

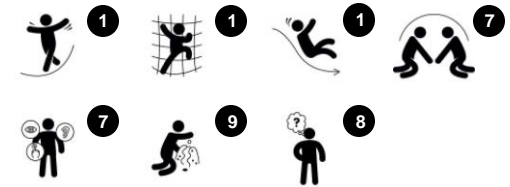
JETSETTER - WITH INTEGRATED SHADING

PCE1003

KOMPAN
Let's play



Item no. PCE100300-0902	
General Product Information	
Dimensions LxWxH	418 x 327 x 360 cm
Age Group	1+
Play Capacity	17 children
Colour Options	



Wow! The Inventor is a fantastic play structure to support active toddlers. With challenging play on all sides, longer playtimes will be supported. Physical development will be enhanced by climbing, sliding, and gliding. These all strengthen muscles and build important coordination skills. The climbing net is especially attractive and fun for children when

they are building their climbing skills and strength. These experiences are also enhanced by the design of the structure which encourages social-emotional play such the faces panel and the double slide, which allows play side by side. With plenty of room for many to play, this structure supports social skills. This structure also supports cognitive play with

features that respond to children's decision making and curiosity. This structure is perfect for supporting all areas of development through active play.

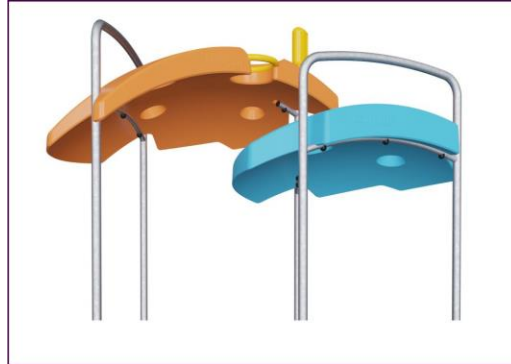


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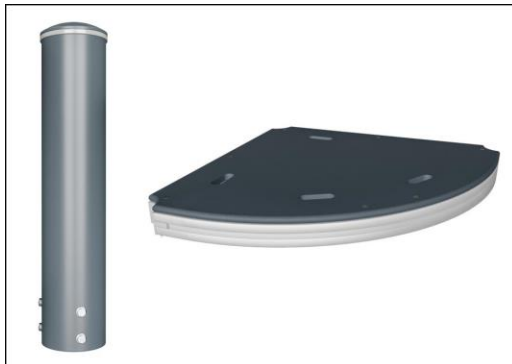
The Curved ELEMENTS panels are molded of UV stabilized recyclable PE with multiple options for in-build play features that also ensures a strong panel solution. Straight panels are made of KOMPAN 19mm PE EcoCore™ which is a highly durable, ecofriendly and recyclable material.



The ELEMENTS roofs are made of recyclable PE with a minimum wall thickness of 5mm to ensure high durability in all climates around the world. The steel pipes are hot dip galvanised inside and outside for maximum durability.



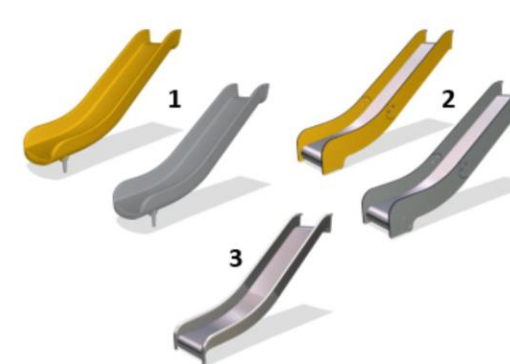
ELEMENTS products are available in three different color combinations: classic blue & green, blossom orange & yellow, nature lime and green.



ELEMENTS decks are made of 17,8mm thick HPL supported by a unique designed aluminum frame with multiple attachment options by usage of aluminum connectors. The main posts are made of high quality pre-galvanized steel with powder coated top finish. Post tops are closed with caps of UV stabilised nylon (PA6).



ELEMENTS rubber membranes are conveyor belt made of layers of rubber mixed of natural rubber and SBR rubber, and embedded with layers of armoring made of woven PE and PA. The thickness 8mm ensures high durability in any environment.



Slides are available in three different materials: moulded on piece PE slides, Combined EcoCore™ sides and stainless steel slide bed t=2mm. Full stainless steel AISI304 t=2mm.

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Installation Information

Max. fall height	58 cm
Safety surfacing area	26.8 m ²
Numbers of Installers (persons)	2
Total installation time	18
Excavation volume	0.25 m ³
Concrete volume	0.05 m ³
Footing Depth (Standard)	85 cm
Shipment Weight	499 kg
Anchoring options	In-ground ✓

Warranty information

EcoCore HDPE	Lifetime
Post	10 Years
HPL Decks	10 Years
Ropes & nets	5 Years
Spare parts guaranteed	10 Years

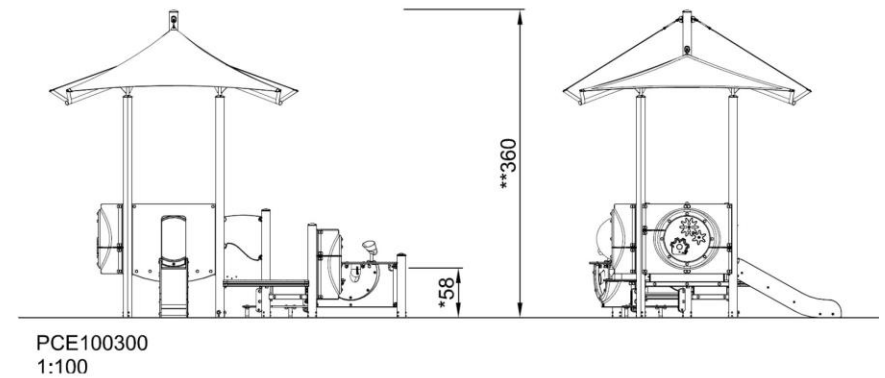
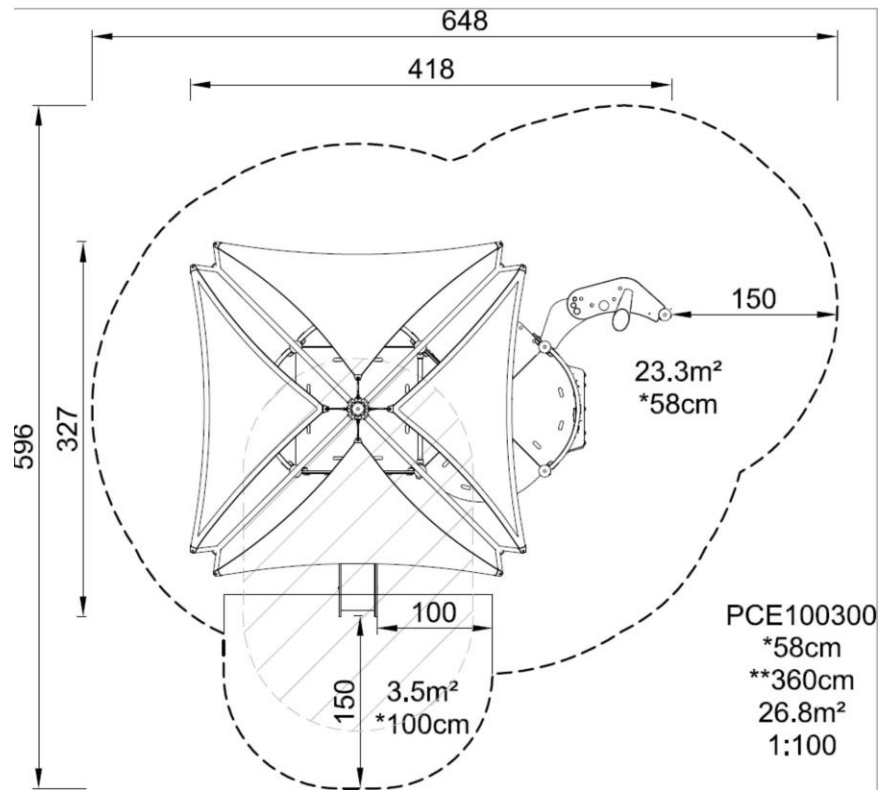


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Max fall height | Total height | Safety surfacing area

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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Flower panel

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.

Cognitive: stimulates cause and effect understanding and logical thinking: making sounds when running flower through vertical grooves.

Creative: children can leave their mark, placing the flowers in different positions.



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.



Sand funnel

Social-Emotional: supports cooperation and turn-taking as children pour water or materials into the funnel.

Cognitive: the passing of materials through funnels develops the children's logical thinking and for younger children the understanding of object permanence: that materials don't vanish, but run through at the other end.



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.



Gear wheels panel

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.

Cognitive: the gears stimulate cause and effect understanding and logical thinking.



Bubble window

Social-Emotional: invites interaction between outside and inside.

Cognitive: distorts the sound of the voice, developing logical thinking.

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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.