




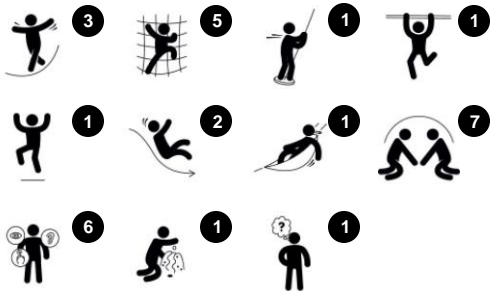


Wow! The Inventor is a fantastic play structure to support active toddlers. With fun play on all sides, longer playtimes is supported, again and again. The double slide and fireman's pole in each their way support balance and spatial awareness. The twisted stair and the green climbing wall allow access in each their intriguing way, training spatial understanding.

The climbing net is especially attractive for children building their climbing skills, thanks to the horizontal and vertical climbers and the red destination balance and climb-through points. The Inventor encourages social-emotional play with plenty of room upstairs and downstairs for many to play. The panel invites play across the Inventor and stimulates cognitive play with its

suggestive symbols. The double slide allows play side by side, making room for care givers, too. This Inventor invites active play for all areas of development.

Item no. PCE105300-0903	
General Product Information	
Dimensions LxWxH	330 x 584 x 414 cm
Age Group	2+
Play Capacity	17 children
Colour Options	  





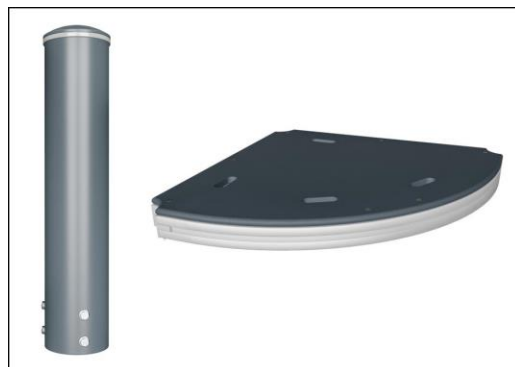
The Curved ELEMENTS panels are molded of UV stabilized recyclable PE with multiple options for in-build play features that also ensures a strong panel solution. Straight panels are made of KOMPAN 19mm PE EcoCore™ which is a highly durable, ecofriendly and recyclable material.



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.



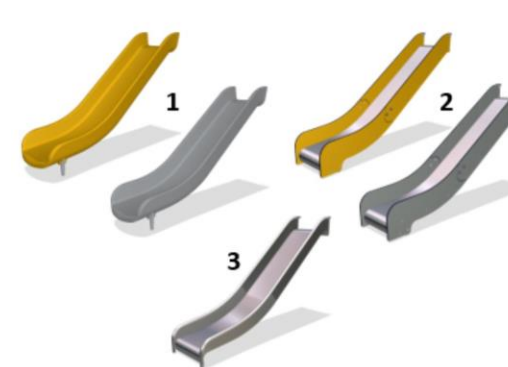
ELEMENTS products are available in three different color combinations: classic blue & green, blossom orange & yellow, nature lime and green.



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	166 cm
Safety surfacing area	37 m ²
Numbers of Installers (persons)	2
Total installation time	19
Excavation volume	0.41 m ³
Concrete volume	0.06 m ³
Footing Depth (Standard)	85 cm
Shipment Weight	542 kg
Anchoring options	In-ground ✓

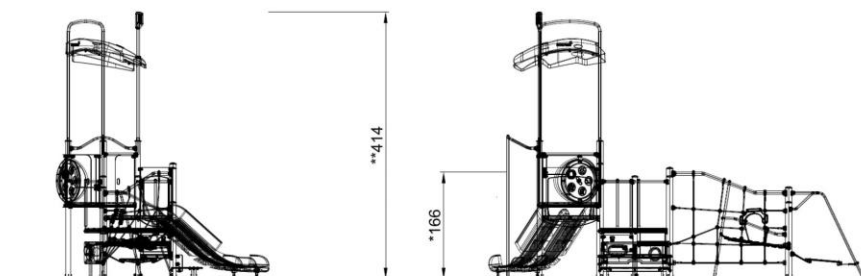
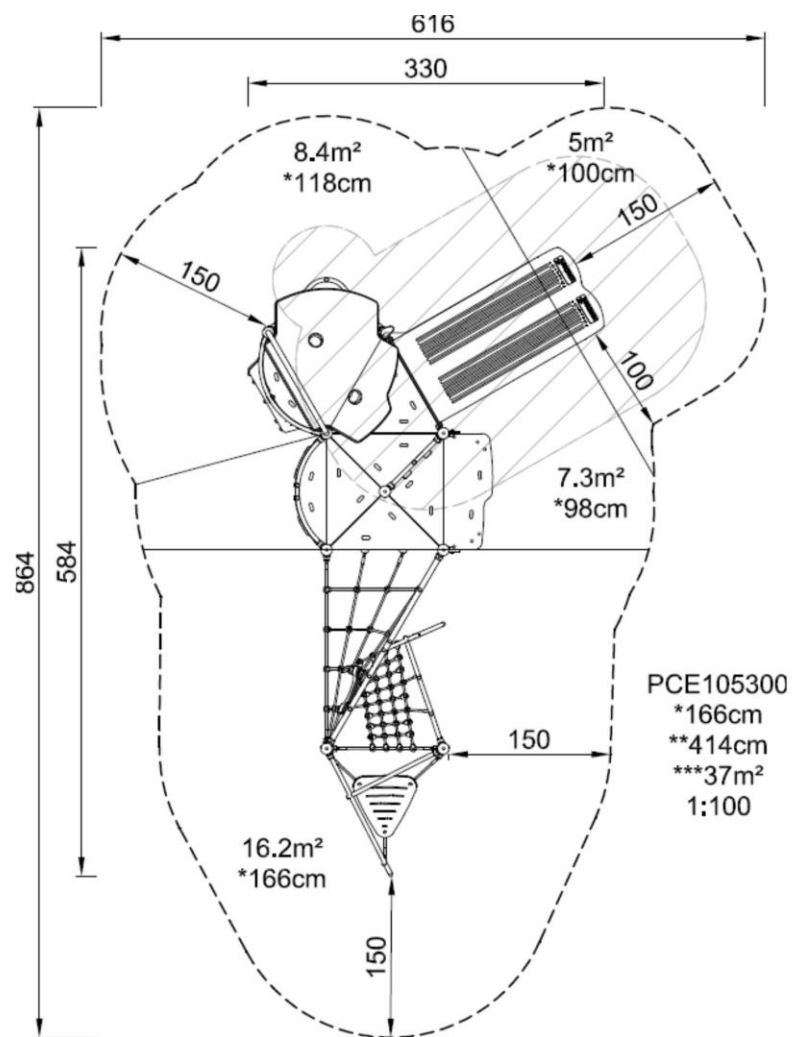
Warranty information

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



Max fall height | Total height | Safety surfacing area

Max fall height | Total height



PCE105300
1:100

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

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



Faces panel

Social-Emotional: spurs group play and conversations with its two-sidedness.

Cognitive: stimulates theory of mind: that others may have different feelings. Stimulates the understanding of symbols and facial expressions as symbols for emotions.



Climbing net twist

Physical: cross-coordination and muscle strength when climbing and crawling through the net. Sense of balance when swaying on red plate.

Social-Emotional: breaks are invited on the horizontal parts of the twisted net, allowing for socializing.

Cognitive: figuring out how to position body to climb the twisted net.



Fireman's pole

Physical: coordination is supported when going down, as well as arm and core muscles. Landing strengthens bone density, which is built for life in early childhood.

Social-Emotional: turn-taking and risk-taking.

Cognitive: young children develop their understanding of space, speed and distances when gliding down fast.



Double slide

Physical: sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.

Social-Emotional: invites socializing, supports parent-child and peer-to-peer play.

Cognitive: young children train their understanding of space, speed and distances when sliding down quickly.



Stairway

Physical: climbing the stairs supports cross-coordination as well as arm and leg muscles.

Social-Emotional: room for active breaks and adult helpers.





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.