

Butterfly, Sensory

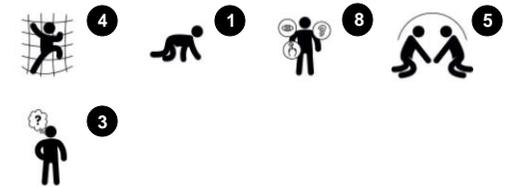
COR17530



Item no. COR175301-0405

General Product Information

Dimensions LxWxH	687x429x308 cm
Age group	5+
Play capacity (users)	24
Colour options	



The Butterfly is a transparent, social climbing magnet for children. The elegantly curved wings with their twisted climbs invite climbing try-outs again and again. Thanks to the transparency of the Butterfly nets, the children can see each other and communicate across the Butterfly, and from ground level to top. This adds social interaction and a possibility for

cooperation and sharing. Climbing the Butterfly trains cross-coordination and balancing techniques, which stimulate the child's ability to control movements, and ultimately to move confidently through the world. The visible heights add thrill. There are faster and slower ways across and up into the Butterfly. Curved Climbers add faster access to the top frame.

On ground level three Optic panels with visual effects attract attention and discussion as children get their sense of wonder intrigued by the moiré effect patterns: they look different depending on how children focus, which adds to logical thinking skills.

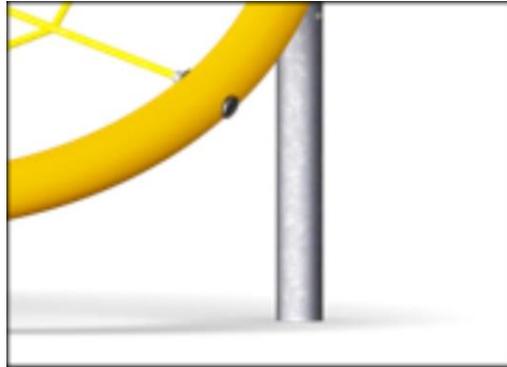


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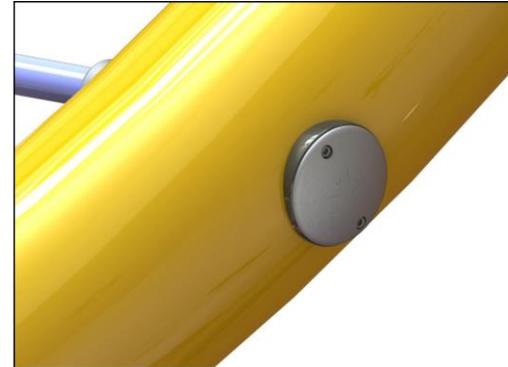
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Turnable optic panels of two 7mm thick polycarbonate plates with a distance of 25mm. The inside graphic print consist of an inner image layer and outer transparent protection layer. Both PC panel and the water-based lacquer are UV stabilized to prevent fading of the print.



Colored steel components have a base of hot dip galvanization and a powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world. Other steel surfaces are hot dip galvanized inside and outside with lead free zinc



The rope is fixed to the large steel pipe by a unique KOMPAN designed tightening solution. It consists of inner and outer nylon (PA6) bushings that guides the rope to an outside threaded aluminum part that tighten the rope.



Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanized 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.



Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play structures.

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Installation Information

Max. fall height	300 cm
Safety surfacing area	55,2 m ²
Numbers of installers (persons)	2
Total installation time	1.4
Excavation volume	16,80 m ³
Concrete volume	5,60 m ³
Footing depth (standard)	60 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

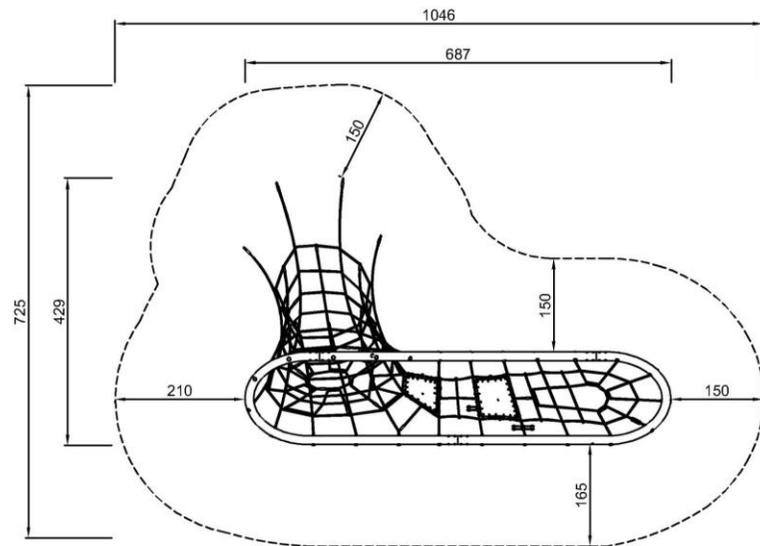


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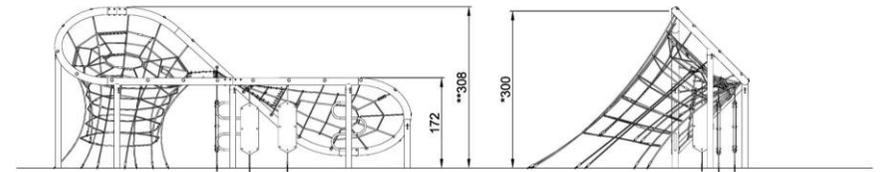
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



COR175301
*300cm
**308cm
***55.2m²



COR175301
1:100

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

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

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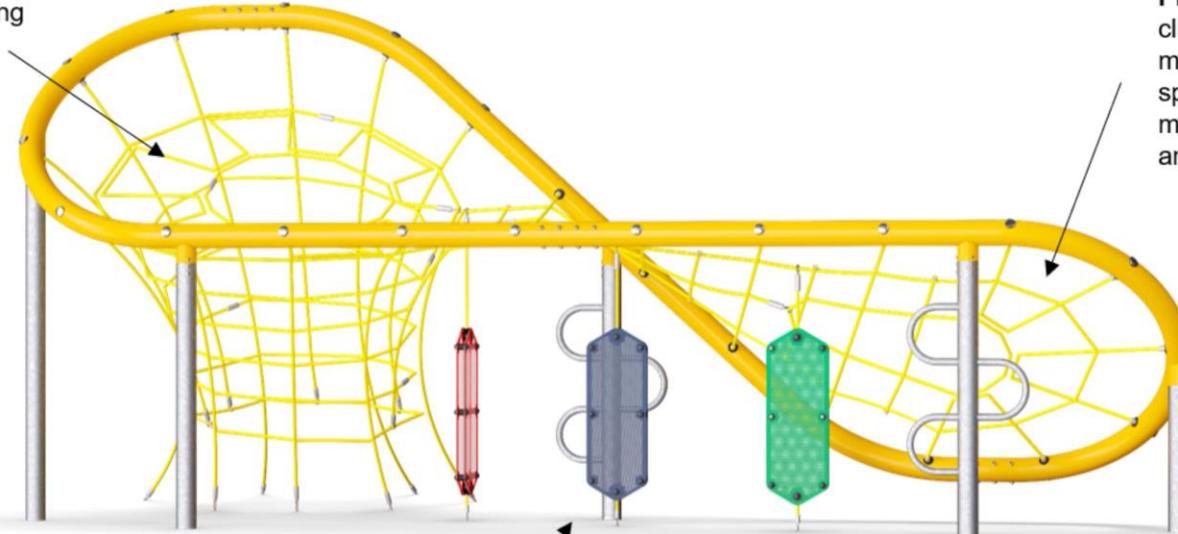
Vertical climbing funnel

Physical: develops cross coordination and trains major muscles when climbing up or down.
Social-Emotional: socializing and friendly competition when climbing up and down with friends.



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.



Moirée optic panels

Physical: sitting, hanging and leaning on the rope suspended panels train balance and cross-coordination.
Social-Emotional: discussing the patterns and reasoning with others about how the patterns differ supports negotiating and listening skills, training tolerance and empathy.
Cognitive: wondering about, understanding and explaining the reasons for the pattern occurrence support logical thinking skills.



Climbing pole

Physical: cross coordination and muscle strength are trained.
Social-Emotional: turn-taking and cooperation.

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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.