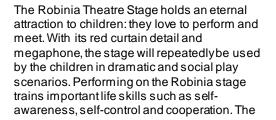
NRO604



Item no. NRO604-0621		
General Product Information		
Dimensions LxWxH	277x147x168 cm	
Age group	1+	
Play capacity (users)	6	
Colouroptions		





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dramatic play is a favorite play type of preschoolers, and stimulates language development. The elevated platform of the stage invites socializing and is used as a place for a break, too. Children also use the stage for jumping on and off, building bone density and muscle strength as they do so. The curtains are made from tactile, flexible rubber. The megaphone makes it possible to announce new shows. The distortion of the voice in the megaphone additionally trains the child's understanding of cause-and-effect.





Data is subject to change without prior notice.

NRO604





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.



Play activities in very strong materials: HDPEplate with HDPE-clock and hands in conveyer belt rubber, bell in pressed aluminium. Mirror in plexi-glass with a high impact resistant.

Item no. NRO604-	-0621		
Installation Information			
Max. fall height	() cm	
Safety surfacing area	22,2	2 m2	
Numberofinstallers		2	
Total installation time		7.8	
Excavation volume	0,45	5 m 3	
Concrete volume	0,00) m3	
Footing depth (standard)	60) cm	
Shipmentweight	30	1 kg	
Anchoring options	In-ground	~	

Warranty Information

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



All rubber activities/components are made of conveyer belt rubber that makes it extremely weather resistant and long lasting.



The percussion panel consist of 2 Conga Drums with PP tubes and top in coloured ABS. Babel drum in stainless steel 316L.

The Xylofon music panel consist of HDPE material in 19mm EcoCore ™. EcoCore ™ is a highly durable, ecofriendly material. The pipes

are made of die-cast aluminium specifically

alloyed for outdoor environments.



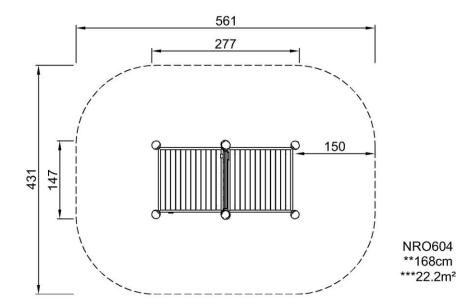


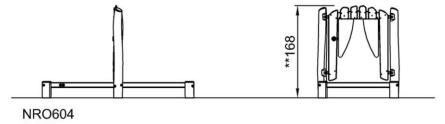
NRO604

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

KOMPAN Let's play

* Max fall height | ** Total height





1:100

Click to see 1:100 ratio TOP VIEW

Click to see 1:100 ratio SIDE VIEW

3 / 5/2/2021

NRO604





Low curtains

Physical: tactile stimulation supports sensory skills, when children explore the characteristics (e.g. hardness, weight) of the materials. Social-Emotional: invites parallel play, having two similar curtains. The curtains set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language skills.

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

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



Stage

Physical: jumping on and off stage trains muscles and builds bone density.
Social-Emotional: the spacious platform invites meetings and cooperation.
Cognitive: the stage setting invites dramatic play and performance, which stimulates language development.

NRO604



PHYSICAL Joy of movement: motor skills, muscle, cardio and bone density





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).



BOUNCE

CLIMB

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



To climb is the act of moving upwards, crosscoordinating arms and legs, on a vertical or inclined surface or net.

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.

CRAWL



To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



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.



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.

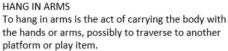


SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging

Ο



COGNITIVE Joy of learning: curiosity, understanding of causal relationships and knowledge of the world





surface.

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.

PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.

ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.

ROTATE



To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.

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.



CREATIVE Joy of creating: co-creation and experimenting with materials



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



SLIDE

To slide is the act of moving fast downwards seated on a slide.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



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.



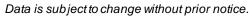
SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.







KON