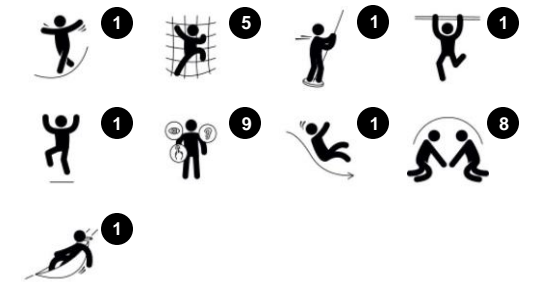


# Double Tower & Climbing Net, Physical

PCM210203



Item no. PCM210203-0902	
General Product Information	
Dimensions LxWxH	498x370x412 cm
Age group	4+
Play capacity (users)	19
Colour options	



The rich variation of play in the Double Tower & Climbing Net will attract children to play again and again. The intense, graded play variation offers both physical and social playthrills. The varied climbing nets and ladders offer both easier and harder climbs, and the big net has seats for a break. This combination not only trains the child's cross-coordination, but also

invites socialising. From the towers, a slide or a fireman's pole take children back to the ground, full speed. The thrill of whizzing through the air when sliding or gliding additionally trains the child's senses of balance and space. These are fundamental in navigating the body confidently through the world. Under the platforms, a bench or a swaying hammock offer a break for further

socialising.

# Double Tower & Climbing Net, Physical

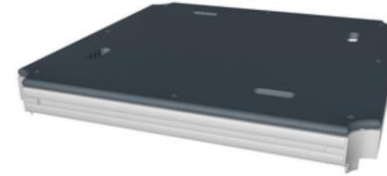
PCM210203



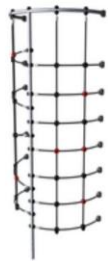
Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



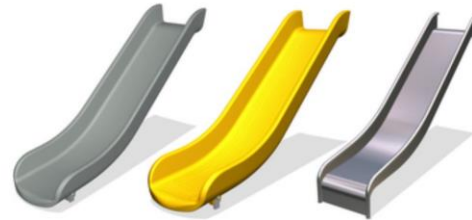
Main posts with hot dip galvanised steel footing are available in different materials: Pressure impregnated pine wood posts. Pre-galvanised inside and outside with powder coated top finish steel posts. Lead free aluminium with colour anodised top finish.



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.



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 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.

Item no. PCM210203-0902

## Installation Information

Max. fall height	283 cm
Safety surfacing area	46,5 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	21.6
Excavation volume	0,48 m <sup>3</sup>
Concrete volume	0,09 m <sup>3</sup>
Footing depth (standard)	85 cm
Shipment weight	598 kg
Anchoring options	In-ground ✓ Surface ✓

## Warranty Information

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

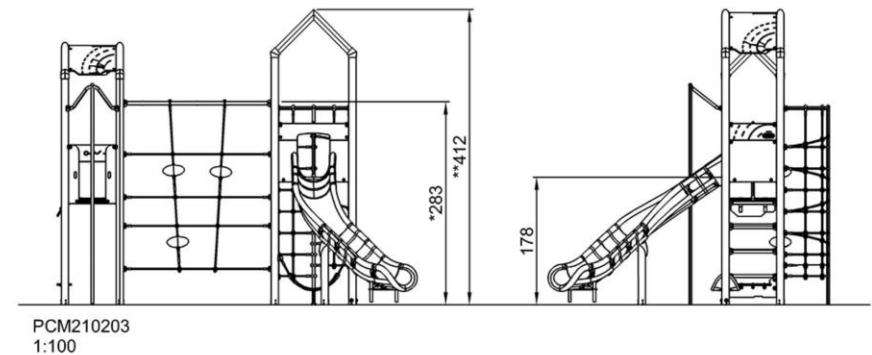
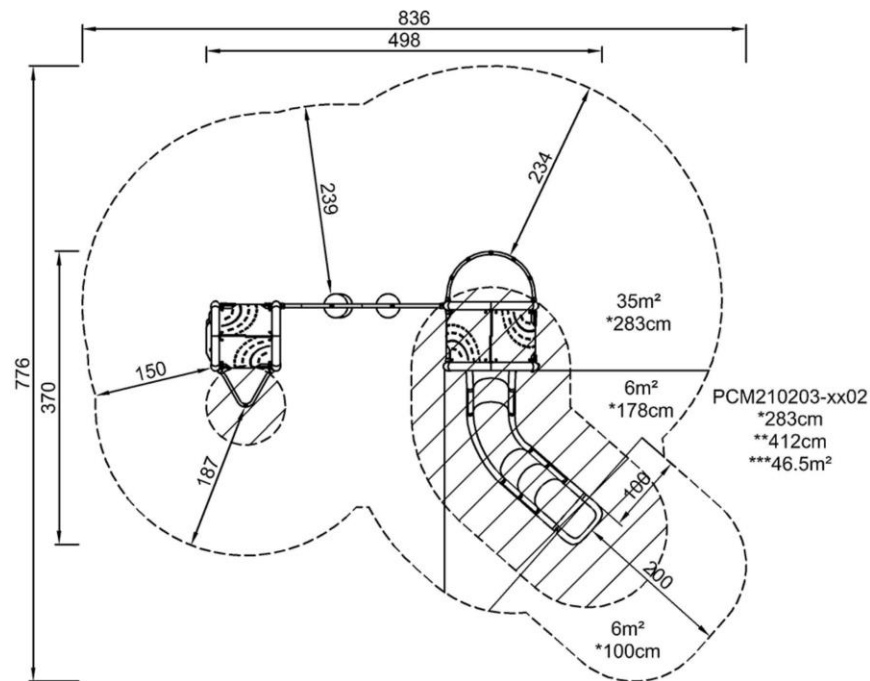


# Double Tower & Climbing Net, Physical

PCM210203

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

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



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

# Double Tower & Climbing Net, Physical

PCM210203



## 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.



## Bench

**Social-Emotional:** gathering, cooperating or taking a break from play - all train social skills.



## Climbing net with 3 UFOs

**Physical:** cross-coordination, spatial awareness and muscle strength are trained when climbing up and through the net.

**Social-Emotional:** the UFOs and the big net meshes add meeting points for socializing.



## Tower net

**Physical:** the children have a fast, efficient access up the horizontal rungs of the net on one side, and a slow climb up the inclined rung side. The net can be climbed from both sides, levelling the challenge of accessing the platform. Cross-coordination and sense of space is supported, as well as arm and leg muscles.

**Social-Emotional:** the two-sided net allows for social interaction. The spaciousness invites socializing.

**Cognitive:** logical thinking and planning are necessary when planning how best to enter the platform from the net.



## Curved slide

**Physical:** sliding on high slides tickles the stomach and develops spatial awareness and a sense of balance.

Furthermore, the core muscles are trained when sitting upright going down.

**Social-Emotional:** empathy stimulated by turn-taking.

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



## Pipe ladder

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

**Social-Emotional:** social interaction when hanging out together, learning about turn taking and cooperation.



## Hammock

**Physical:** coordination and sense of balance when swaying.

**Social-Emotional:** pushing friends gently back and forth, turn-taking.

**Cognitive:** for toddlers cause and effect understanding.



# Double Tower & Climbing Net, Physical

PCM210203



**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.