


Castle, Medium

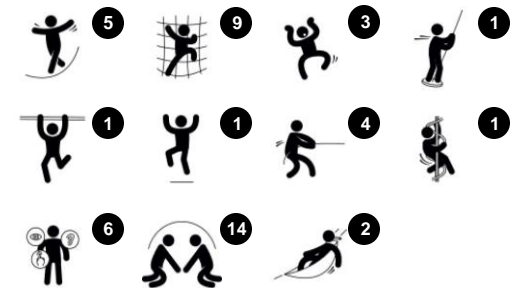
NRO422



Item no. NRO422-1021

General Product Information

Dimensions LxWxH	830x781x564 cm
Age group	6+
Play capacity (users)	38
Colour options	



The awesome Castle adds a regal touch to the playground, attracting young knights and princesses again and again. With its great distribution of ground level and elevated play options, the Castle allows for a range of ages playing together and invites the whole family. To the front, the Castle has three great, varied climbing entrances, all training balance,

coordination and muscles. The ground level offers play dens, barred windows and cannons to stimulate dramatic play. This stimulates children's language and social skills, when they negotiate play scenarios. On the courtyard side, the Castle opens with bridge and net. The banister bars and slide add thrill to the play experience and in each their way train sense of

balance and space. These motor skills are necessary to navigate the surroundings, e.g. traffic, securely.

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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 environmentally friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.

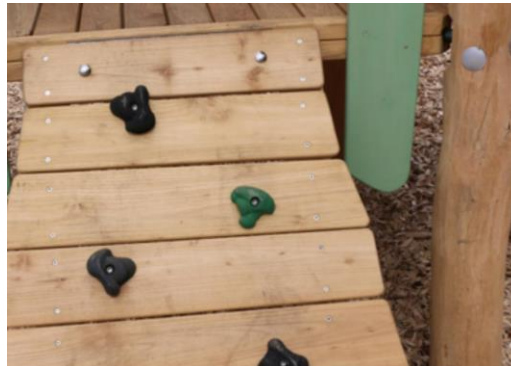


The Robinia products are designed with a KOMPAN colour concept with a number of different standard colours. The wood can also be supplied as untreated or with brown painted with a pigment that maintains the wood colour.

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Installation Information	
Max. fall height	300 cm
Safety surfacing area	75.0 m ²
Numbers of installers (persons)	2
Total installation time	75.2
Excavation volume	4.15 m ³
Concrete volume	1.86 m ³
Footing depth (standard)	100 cm
Shipment weight	3,449 kg
Anchoring options	In-ground ✓
Warranty Information	
Robinia wood	15 years
Stainless steel slide	10 years
Stainless steel components	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years



The stainless-steel slides with one-piece slide bed are made of high-quality stainless-steel AISI 304.



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



The hardware is made of stainless steel or galvanised steel to ensure durable connections with a high corrosion resistance.

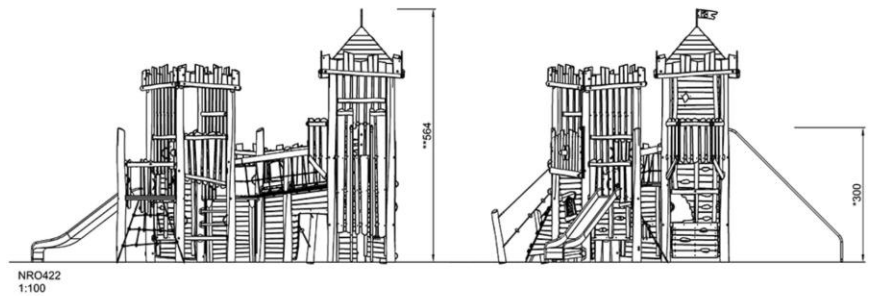
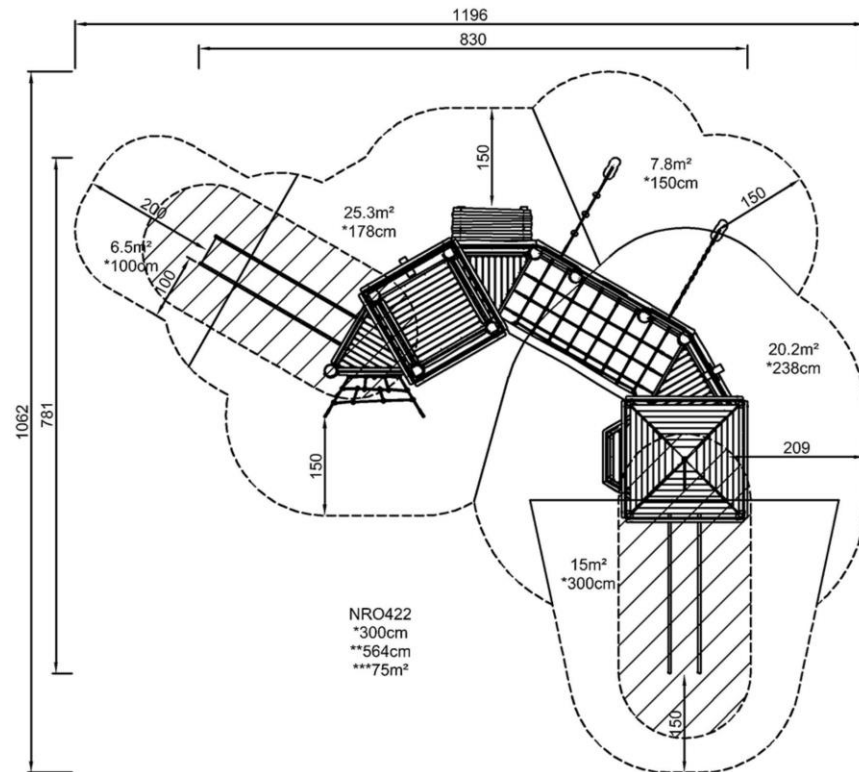


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* Max fall height | ** Total height | *** Safety surfacing area

* 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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Banister bars

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



Castle

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



Slide

Physical: sliding develops spatial awareness and sense of balance. Furthermore, the core muscles are trained when sitting upright going down.
Social-Emotional: empathy stimulated by turn-taking.



Canon

Cognitive: the cannons set a tangible theme and thus spur dramatic play. Dramatic play supports language and communication skills.



Boarding net

Physical: the inclined net supports the upward climbing movement of the body. Cross-coordination, spatial awareness and physical strength are trained, due to big steps when wanting to climb up fast.



Jail

Social-Emotional: invites interaction between sides and cooperative play.
Cognitive: suggests a theme and supports dramatic play, which stimulates languages and communication skills.



Climbing rope

Physical: the small knots add support for hands and feet when climbing onto the rope, crawling up or down. This supports spatial awareness, cross-coordination and all muscle strength.
Social-Emotional: passing others when climbing up or down develops turn-taking skills and consideration.



Rock climber

Physical: supports cross-coordination and leg, arm and hand strength. The hand-holds on top ease entry into platform.
Social-Emotional: the inclination makes climbing feel secure, especially for younger children.



Window

Social-Emotional: invites interaction between sides and cooperative play.

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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.