

Double Tower with Valley Bridge

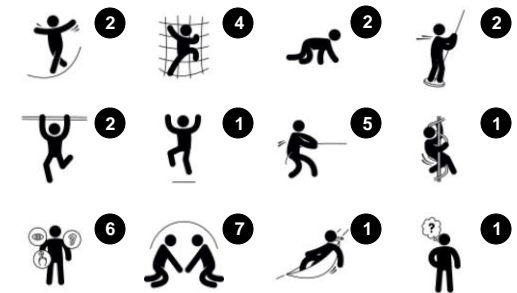
NRO2004



Item no. NRO2004-1021

General Product Information

Dimensions LxWxH	734x620x417 cm
Age group	6+
Play capacity (users)	22
Colour options	



Hugely irresistible with its wide variety of play activities. The fun and scaled play challenges make children want to play for a long time and come back again and again. The wonderful coconut rope slopes upwards, swaying gently as the children balance their way up or down, naturally cooperating on staying stable on the sloping rope. The two climbing nets require

gradual experience when entering the tower. The high tower also has climbing steps on one side. Climbing is a great training exercise for muscles as well as motor skills such as cross-body coordination. This again trains cross-modal perception which is necessary e.g. in reading. The rotating gliding movement on the curly climber apart from being joyful, trains the

motor skills that prepare the child for important life skills such as secure navigation of space, for instance in traffic. A wonderful graded play combination.

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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 environmental 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.

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Installation Information

Max. fall height	300 cm
Safety surfacing area	66,3 m ²
Number of installers	2
Total installation time	38.7
Excavation volume	2,82 m ³
Concrete volume	1,24 m ³
Footing depth (standard)	100 cm
Shipment weight	1.647 kg
Anchoring options	In-ground ✓

Warranty Information

Robinia wood	15 years
Stainless steel components	Lifetime
Ropes & nets	10 years
Spare parts guaranteed	10 years



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



Ropes are made of UV-stabilized PES rope strands with inner steel cable reinforcement. The polyester wrapping is inductively melted onto each strand to obtain excellent wear and tear resistance.

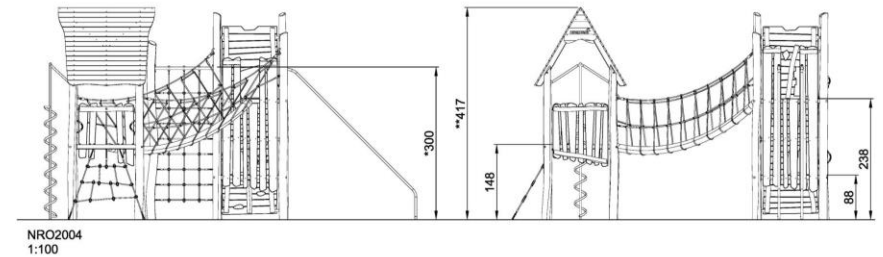
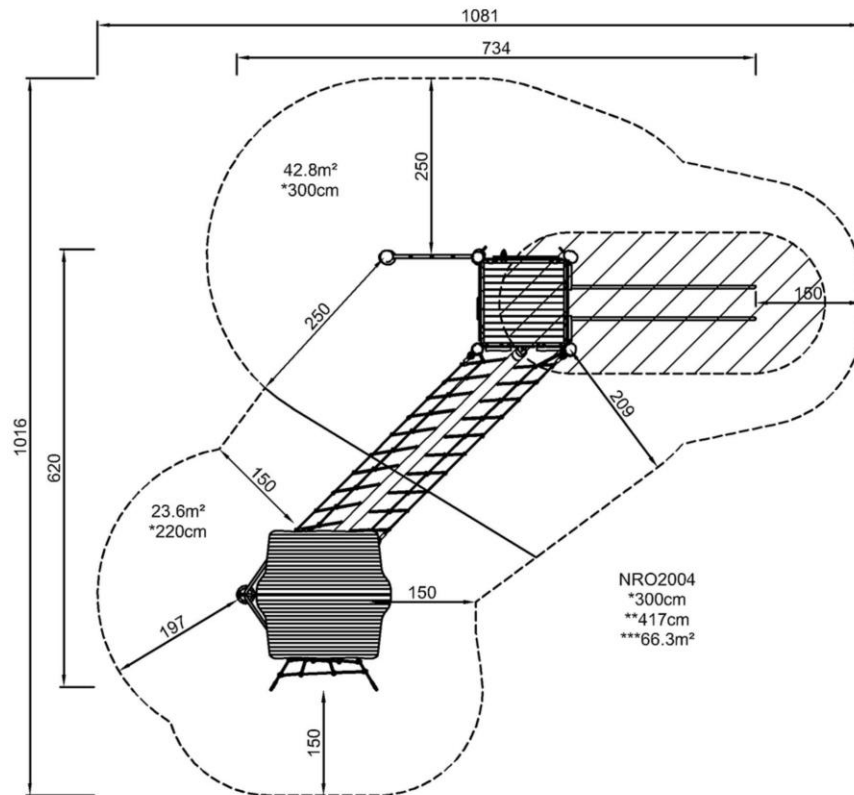


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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

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Curly climber

Physical: coordination and proprioception are supported when placing arms and legs correctly for going down. Sense of balance when rotating. Arm muscles for holding tight. Social-Emotional: empathy stimulated by turn-taking.
Cognitive: logical thinking when placing arms and legs right for rotating downwards.



Climbing net

Physical: children develop cross-body coordination and muscle strength when climbing. The big meshes allow for climbing and crawling through, supporting proprioception and spatial awareness.
Social-Emotional: the big meshes allow for more children to sit together and talk.



Climbing wall

Physical: supports cross coordination and leg, arm and hand strength. Climbing through the holes demands good spatial awareness and involves risk taking.
Social-Emotional: children develop courage when climbing up high. This positively affects self-confidence.



Banister bars

Physical: balance, spatial awareness and coordination are developed when going down, as well as arm, leg and core muscles when holding tight. Landing strengthens bone density, which is built for life in early childhood.
Social-Emotional: turn-taking and risk-taking.



Climbing net

Physical: the inclined net supports the upward climbing movement of the body. The net supports cross-body coordination, which impacts coordination of the right and left part of brain, fundamental for other skills such as the ability to read. The asymmetry of the net challenges the children's climbing.



Coconut rope bridge

Physical: the bridge sways gently, training the sense of balance and space when the child balances across. These motor skills in combination are great for learning how to navigate the body in space.
Social-Emotional: children swaying together on the rope experience their own and others' movements. This spurs cooperation and consideration, e.g. when passing others on the rope.



Inside seat

Social-Emotional: meeting, sharing and having a break.

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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.