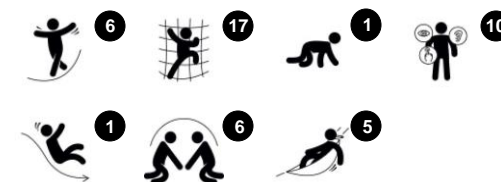


SkyTwister, Physical

COR29900



Item no. COR299001-0405	
General Product Information	
Dimensions LxWxH	552x861x503 cm
Age group	5+
Play capacity (users)	30
Colour options	



WOW! The Sky Twister Physical is an activity packed, intriguing play magnet for children. The twisted frame contains a rich variety of climbing, swaying play that makes children want to come back again and again. On ground level, the swaying loop invites a break, and the many suspended ropes offer swaying seats and climbs. Combined with the inclined, horizontal net, the lower level of the Twisted Tower offers

an inviting, varied and responsive meeting point for all. When swaying and climbing in the ropes and inclined nets of the SkyTwister, children intensely train their sense of balance and coordination. These crucial motor skills build the capability to move confidently and securely through the world. Additionally climbing trains all major muscle groups. On top of the Twisted Tower awaits a wildly fascinating destination: a

view and a meeting point on bouncy membrane flooring with fascinating optic see-through panels that change the way the world looks. The transparency of the Twisted Tower, from bottom to top, makes it a play unit for intense cooperation, consideration and communication across levels and activities. A place to make friends.

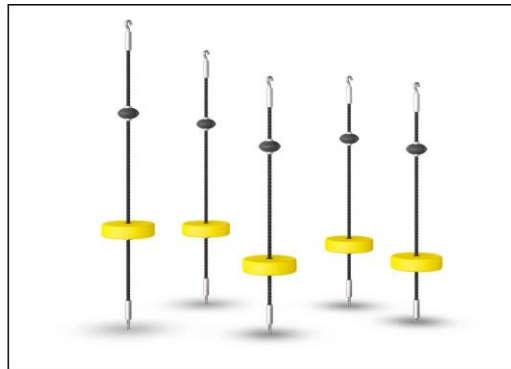


SkyTwister, Physical

COR29900



The graphic panels are made of high-quality polycarbonate with a thickness of 6mm. The graphic print consist of an inner layer is the image and outer transparent layer which function as protection. Both PC panel and the water-based lacquer are UV stabilized to prevent fading of the print.



Fully coloured EPDM rubber discs with smooth surface. The moulded EPDM surrounds a hot dip galvanised steel core that ensures both the stability of the discs and durable fixation to the rope.



Hangout pod designed with a welded frame of two steel rings which are hot dip galvanised and powder coated. The membrane consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance.

Item no. COR299001-0405

Installation Information

Max. fall height	245 cm
Safety surfacing area	49,9 m ²
Numbers of installers (persons)	2
Total installation time	0.0
Excavation volume	11,36 m ³
Concrete volume	4,37 m ³
Footing depth (standard)	90 cm
Shipment weight	0 kg
Anchoring options	In-ground ✓

Warranty Information

Hot dip galvanised steel	Lifetime
Stainless steel components	Lifetime
Ropes & nets	10 years
Painted toplayer	10 years
Spare parts guaranteed	10 years



The steel surfaces are hot dip galvanised inside and outside with lead free zinc. The galvanization has excellent corrosion resistance in outside environments and requires low maintenance.



Curved and straight tunnel slide of either PE or stainless-steel material and supported by multiple steel rods to a center steel post. The tunnel slides are designed with perfect curve and inclination for a playful ride.



Corocord ropes with 19mm diameter or more are special 'Hercules'- type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear- and vandalism-resistant and can be replaced at site if needed.

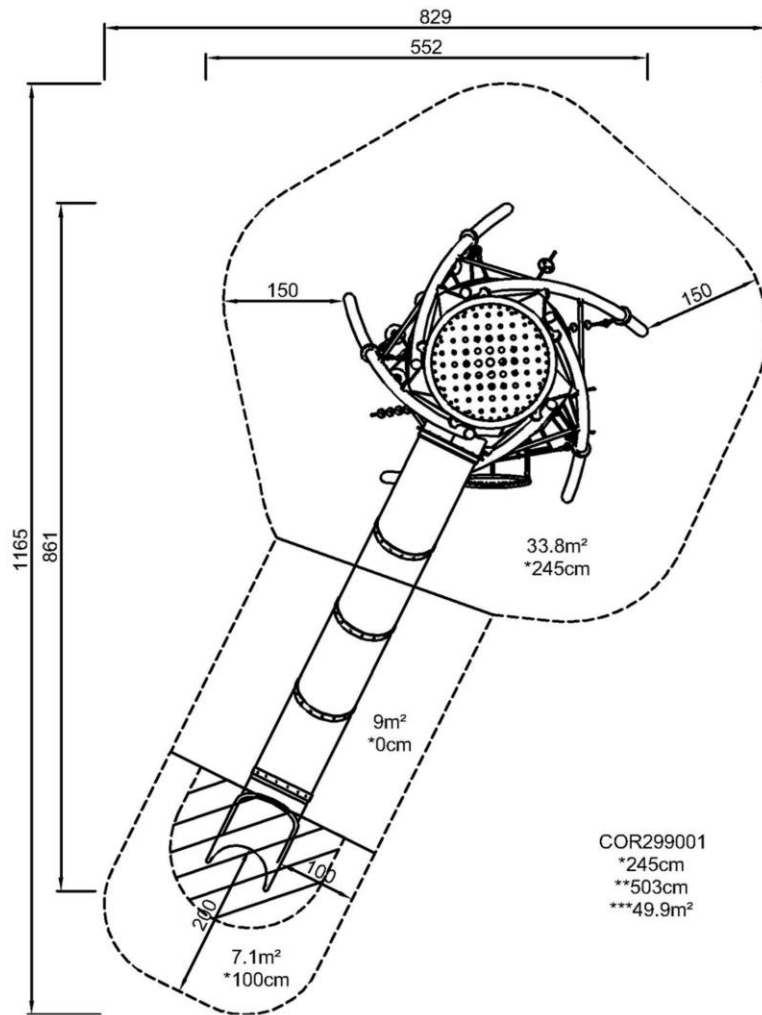


SkyTwister, Physical

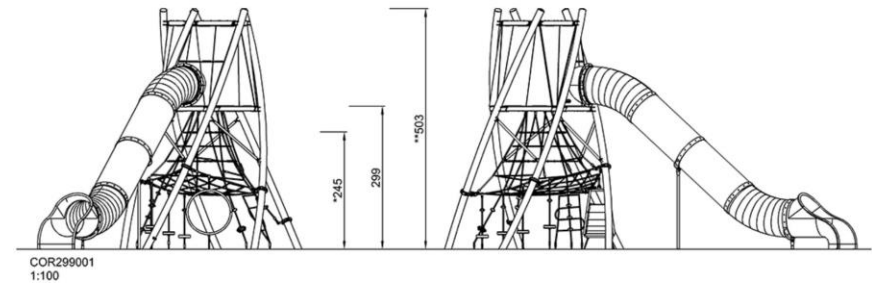
COR29900

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

* Max fall height | ** Total height



COR299001
*245cm
**503cm
***49.9m²



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

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

SkyTwister, Physical

COR29900



Twisted tower top

Social-Emotional: the soft, bouncy floored-meeting point placed up high adds a feeling of achievement to meeting friends here. The entry trains turn-taking skills and empathy.



Climbing net

Physical: the net allows for climbing around, which supports motor skills, proprioception and spatial awareness. Children use muscle strength of arms, legs, and core when climbing.



Membrane loops

Physical: develops leg, arm and core muscles as well as motor skills such as cross coordination and proprioception.
Social-Emotional: showing consideration of others and helping others when passing one another going up or down.



Ropes with rubber discs

Physical: children develop cross-body coordination and muscle strength when stepping onto the disc and climbing the rope. Their sense of balance is trained when swaying gently. The sense of balance is important for instance for being able to sit still.
Social-Emotional: socializing and turn-taking when deciding who should sit here.



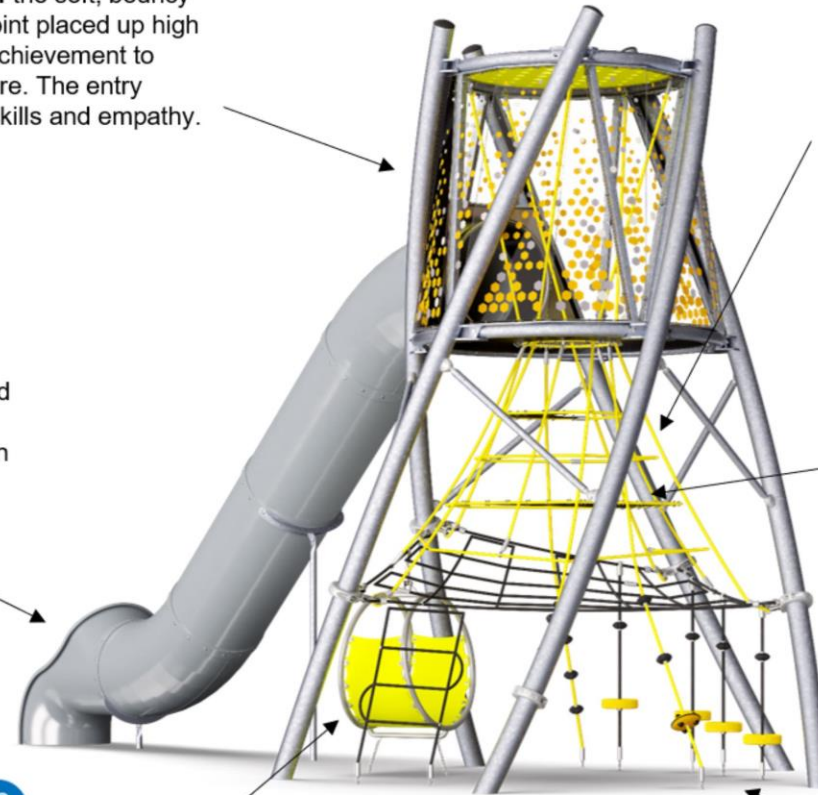
Tube slide

Physical: sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.
Social-Emotional: thrill when going down fast. Empathy stimulated by turn-taking.



Hangout pod

Physical: sitting and lying enjoying the swaying movements stimulate the sense of balance.
Social-Emotional: meeting, taking a break is invited. Turn-taking supports the skills necessary to learn how to avoid conflicts.



SkyTwister, Physical

COR29900



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.