

# Castello


PCM4008

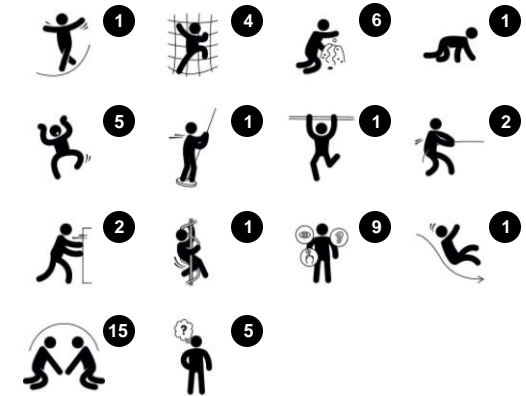


Wow! The Castello offers amazing play experiences to explore again and again. The Castello inspires physical, social and dramatic play immensely. The varied access climbers stimulate cross-coordination. This is foundational for reading skills. The bridges add fine balance training with their inclined or curved shape. Balance is a foundation for all

other motor skills and crucial for the child's body confidence. The tunnel is a thrilling crawling experience. Going down, there is the milder or wilder ride. The Curly Climber adds a thrilling, rotating glide that trains spatial awareness, that will help children navigate the world securely. On ground level rich play panels inspire dramatic play, which in turn

stimulates language development.

Item no.	
General Product Information	
Dimensions LxWxH	436x721x410 cm
Age group	2+
Play capacity (users)	31
Colour options	



Data is subject to change without prior notice.

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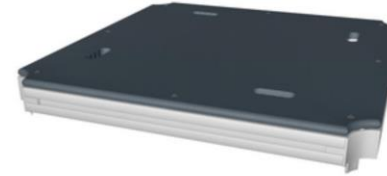
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Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



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 17.8mm with a very high wearing strength and a unique KOMPAN nonskid 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.	
<b>Installation Information</b>	
Max. fall height	204 cm
Safety surfacing area	53,2 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	
Excavation volume	
Concrete volume	
Footing depth (standard)	
Shipment weight	
Anchoring options	In-ground <input checked="" type="checkbox"/>
<b>Warranty Information</b>	
EcoCore HDPE	Lifetime
Post	10 years
HPL decks	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

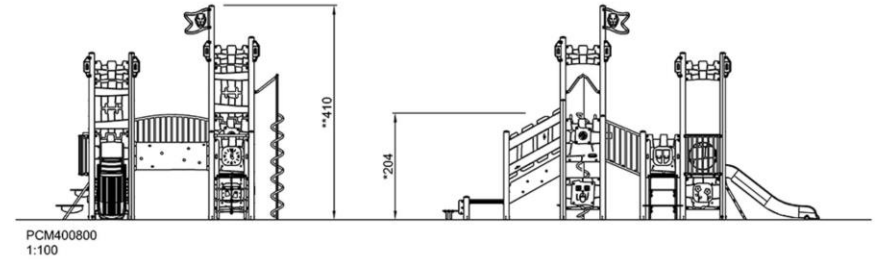
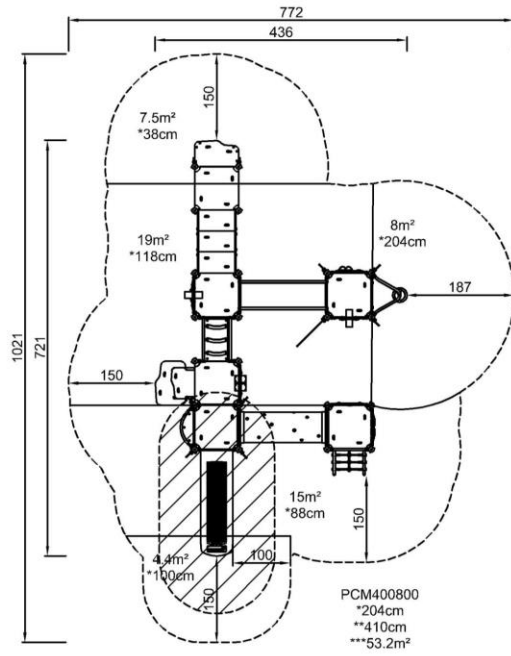


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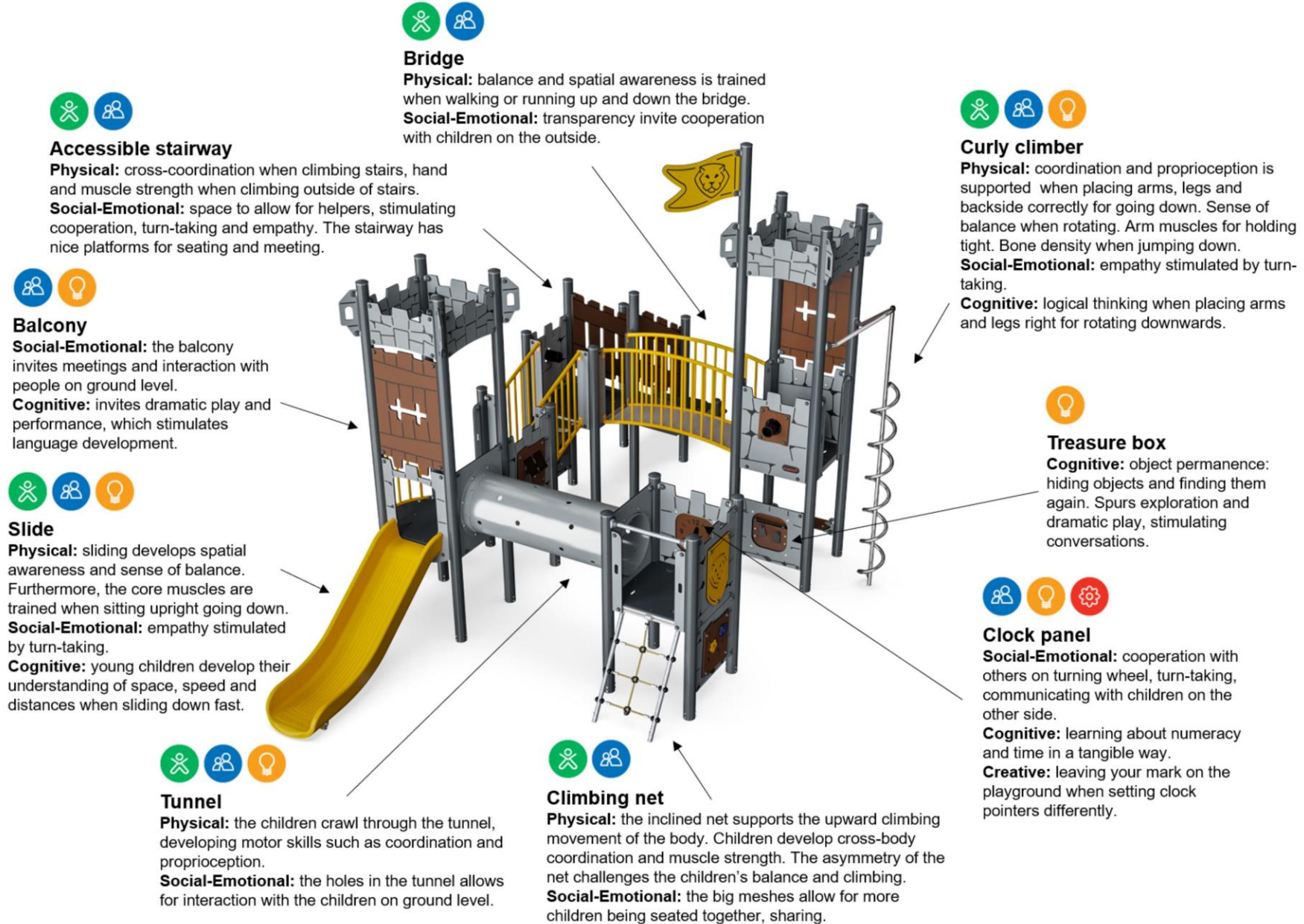
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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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



### Bridge

**Physical:** balance and spatial awareness is trained when walking or running up and down the bridge.

**Social-Emotional:** transparency invite cooperation with children on the outside.



### Accessible stairway

**Physical:** cross-coordination when climbing stairs, hand and muscle strength when climbing outside of stairs.

**Social-Emotional:** space to allow for helpers, stimulating cooperation, turn-taking and empathy. The stairway has nice platforms for seating and meeting.



### 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.



### 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.



### Climbing net

**Physical:** the inclined net supports the upward climbing movement of the body. Children develop cross-body coordination and muscle strength. The asymmetry of the net challenges the children's balance and climbing.

**Social-Emotional:** the big meshes allow for more children being seated together, sharing.



### Curly climber

**Physical:** coordination and proprioception is supported when placing arms, legs and backside correctly for going down. Sense of balance when rotating. Arm muscles for holding tight. Bone density when jumping down.

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

**Cognitive:** logical thinking when placing arms and legs right for rotating downwards.



### Treasure box

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



### Clock panel

**Social-Emotional:** cooperation with others on turning wheel, turn-taking, communicating with children on the other side.

**Cognitive:** learning about numeracy and time in a tangible way.

**Creative:** leaving your mark on the playground when setting clock pointers differently.



**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.