

# Shark

PCM102



Item no. PCM102-0401

## General Product Information

Dimensions LxWxH	36x73x94 cm
Age group	2+
Play capacity (users)	1
Colour options	



Rocking is a thrilling activity that attracts young children to play at the playground. It is not only fun, but helps to build physical and cognitive skills as well. The rocking movements of the shark respond to the child's own forward and backward movements, which help to develop spatial awareness and a sense of balance.

These are fundamental motor skills that help

the child's ability to sit still on a chair (which takes a good sense of balance). The responsive movements also help children to be aware of cause and effect, when they begin to understand that when they move their body, the shark moves. Cause and effect play keeps children engaged for a longer time, helping to sustain the play. The whimsical look of the

shark is not only an attractor, but stimulates the imagination which adds an exciting cognitive layer to the play value of the space.



*Data is subject to change without prior notice.*

# Shark

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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 post consumer material from food packing waste.

KOMPAN Springs are made of high quality spring steel according to EN10270. The springs are cleaned by phosphating before they are painted with an epoxy primer and a polyester powder coating as top finish. The springs are fixed by unique anti pinch fittings for maximum safety and long lifetime.

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Seat is made of Ekogrip™ panel that consist of a 15mm thick PE base with 3 mm top-layer of soft rubber with a non-skid effect.

Handles are made of polypropylene PP with excellent impact strength and usable within a large temperature span.

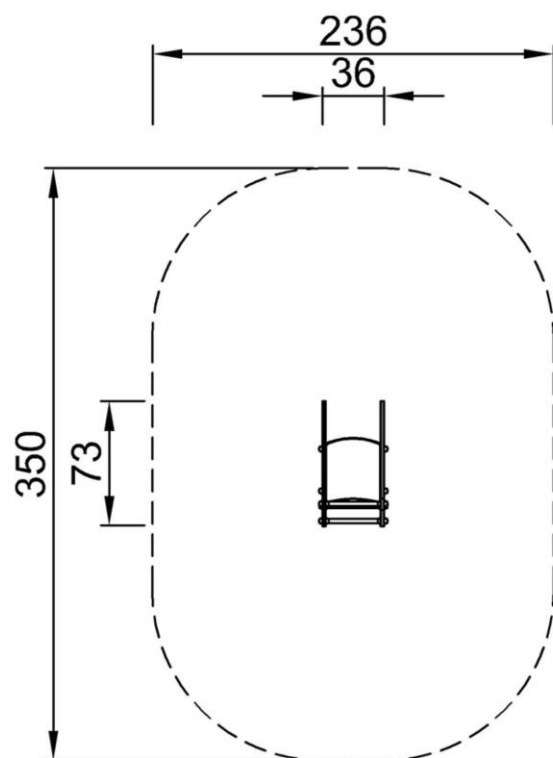


Item no. PCM102-0401	
<b>Installation Information</b>	
Max. fall height	60 cm
Safety surfacing area	7,4 m <sup>2</sup>
Number of installers	2
Total installation time	1.4
Excavation volume	0,17 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	42 cm
Shipment weight	40 kg
Anchoring options	In-ground ✓ Surface ✓
<b>Warranty Information</b>	
EcoCore HDPE	Lifetime
Hot dip galvanised steel	Lifetime
Springs	5 years
Spare parts guaranteed	10 years

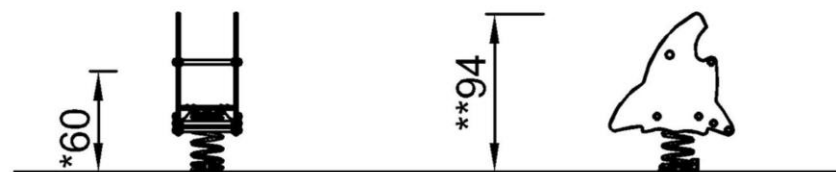


\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

\* Max fall height | \*\* Total height



PCM102  
\*60cm  
\*\*94cm  
\*\*\*7.4m<sup>2</sup>



PCM102  
1:100

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

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# Shark

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## Handhold

**Physical:** the possibility to hold onto more areas of the handhold ensures a good grip, necessary for rocking intensely. This trains hand and arm muscles.



## Theme

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



## Foot support

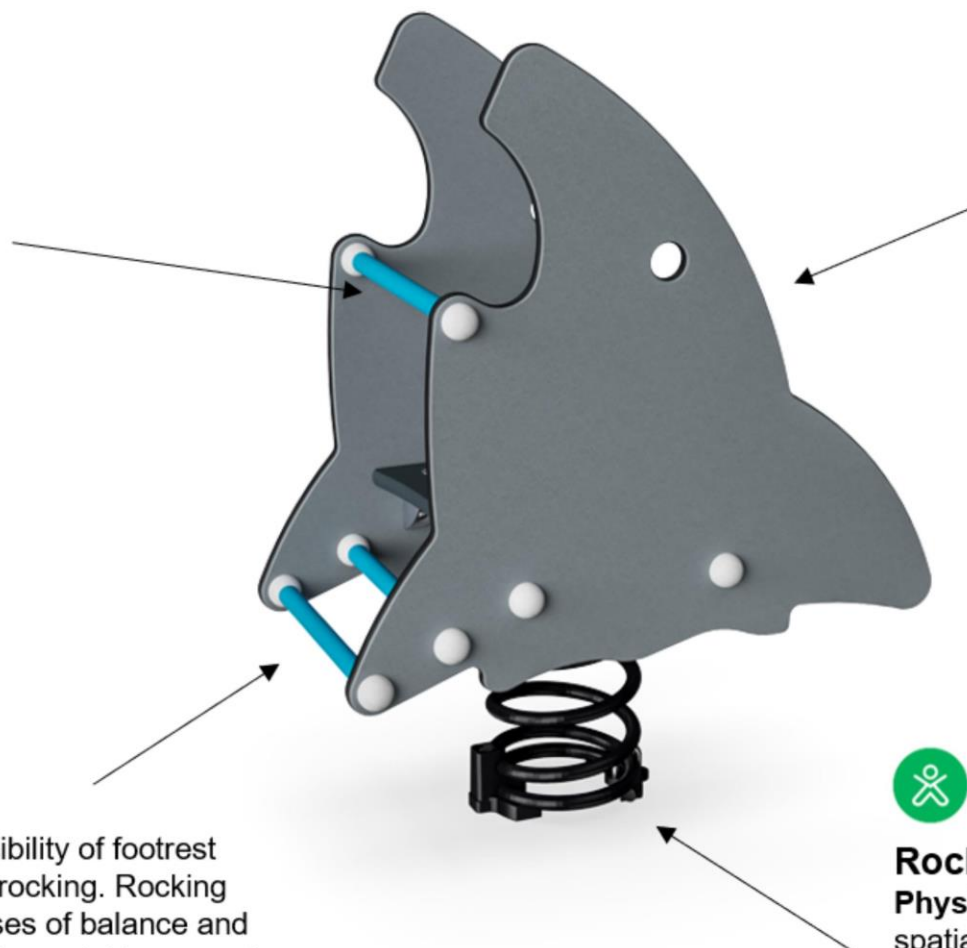
**Physical:** the possibility of footrest supports intensive rocking. Rocking stimulates the senses of balance and space that are fundamental in managing the world securely.



## Rocking spring

**Physical:** response to movements adds to spatial awareness and sense of balance. These are fundamental motor skills that help the child's ability to sit still on a chair which takes a good sense of balance.

**Cognitive:** trains the understanding of cause and effect: when I move my body, the spring responds with movement.





**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).



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



**CLIMB**  
To climb is the act of moving upwards, cross-  
coordinating 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.



**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.



**JUMP**  
To jump is the act of jumping up or down on a hard  
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.



**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.



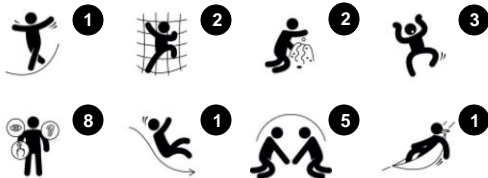
**WONDER**  
To wonder is motivated through play items that  
make children need and use their logical, abstract or  
creative thinking skills, as well as their memory.

# Caravelle

PCM1025



Item no. PCM102500-0902	
General Product Information	
Dimensions LxWxH	565x170x441 cm
Age group	2+
Play capacity (users)	13
Colour options	



The exciting Caravelle offers multiple play opportunities. It will inspire dramatic and active play, supporting the development of children's muscles as well as their social and cognitive play skills. This is essential for early development, in particular of language. Carefully designed play elements such as the steering wheel encourage exploration and

dramatic play, stimulating logical thinking and language skills. The boarding net provides a physical challenge, stimulating cross-coordination and proprioception, important for the child's feeling of security in the world. The slide down is the reward. The hammock at ground level extends the play with its swaying play invitation, stimulating the sense of balance.



# Caravelle

PCM1025



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 post consumer material from food packing waste.



Main posts with hot dip galvanised steel footing are available in different materials: Pressure impregnated pine wood posts. Pre-galvanised inside and outside with powder coated top finish steel posts. Lead free aluminium with colour anodised top finish.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure moulded aluminum connectors. The HPL decks with a thickness of 17.8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.



The slides can be chosen in different materials and colours: Straight or curved moulded PE slides in yellow or grey colour. Full stainless steel in on-piece design for more vandalism proof solutions.



Nets and ropes are made of UV-stabilised PA with inner steel cable reinforcement. The rope is induction treated in order to create a strong connection between steel and rope which leads to good wear resistance.



KOMPAN Play Systems can be customised to match individual demands. Visit the products [www.KOMPAN.com](http://www.KOMPAN.com) to see options with the digital KOMPAN Solution Planner. Multiple options for panels, decks, post, slides and other play activities ensures durable solutions in any outdoor environment.

Item no. PCM102500-0902

## Installation Information

Max. fall height	118 cm
Safety surfacing area	29,8 m <sup>2</sup>
Number of installers	2
Total installation time	14.9
Excavation volume	0,77 m <sup>3</sup>
Concrete volume	0,13 m <sup>3</sup>
Footing depth (standard)	85 cm
Shipment weight	425 kg
Anchoring options	In-ground ✓

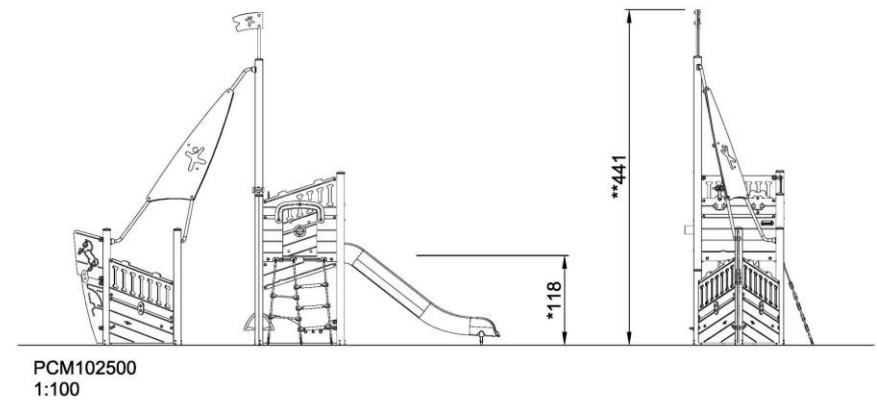
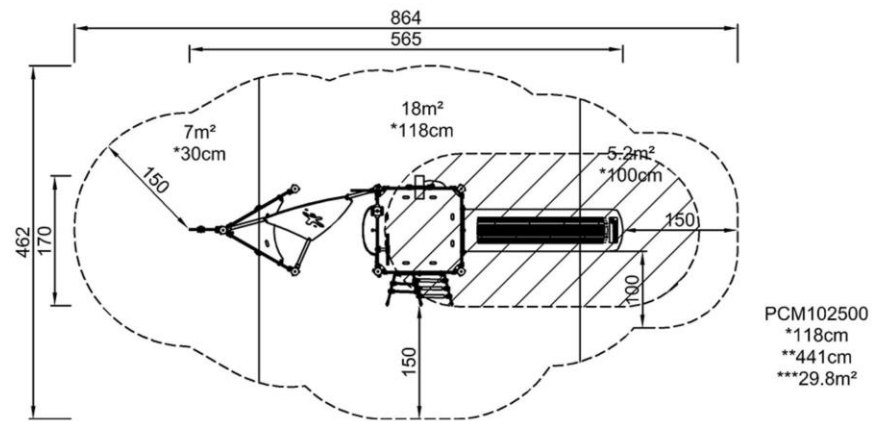
## Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
HPL decks	15 years
Ropes & nets	10 years
Spare parts guaranteed	10 years



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

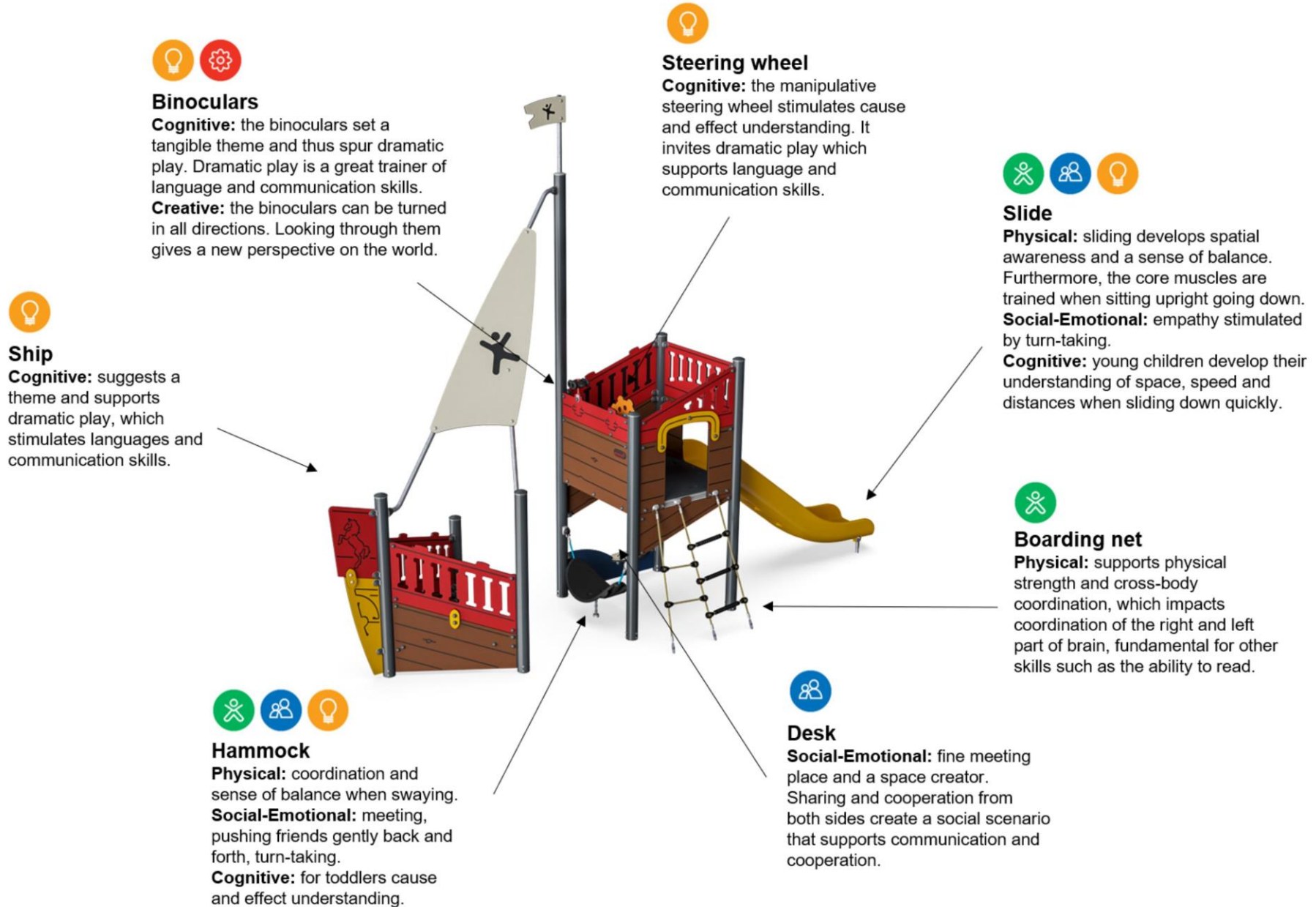
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[Click to see 1:100 ratio TOP VIEW](#)

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





## Binoculars

**Cognitive:** the binoculars set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language and communication skills.

**Creative:** the binoculars can be turned in all directions. Looking through them gives a new perspective on the world.



## Ship

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



## Steering wheel

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



## Boarding net

**Physical:** supports physical strength and cross-body coordination, which impacts coordination of the right and left part of brain, fundamental for other skills such as the ability to read.



## Hammock

**Physical:** coordination and sense of balance when swaying.

**Social-Emotional:** meeting, pushing friends gently back and forth, turn-taking.

**Cognitive:** for toddlers cause and effect understanding.



## Desk

**Social-Emotional:** fine meeting place and a space creator. Sharing and cooperation from both sides create a social scenario that supports communication and cooperation.



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