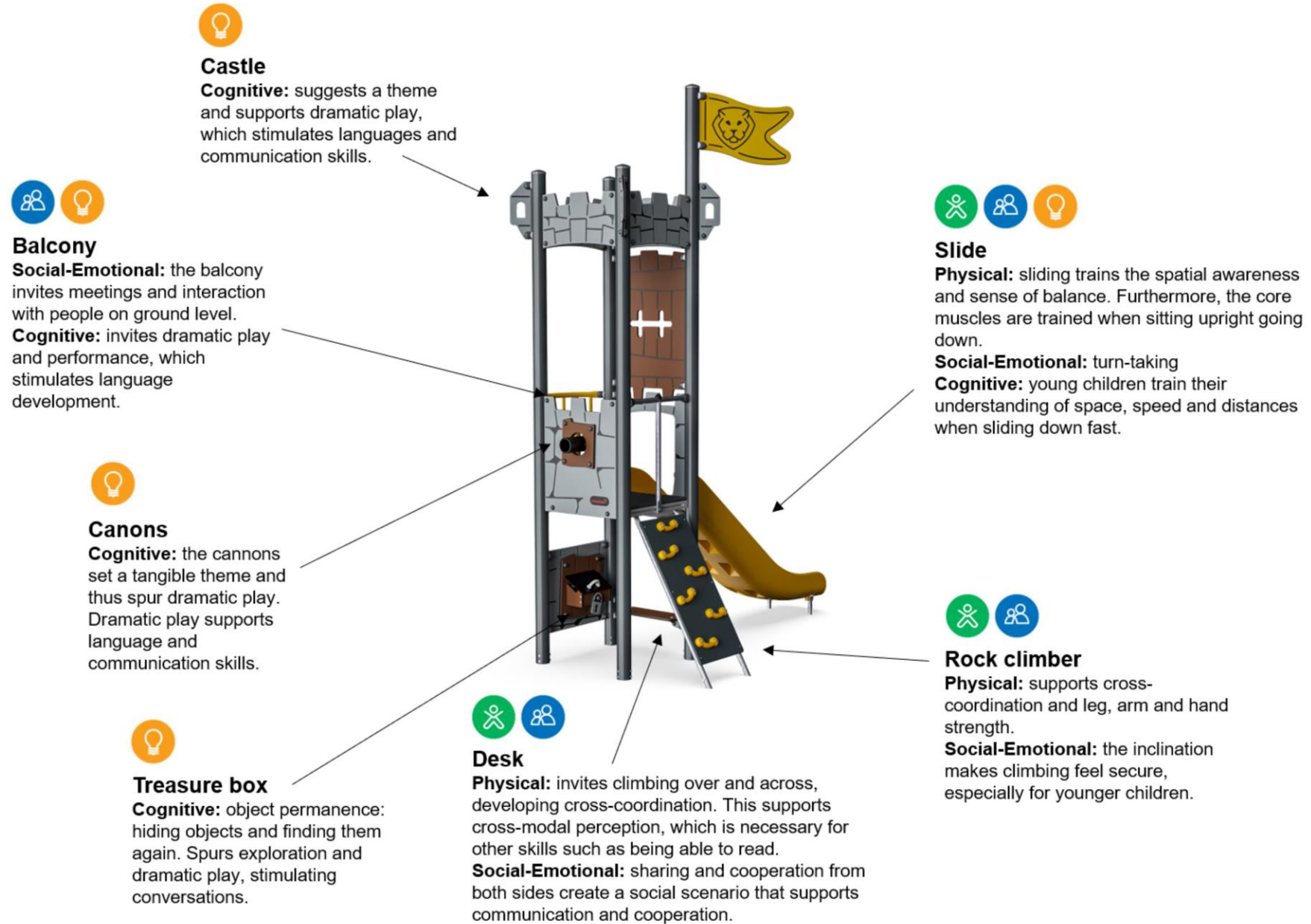
* Max fall height | ** Total height



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

Castle Spire Tower

PCM1028



Castle Spire Tower

PCM1028



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.