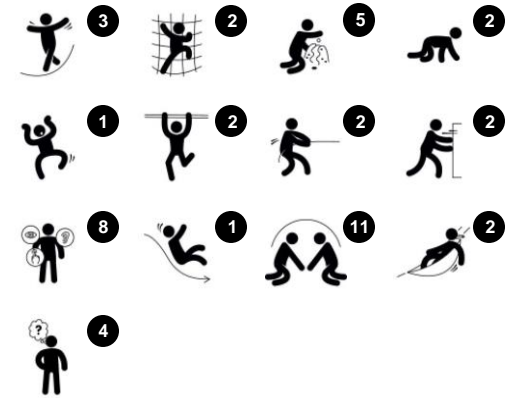


Four Towers with Tunnel

PCM4002



| Item no. PCM400200-0601 | |
|-----------------------------|----------------|
| General Product Information | |
| Dimensions LxWxH | 489x325x212 cm |
| Age group | 1+ |
| Play capacity (users) | 19 |
| Colour options | |



The Four Towers with Tunnel unit offers a playful social-emotional learning as well as physical growth for toddlers. The unit has a rich variety of play activities, encouraging hours of play. The loop of play between the four towers offers graded play challenges for younger and older toddlers. The slide section allows for high-pace, cardio and balance packed looping,

sliding down and then running back around to slide down again. The balancing and wobble bridges invite stomach tickling balance training. The responses from the moving bridges when other children are also on it are excellent unpredictable challenges for balance. The tunnel encourages crawling, which trains cross-coordination and cross-modal perception,

important for reading. The talking tubes, inviting children to communicate from one side of the tower to the other, making friends and socialising whilst improving their literacy skills.



Four Towers with Tunnel

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Panels are available in two different materials: 19 mm EcoCore™ HDPE or impregnated and brown painted pine wood. EcoCore™ is a highly durable, ecofriendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material. Pine wood boards are embedded in stainless steel frames.



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 17.8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.

| Item no. PCM400200-0601 | |
|---------------------------------|-----------------------------------------------|
| Installation Information | |
| Max. fall height | 100 cm |
| Safety surfacing area | 36,0 m ² |
| Numbers of installers (persons) | 2 |
| Total installation time | 20.5 |
| Excavation volume | 0,60 m ³ |
| Concrete volume | 0,00 m ³ |
| Footing depth (standard) | 60 cm |
| Shipment weight | 620 kg |
| Anchoring options | In-ground <input checked="" type="checkbox"/> |
| Warranty Information | |
| EcoCore HDPE | Lifetime |
| Post | 10 years |
| HPL decks | 10 years |
| Spare parts guaranteed | 10 years |



Coloured steel components have a base of hot dip galvanisation and a powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world.



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.



Roof is made of impregnated and brown painted pine wood. This ensures durability of the product and good look of wood for many years to come.

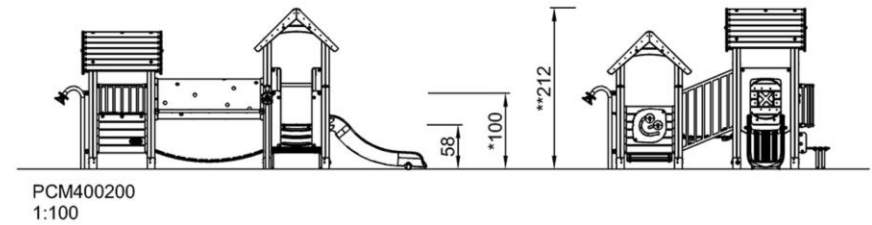
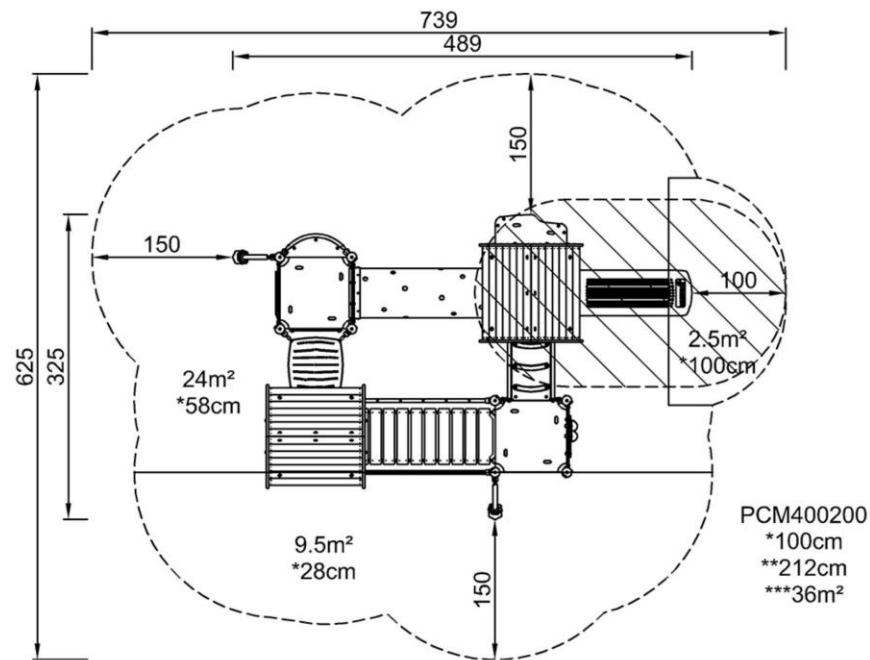


Four Towers with Tunnel

PCM4002

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

* Max fall height | ** Total height



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

Four Towers with Tunnel

PCM4002



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.



Desk with conveyor belt

Physical: tactile stimulation supports sensory skills, when children explore the characteristics (e.g. hardness, weight) of the materials.
Cognitive: supports dramatic play scenarios, trains cause and effect understanding.



Bridge

Physical: passing the wobbly bridge supports the sense of balance which is the fundamental motor skill for navigating the world securely.
Social-Emotional: cooperation and socializing with others in and around the net, turn-taking.



Talk tube

Social-Emotional: encourages social interaction.
Cognitive: communication stimulates language development. Supports understanding of cause and effect.



Sand scoop panel

Physical: hand eye coordination and push-pull movements.
Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.
Cognitive: logical thinking: cause and effect understanding when running scoops in grooves or shifting materials from scoop to scoop.
Creative: shifting scoops, creating new scoop positions.



Window

Social-Emotional: invites interaction between sides and cooperative play.



Tunnel

Physical: the children crawl through the tunnel, developing motor skills such as coordination and proprioception.
Social-Emotional: the holes in the tunnel allows for interaction with the children on ground level.



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.



Climb bridge

Physical: the skid-preventive cross-bars function as support for toddlers going up and down, supporting spatial awareness.



Four Towers with Tunnel

PCM4002



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.