

Digger

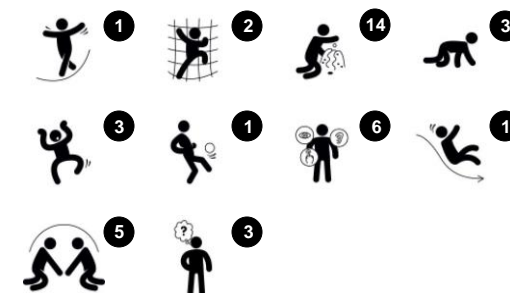
PCM512



Item no. PCM512-0901

General Product Information

Dimensions LxWxH	441x180x276 cm
Age group	2+
Play capacity (users)	17
Colour options	



The Digger is a great attractor of dramatic and fun physical play for younger children. The rich variety of manipulative activities both on elevated and ground level support the dramatic play scenarios. We know from our KOMPAN Play Institute studies, that manipulative play elements increase the play retention, as well as the dramatic play in very young children. This

supports language skills and communication, helping children to understand the world. And not least to be understood by the surroundings. Rich climb, crawl and slide activities attract hugely and ensures physical activity that trains important motor skills and major muscles. Multiple varied climbs up and crawls through holes ensure ample training of the cross-body

coordination which builds body confidence and ultimately stimulate the cross-modal perception. This supports for instance reading skills. Dramatic play is the favorite play type for younger children. In the case of the Digger, story telling themes of all kinds can be put to play.



Digger

PCM512



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 pre-galvanised inside and outside with powder coated 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 17,8 mm with a very high wearing strength and a unique KOMPAN non skid surface texture.



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.



The slides are available in either moulded PE in different colours or in full stainless steel AISI304 t= 2mm.



Gear shift is made of PP. PP has good wearing and impact resistance.

Item no. PCM512-0901

Installation Information

Max. fall height	118 cm
Safety surfacing area	28,3 m ²
Numbers of installers	2
Total installation time	24.6
Excavation volume	0,61 m ³
Concrete volume	0,05 m ³
Footing depth (standard)	90 cm
Shipment weight	642 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
HPL decks	15 years
Hollow PE parts	10 years
Spare parts guaranteed	10 years

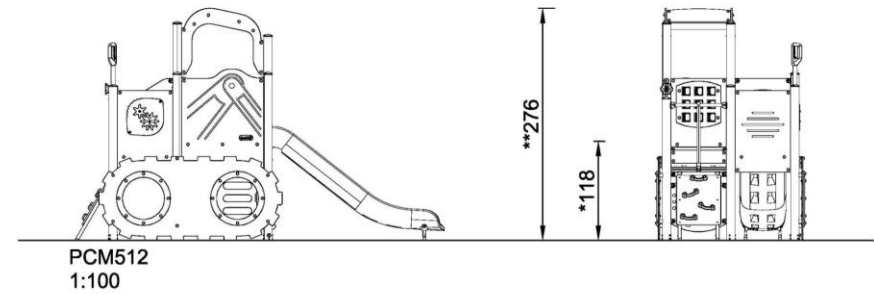
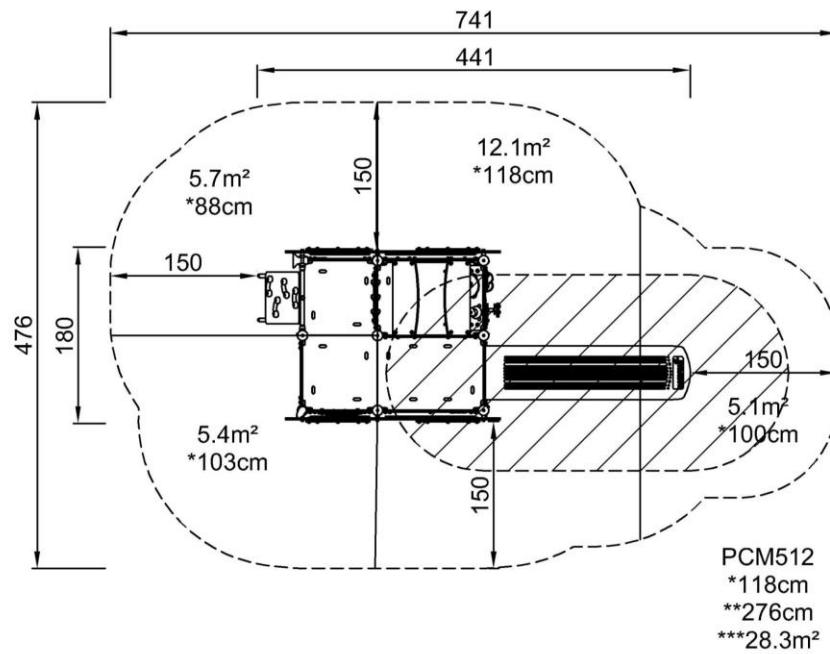


Digger

PCM512

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

* Max fall height | ** Total height



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

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

Digger

PCM512



Gear wheels

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.

Cognitive: the gears stimulate cause and effect understanding and logical thinking.



Digger

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



Slide

Physical: sliding develops spatial awareness and a 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 quickly.



Steering wheel

Cognitive: the manipulative steering wheel stimulates cause and effect understanding. It invites dramatic play which supports language and communication skills.



Tic-tac-toe panel

Social-Emotional: stimulates communication and turn-taking skills.

Cognitive: support rules understanding, strategic thinking.

Creative: leaving marks when tumblers are left in new positions.



Megaphone

Social-Emotional: inspires communication and turn-taking skills.

Cognitive: distortion of sound evokes curiosity and stimulates an understanding of cause and effect.



Rock climber

Physical: supports cross coordination and leg, arm and hand strength.

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



Sand scoops

Physical: hand eye coordination and push-pull movements.

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.

Cognitive: logical thinking: cause and effect understanding when running scoops in grooves or shifting materials from scoop to scoop.

Creative: shifting scoops, creating new scoop positions.



Digger

PCM512



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.