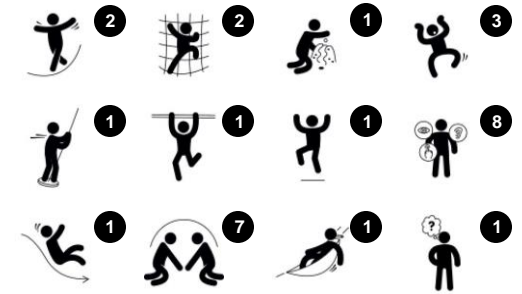


Castle Gatehouse

PCM2017



Item no. PCM201700-0902	
General Product Information	
Dimensions LxWxH	328x350x410 cm
Age group	2+
Play capacity (users)	16
Colour options	



The Castle Gatehouse will attract young children to play actively, using their motor skills to climb to the top, navigate the nets, and slide or glide to the ground. The two access points vary in difficulty: the stairs provides an age-appropriate access to the tower and helps to develop skills at climbing stairs, an important everyday task. The inclined net climb is higher

and takes more concentration, stimulating proprioception and cross-coordination. These are fundamental for navigating the world securely. The open, inclined bridge is a true challenge, training balance skills and the sense of space. A slide or fireman's pole lead back to ground level. Sliding trains the sense of balance and the posture, both great for body

confidence. The fine dramatic play area with treasure chest and bench under the tower invites social interaction and stimulates language development.

Castle Gatehouse

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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.



The stainless-steel activities are made of high-quality stainless steel. The steel is cleaned by a total pickling process after manufacturing to ensure a smooth and clean gliding surfaces.



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.

Item no. PCM201700-0902

Installation Information

Max. fall height	118 cm
Safety surfacing area	30,9 m ²
Numbers of installers (persons)	2
Total installation time	17.9
Excavation volume	1,12 m ³
Concrete volume	0,38 m ³
Footing depth (standard)	85 cm
Shipment weight	464 kg
Anchoring options	In-ground ✓

Warranty Information

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

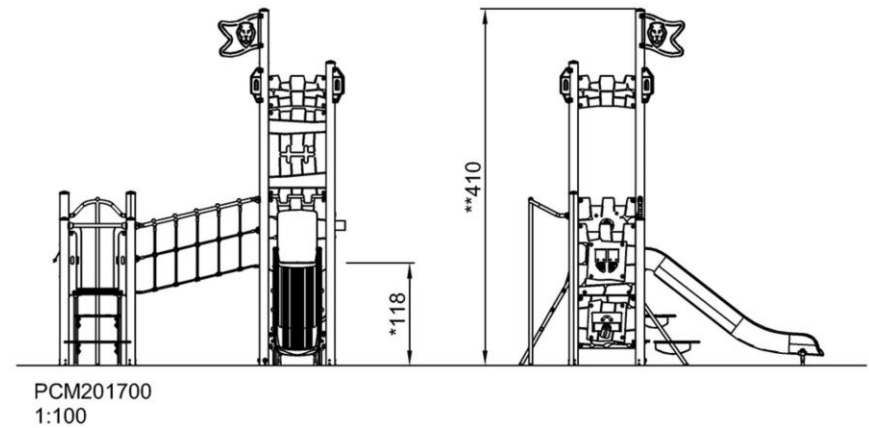
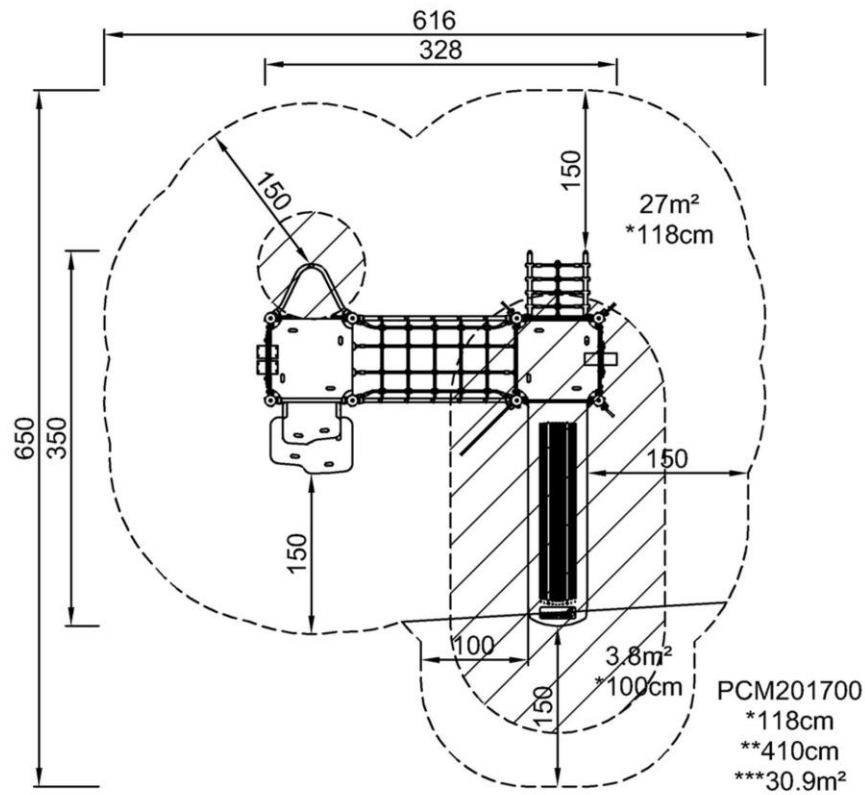


Castle Gatehouse

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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](#)

Castle Gatehouse

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Fireman's pole

Physical: balance and coordination are supported when going down, as well as arm and core muscles. Jumping off strengthens bone density, which is built for life in early childhood.
Social-Emotional: turn-taking and risk-taking.
Cognitive: young children develop their understanding of space, speed and distances when sliding down fast.



Plank bridge

Physical: develop children's agility, balance and coordination, the ABCs of motor skills for 5-12 year olds.
Social-Emotional: cooperation and games in pairs or groups.



Canons

Cognitive: the canons set a tangible theme and thus spur dramatic play. Dramatic play supports language and communication skills.



Climbing net

Physical: climbing on this net supports cross-coordination. Due to the inclined horizontal 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.



Window with curtains

Physical: tactile stimulation supports sensory skills, when children explore the characteristics (e.g. hardness, weight) of the materials.
Social-Emotional: social interaction between inside and outside, supporting turn-taking and cooperation skills.
Cognitive: understanding of object permanence when playing games such as peek-a-boo. Dramatic play support, encouraging language skills.
Creative: leaving a mark, deciding how to place curtains.



Treasure box

Cognitive: object permanence: hiding objects and finding them again. Spurs exploration and dramatic play, stimulating conversations.



Desk

Physical: invites climbing over and across, developing cross-coordination. This supports cross-modal perception, which is necessary for other skills such as being able to read.
Social-Emotional: sharing and cooperation from both sides create a social scenario that supports communication and cooperation.



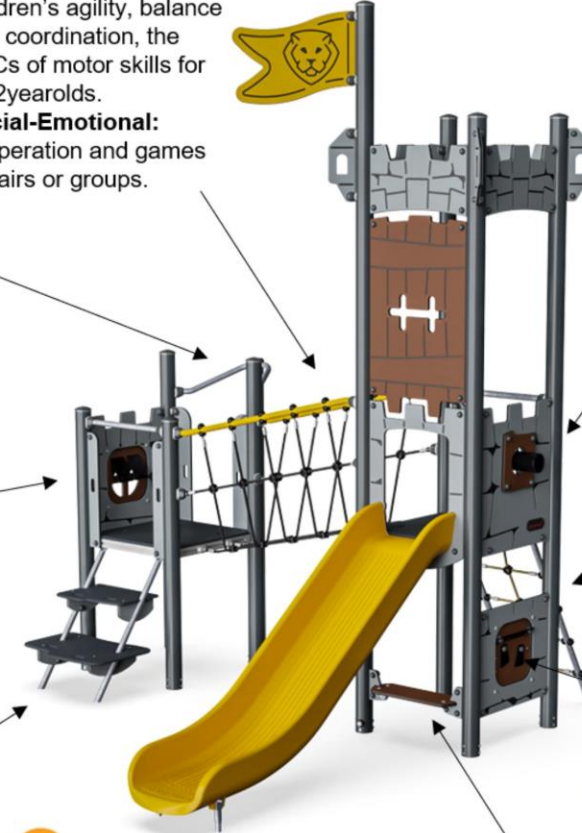
Slide

Physical: sliding develops spatial awareness and sense of balance. Furthermore, the core muscles are trained when sitting upright going down.
Social-Emotional: empathy stimulated by turn-taking.
Cognitive: young children develop their understanding of space, speed and distances when sliding down fast.



Stair ladder

Physical: cross-coordination and hand-eye coordination are developed when children climb the ladder. The climbing also trains leg and arm muscles.



Castle Gatehouse

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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.