


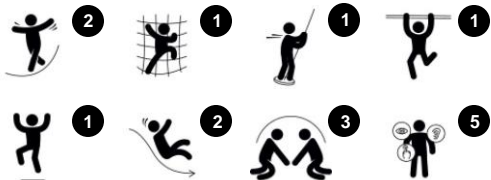


PERFORMER

PCE105701



Item no. PCE105701-0903	
General Product Information	
Dimensions LxWxH	345 x 161 x 193 cm
Age Group	2+
Play Capacity	6 children
Colour Options	  



The Performer is a fantastic, slick play unit that will motivate social play again and again. The different activities support children's play and encourage richer play times. Children can climb and slide, along with friends, which supports social relationships and emotional understanding. After climbing up the smooth steps of the inclined climbing wall, using cross-

coordination and strength to get to the platform, the double slide is a rewarding way to return to the ground, alone or with a friend. This helps children to continue the play on every level. They will find the Performer a great meeting place for play, with all the variation within a small space. The Fireman's pole adds a thrill for more courageous children. It additionally trains

spatial awareness and adds a feeling of achievement when children dare to use it. This variety motivates play hugely.

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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 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.



Sails of commercial 95 high density PE knitted specially for sun-shade structures. The sails are treated with UV stabilizers to ensure a long life-time. The sails are supported by a hot dip galvanized steel frame and tightened by stainless steel devices.

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Installation Information	
Max. fall height	88 cm
Safety surfacing area	22.5 m²
Numbers of Installers (persons)	2
Total installation time	8
Excavation volume	0.34 m³
Concrete volume	0 m³
Footing Depth (Standard)	85 cm
Shipment Weight	231 kg
Anchoring options	In-ground ✓
Warranty information	
EcoCore HDPE	Lifetime
Post	10 Years
HPL Decks	10 Years
Sun shading sails	5 Years
Spare parts guaranteed	10 Years



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-galvanised steel with powder coated top finish. Post tops are closed with plastic caps of UV stabilised nylon PA6.



The slides are available in either moulded PE in different colours or in full stainless steel AISI304 t=2 mm.



Steel activities are hot dip galvanised and optional with a powder coated top finish.

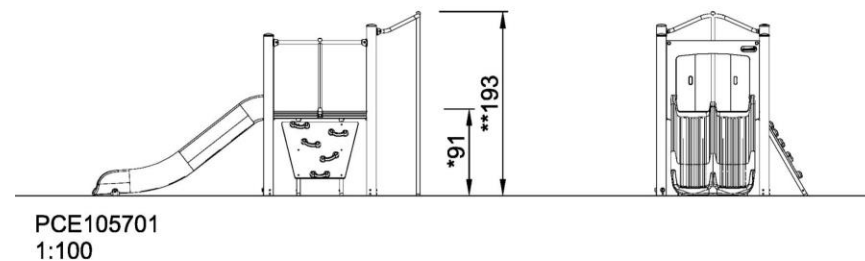
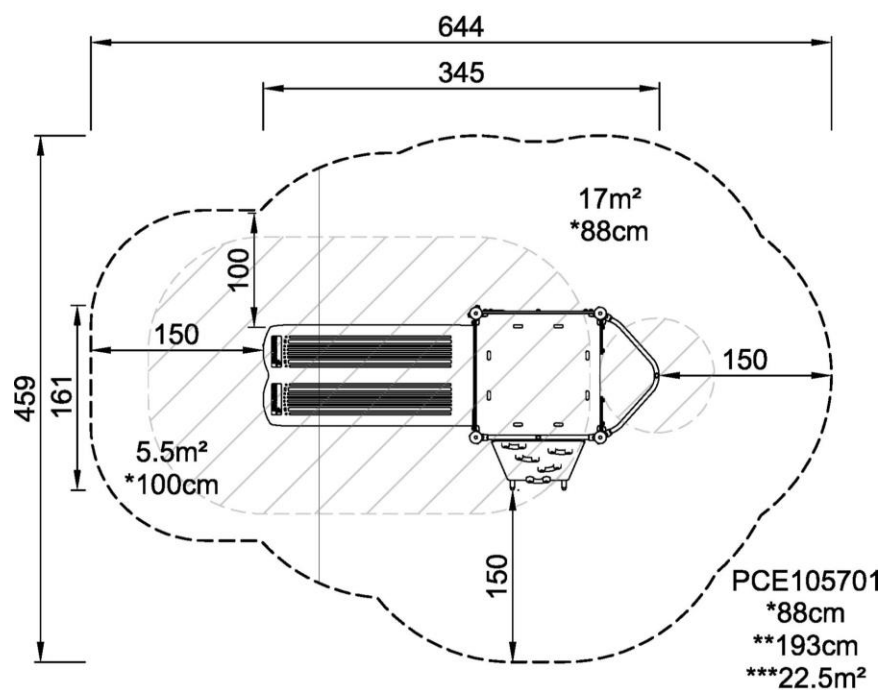


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Max fall height | Total height | Safety surfacing area

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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Platform

Social-Emotional: the platform allows for more children to be together and share. Important life skills like courage, self-esteem, consideration and turn-taking are built.

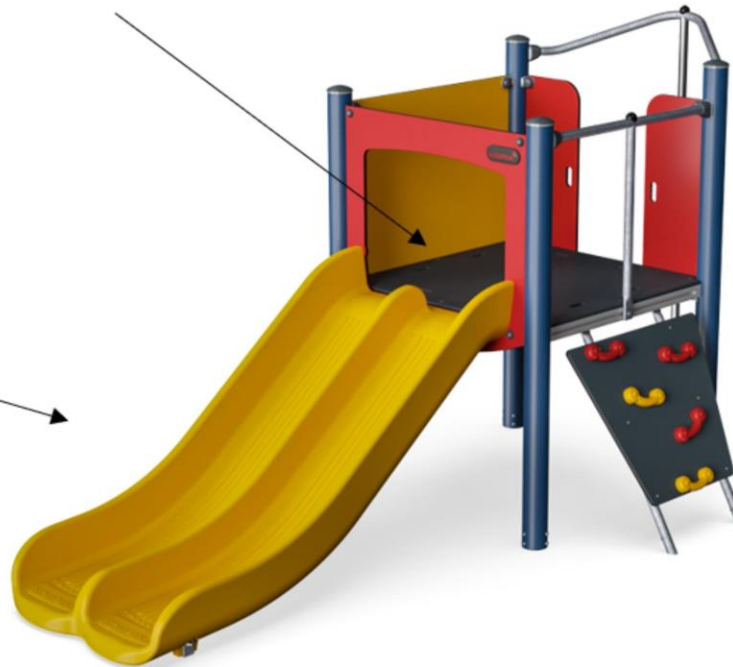


Double slide

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.



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 childhood.

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

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



Rock climber

Physical: supports cross-coordination and leg, arm and hand strength.

Social-Emotional: the inclination makes climbing feel secure, especially for younger children.



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.