


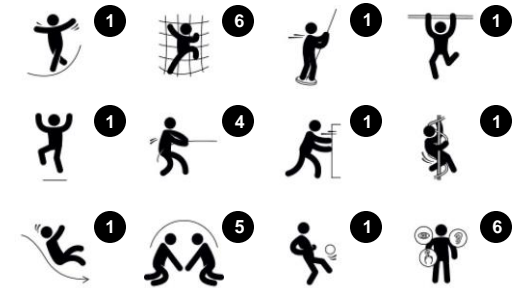


TRACKER

PCE1110



Item no. PCE111000-0901	
General Product Information	
Dimensions LxWxH	428 x 427 x 383 cm
Age Group	6+
Play Capacity	12 children
Colour Options	  



Wow! The Tracker is a fantastic structure that will thrill children. With play on all sides, children will enhance their development in all areas, and they will play for longer times. Physical development will be supported by the rich variation of climbing, sliding, spinning, and gliding. These all strengthen muscles and build important motor skills such as cross-

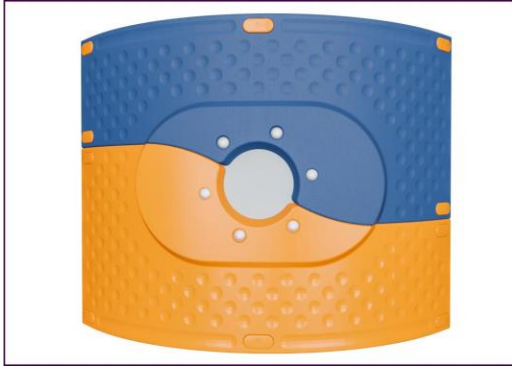
coordination. The wall climber and climbing pole are especially attractive and fun for children when they are building their climbing skills and strength. These experiences are also enhanced by the design of the Tracker which encourages social-emotional play and cooperation. With room for many to play, the Tracker supports social skills. The accessible

stairway invites all in, and the room under the platforms is a nice place to retract from the wilder gliding and sliding play. The Tracker perfectly supports 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.



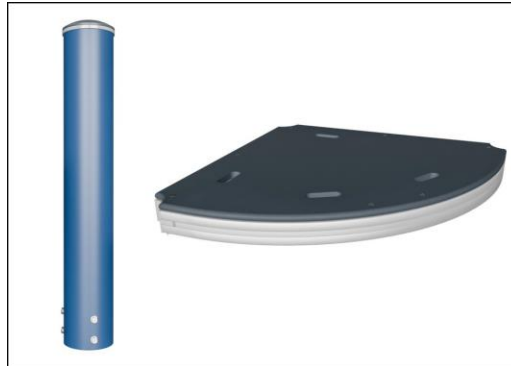
The climbing elements displayed are moulded in one piece with a minimum 5mm wall thickness. The climbing elements are made of recyclable PE which has a high impact resistance across a wide temperature span which ensures vandal resistance in all locations.



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



ELEMENTS ropes has six-stranded steel wires and a steel wire core. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. After initial friction has removed the surface fibers, a harder PES coating remains to protect each strand, making the ropes highlywear- and vandalism-resistant.



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



ELEMENTS rubber membranes are conveyer 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.

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Installation Information

Max. fall height	179 cm
Safety surfacing area	37.2 m ²
Numbers of Installers (persons)	2
Total installation time	24
Excavation volume	0.41 m ³
Concrete volume	0.06 m ³
Footing Depth (Standard)	85 cm
Shipment Weight	632 kg
Anchoring options	In-ground ✓

Warranty information

Panels	Lifetime
Post	10 Years
Floors (decks)	10 Years
Ropes	5 Years
Spare parts guaranteed	10 Years

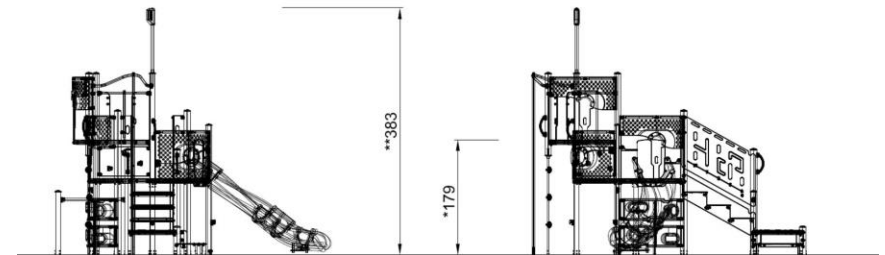
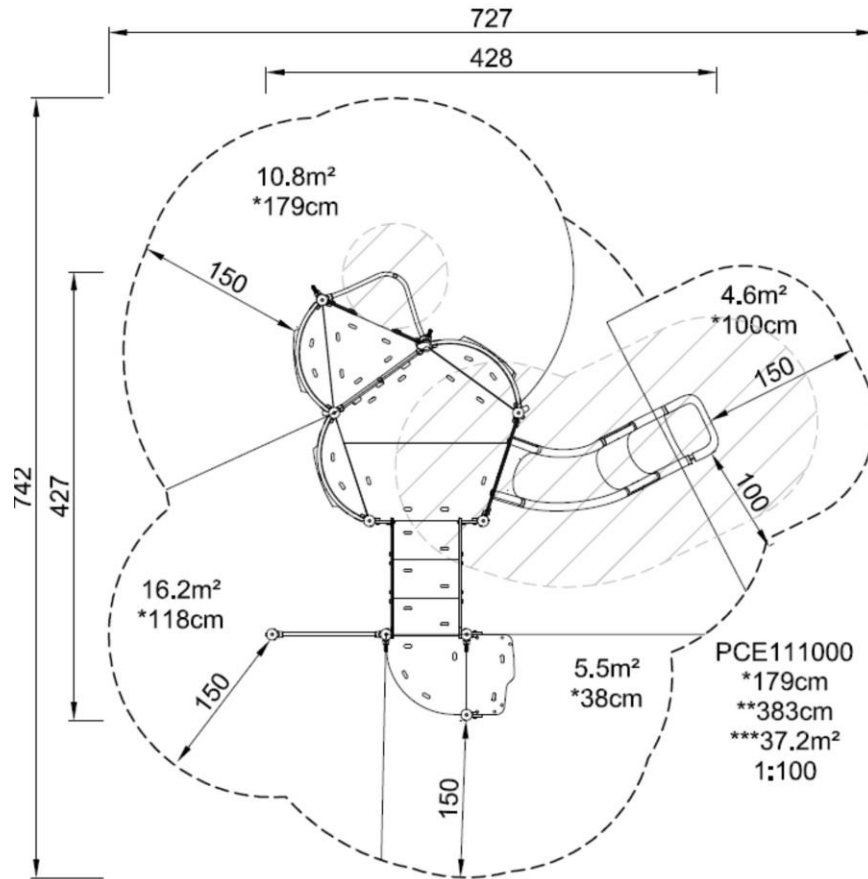


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Max fall height | Total height | Safety surfacing area

Max fall height | Total height



PCE111000
1:100

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

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



Somersault bar

Physical: arm, leg and core muscles are developed when climbing up, somersaulting around. Balance and spatial awareness are strengthened.

Social-Emotional: meeting, socializing and turn-taking when climbing up and down via bar.



Wall climber

Physical: climbing supports cross-coordination, proprioception, and the development of major muscle groups and hand strength.

Social-Emotional: two-sided climbing spurs social interaction and turn-taking.



Stairway

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

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



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.



Climbing pole

Physical: develops children's cross coordination, eye-hand coordination and muscle strength when climbing up or down.

Social-Emotional: turn-taking and self-regulation are trained, both important life skills.

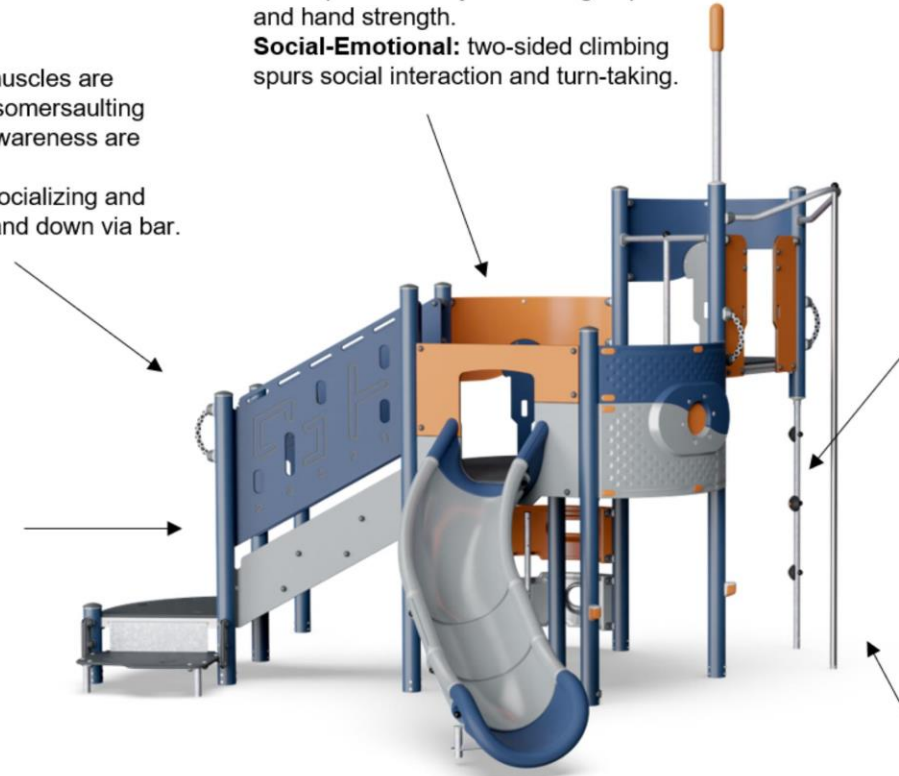


Fireman's pole

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.



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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.