

Four Towers with Net & Bridges

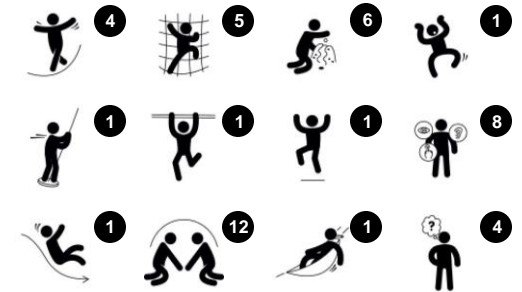
PCM4005



Item no. PCM400500-0602

General Product Information

Dimensions LxWxH	565x408x306 cm
Age group	2+
Play capacity (users)	31
Colour options	



This fantastic play tower has four towers and a variety of play activities resulting in longer play time and many benefits for health and well-being. The many access points all provide a different challenge, helping children to strengthen their muscles and coordination as they will be eager to play with the many stimulating activities in the towers. The play

panels provide opportunities to create fun and imaginative play themes that will extend the play. The talking tubes are a responsive element that will spark children's curiosities and will encourage imagination and social play. Many bridges and means of exiting the play tower support physical decision making. Sliding and gliding supports posture and balance, all

important skills, and fun! The variety of play activities will encourage children to play together and will enrich and extend their play activities in active outdoor play that stimulates creativity and thinking.

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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.

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Installation Information	
Max. fall height	118 cm
Safety surfacing area	47,5 m ²
Numbers of installers (persons)	2
Total installation time	29.8
Excavation volume	0,77 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	60 cm
Shipment weight	886 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



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.



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.

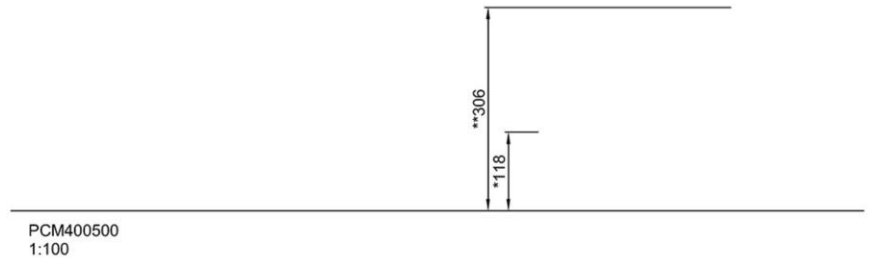
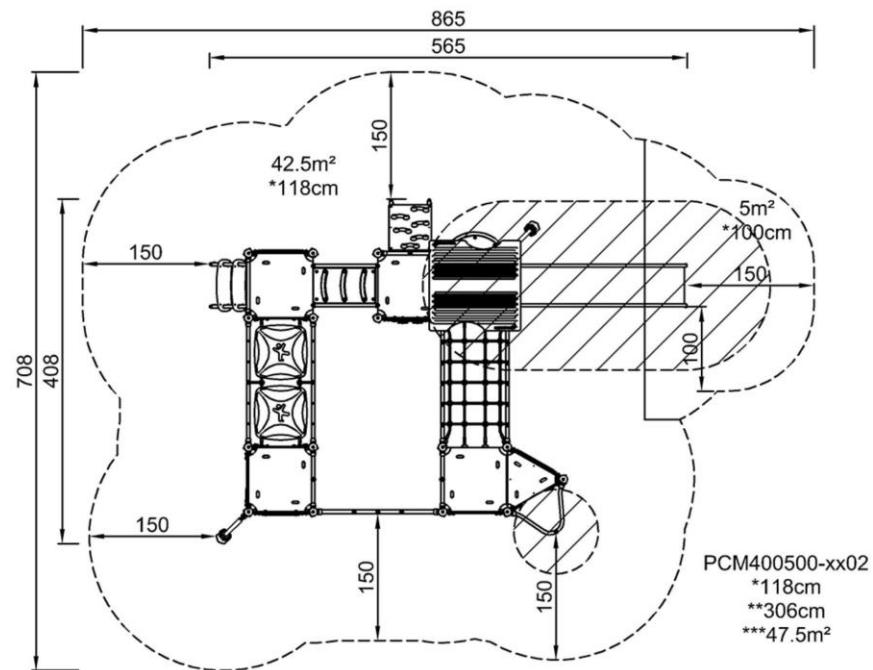


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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Abacus

Cognitive: supports understanding of mathematics concepts.



Talk tube

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



Wackle bridge

Physical: sense of balance and space, and training of posture. Important for being able to sit still.
Social-Emotional: cooperation, turn-taking and friendly competition on the two plates.



Balcony

Social-Emotional: the balcony invites meetings and interaction with people on ground level.
Cognitive: invites dramatic play and performance, which stimulates language development.



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.



Climbing net

Physical: children train cross-body coordination and muscle strength. The big meshes allow for climbing and crawling through, training proprioception and spatial awareness.
Social-Emotional: the big meshes allow for more children being seated together, sharing.



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.



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.



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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.