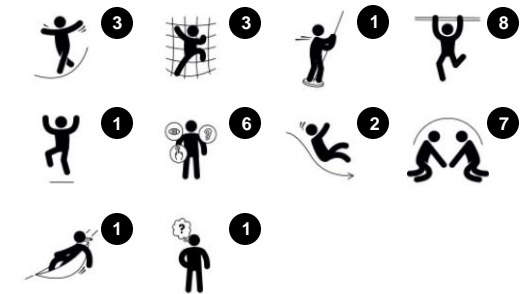




Item no. PCE310301-0901

### General Product Information

Dimensions LxWxH	794x801x283 cm
Age group	4+
Play capacity (users)	23
Colour options	



The Camba is a fantastic structure that children love. The variety of activities will encourage children to come back again and again. The Camba offers ample climbing and balancing for high numbers of active children. The bridge offers thrill for children who like to challenge themselves, and the varied climbing units train proprioception and cross-body coordination,

which are fundamental for children's mathematical understanding. The curved slide and the fireman's pole are thrilling ways of returning to the ground. They additionally train the Spatial understanding, important for body confidence and control. Overhead bars train upper body strength. The Camba offers plenty of opportunities for social play that will help

children to build important social and emotional skills, and will motivate children to play for longer.

# Camba

PCE310301



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 galvanised steel frame and tightened by stainless steel devices.

Item no. PCE310301-0901	
Installation Information	
Max. fall height	246 cm
Safety surfacing area	68.0 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	21.7
Excavation volume	0.52 m <sup>3</sup>
Concrete volume	0.00 m <sup>3</sup>
Footing depth (standard)	85 cm
Shipment weight	711 kg
Anchoring options	In-ground ✓
Warranty Information	
EcoCore HDPE	Lifetime
Post	10 years
HPL decks	10 years
Sun shading sails	2 years
Spare parts guaranteed	10 years



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).



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

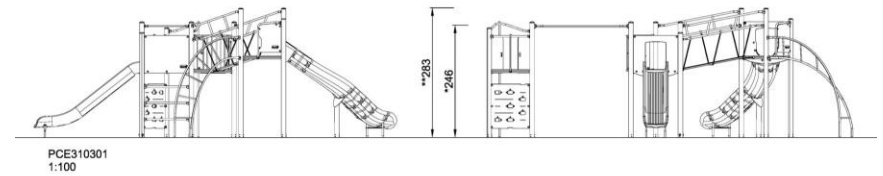
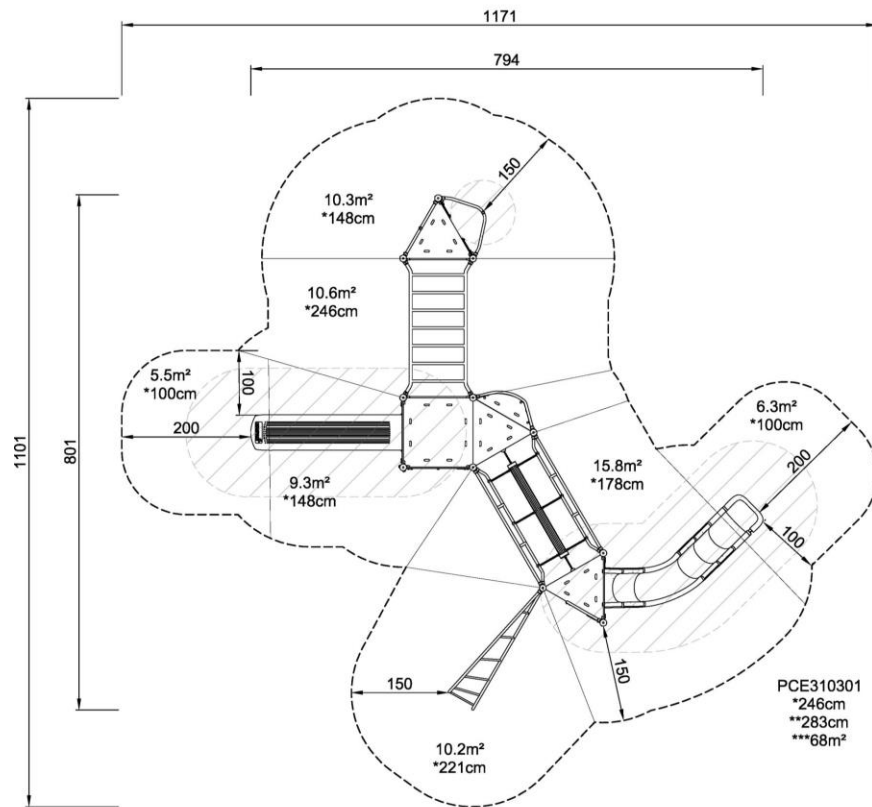


Steel activities are hot dip galvanised and optional with a powder coated top finish.



\* 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](#)



### Jacob's ladder

**Physical:** cross-coordination and spatial awareness as well as upper body muscles when hanging with arms. This is especially important due to sedentary lifestyles of today's children.  
**Social-Emotional:** turn-taking and cooperation.  
**Cognitive:** logical thinking when going from 2nd to 3rd step, changing feet.



### Planck bridge

**Physical:** balancing or crawling across the plank develops the vestibular system as well as cross-coordination.  
**Social-Emotional:** passing other children takes co-operation and teaches children turn-taking skills.



### Overhead ladder

**Physical:** develops children's upper body muscles and arm strength, cross coordination and spatial awareness. This is especially important due to sedentary lifestyles and back-pain in children.  
**Social-Emotional:** chill and socialize on top of the overhead ladder, training cooperation.



### Climbing wall

**Physical:** develops children's cross coordination, eye-hand coordination, and muscle strength when climbing.  
**Social-Emotional:** two-sided climb invites cooperation.



### Curved 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.



### Balcony

**Social-Emotional:** the balcony invites meetings and interaction with people on ground level.



### Pipe ladder

**Physical:** cross-coordination and eye-hand coordination are supported when children climb the ladder. The climbing also supports leg and arm muscles.  
**Social-Emotional:** social interaction when hanging out together, learning about turn taking and cooperation.



### 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.







**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.