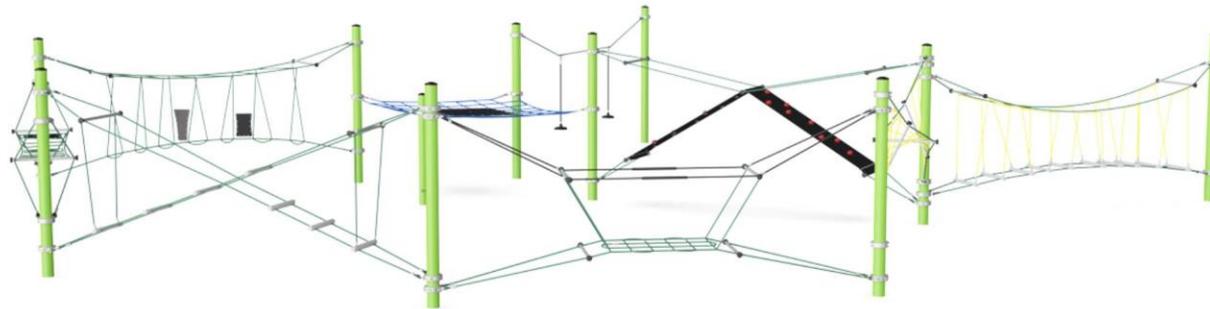


# Agility Package 20: Meadow Play

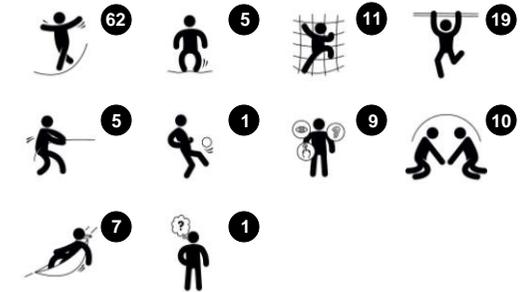
COR10200



Item no. COR102001-1103

## General Product Information

Dimensions LxWxH	1802x1796x290 cm
Age group	5+
Play capacity (users)	85
Colour options	



The huge scale of looping Agility Package 20 will attract and engage all ages. The rich variety of balancing, swaying and climb-and-crawl activities are great to help develop children's sense of balance, coordination and proprioception, which is fundamental for managing a range of life skills in the future. When playing The Ground is Lava on the

challenging loops of the Agility Package 20, children develop motor skills and muscles, whilst also using and building important social-emotional skills such as turn-taking, empathy, teamworking and communication skills. Outside the main loop, children can play on the bouncy, swaying seats or navigate over the stepping sticks which offer a nice meeting point.

# Agility Package 20: Meadow Play

COR10200



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.



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.



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.



Corocord membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Tested and compliant with REACH requirements for PAH. Embedded is a four-layered armoring made of woven polyester. The armoring and the two surface layers result in a total thickness of 7.5 mm.



The metal parts are made of high quality steel, hot dip galvanised inside and outside with leadfree zinc. On the outside, there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colourful design expression.

Item no. COR102001-1103	
Installation Information	
Max. fall height	265 cm
Safety surfacing area	306,5 m <sup>2</sup>
Number of installers	2
Total installation time	29.5
Excavation volume	24,64 m <sup>3</sup>
Concrete volume	15,68 m <sup>3</sup>
Footing depth (standard)	110 cm
Shipment weight	1.921 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	10 years
S-Clamps	10 years
Aluminium clamps	10 years
Membrane	2 years
Spare parts guaranteed	10 years

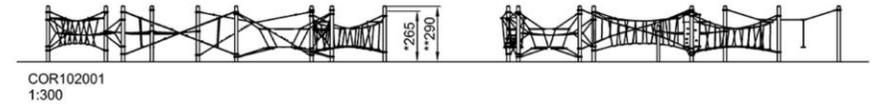
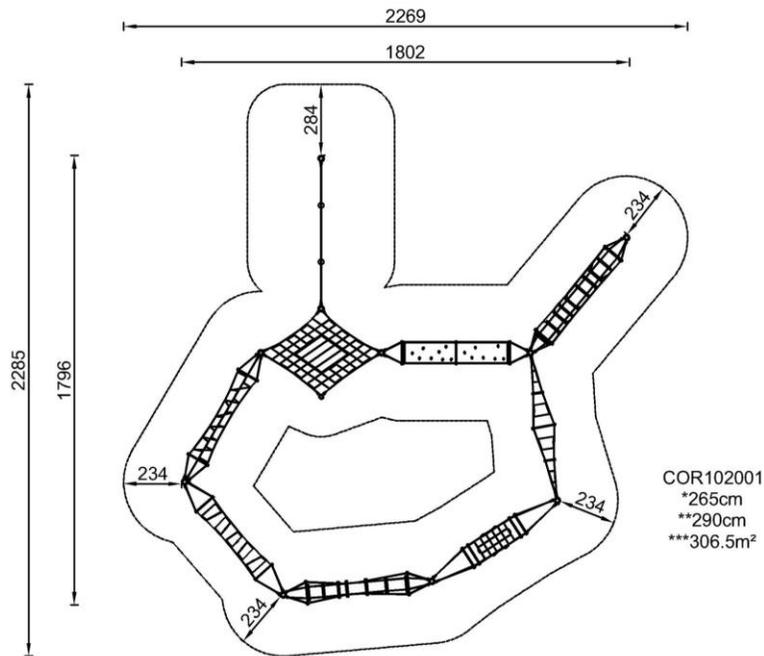


# Agility Package 20: Meadow Play

COR10200

\* 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](#)

# Agility Package 20: Meadow Play

COR10200



## Trample path

**Physical:** the swaying trample path with membranes trains the senses of balance and space intensely.

**Social-Emotional:** passing each other on the trample path trains cooperation and communication.



## Rope slalom

**Physical:** agility, balance and coordination when climbing through link, swaying on ropes. Arm, leg and core muscles are strengthened. These are important for posture control and also sitting still.

**Social-Emotional:** turn-taking and consideration of others when climbing through. These skills are hard to teach but easy to learn in play.



## Quadrangle amusement net with membrane

**Physical:** the inclined net supports the upward climbing movement of the body. Children develop cross-body coordination and muscle strength.

**Social-Emotional:** the big net allows for more children being seated or lying together, sharing.



## Double pendulum seat

**Physical:** the swaying movement trains the sense of balance as well as core and arm muscles when holding tight.

**Social-Emotional:** socializing and turn-taking when deciding who should sit here.



## Climbing ramp

**Physical:** the steep rubber ramp challenges cross coordination, proprioception and major muscle groups.

**Social-Emotional:** the two-sided, rope-suspended climb allows for children climbing on both sides, feeling each others' movements. This spurs cooperation and empathy as well as positive competition.



## Crossed ladder

**Physical:** all muscles are used to hold tight when crossing the swaying ladder. Additionally, they stimulate balance, coordination and spatial awareness. These support the ability to navigate securely in crowded spaces.

**Social-Emotional:** passing others on the bridge stimulates cooperation and positive exchange.



## Flying carpet

**Physical:** the Flying Carpet bounces gently in the suspended ropes, stimulating children's balance when they climb. The carpet in the middle is a nice point for bouncing up and down.

**Social-Emotional:** the center invites seated, lying or jumping breaks, stimulating social interaction.



## Rope screw

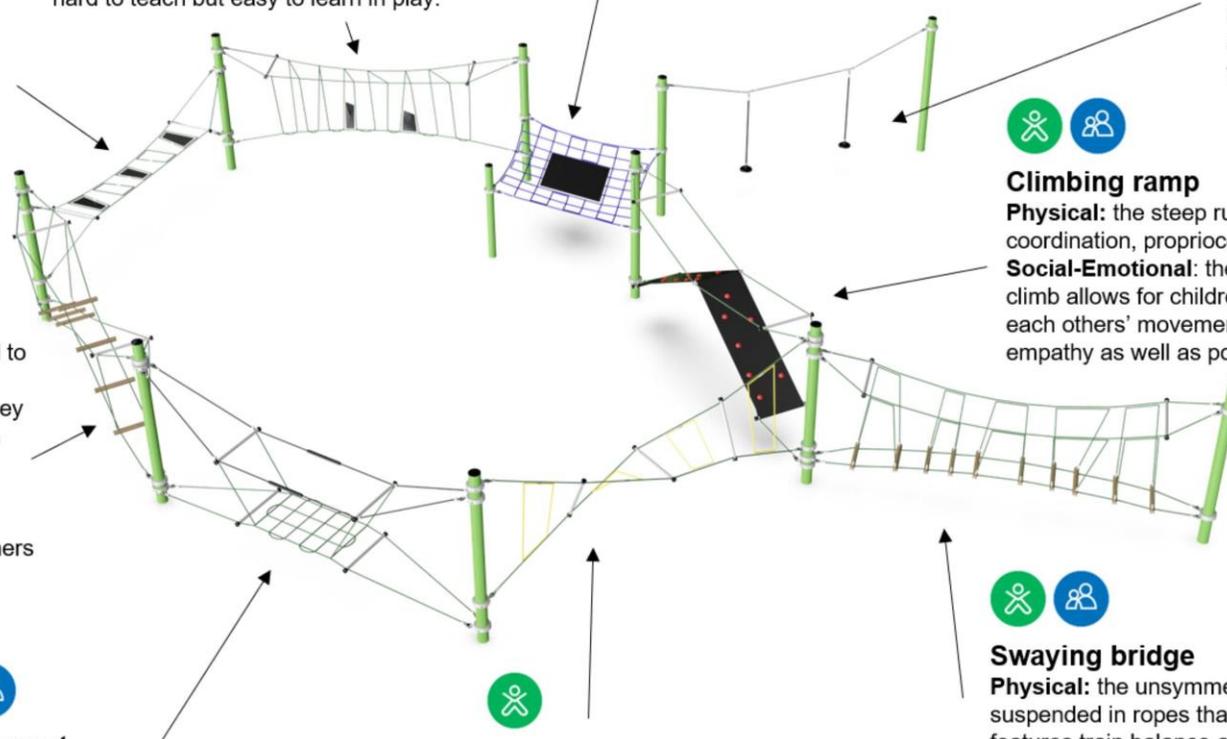
**Physical:** rope walking is a challenging training of the sense of balance. The gently swaying rope adds to the challenge. When training the sense of balance this way, children also train their concentration skills.



## Swaying bridge

**Physical:** the unsymmetrically placed steps are suspended in ropes that sway. These two features train balance and cross coordination, both important for body control and other skills such as sitting still on a chair.

**Social-Emotional:** passing others on the bridge stimulates cooperation and positive exchange.



# Agility Package 20: Meadow Play

COR10200



**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.