

Oasis Sand House with Desk and Crane

NRO528



Item no. NRO528-1021	
General Product Information	
Dimensions LxWxH	253x353x287 cm
Age group	2+
Play capacity (users)	17
Colour options	



The Oasis sand house with desk and crane attracts children immensely. The rich variation of play activities will absorb them in play for a long time. The crane is worked horizontally as well as vertically either by turning the grey plate or pulling the chain. The sand bucket will go up or down when pulling the chain. It will stay put when the chain is let go of. This, apart from

providing fascinating sand play, is a great training of children's logical thinking skills. The negotiation and cooperation to get sand to and from the sand table develops social-emotional skills. The sand table's sieve and tube lead sand away, training young children's understanding of object permanence: that things can still exist when out of sight. The

house with bench and desk inspires dramatic play. The open platform allows for all users to participate in play.



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All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.



The paint used for coloured components is water based environmentally friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.



The Robinia products are designed with a KOMPAN colour concept with a number of different standard colours. The wood can also be supplied as untreated or with brown painted with a pigment that maintains the wood colour.



The product/activities are preassembled from the factory to ensure all safety requirements are considered.

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Installation Information	
Max. fall height	48 cm
Safety surfacing area	26,0 m ²
Numbers of installers (persons)	2
Total installation time	20.6
Excavation volume	0,72 m ³
Concrete volume	0,10 m ³
Footing depth (standard)	100 cm
Shipment weight	1.095 kg
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
Robinia wood	15 years
Stainless steel components	10 years
Stainless steel components	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

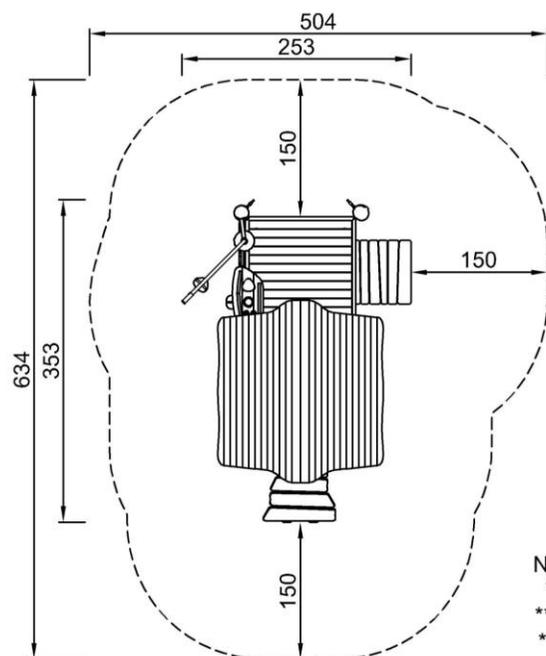


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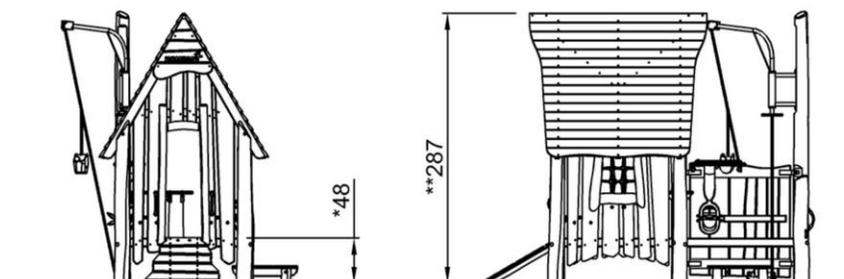
NRO528

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

* Max fall height | ** Total height



NRO528
*48cm
**287cm
***26m²



NRO528
1:100

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

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

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House

Cognitive: suggests a theme and supports dramatic play, which stimulates languages and communication skills.



Slope

Physical: inclined crawling or walking up or down develops the sense of balance and cross coordination.

Social-Emotional: the inclination makes climbing feel secure, especially for younger children.



Window

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



Side desk

Social-Emotional: fine meeting place and a space creator. Sharing and cooperation from both sides create a social scenario that supports communication and cooperation.



Sand crane

Physical: hoisting the basket up and down trains arm muscles and dexterity.

Social-Emotional: cooperating with others e.g. receiving the bucket trains cooperation skills.

Cognitive: understanding the mechanism of the chains hoisting buckets up and down supports logical thinking skills.

Creative: working with movable play items that can leave a mark supports the child's creativity.



Sand desk with funnel

Social-Emotional: children can gather and store materials, cooperate and take a break together.

Cognitive: sand can be shifted through the funnel, for understanding of cause and effect and object permanence: that materials don't vanish but run through at the other end.



Sand wheel

Cognitive: the turning sand wheel stimulates 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.