

Camba with roof




PCE310302

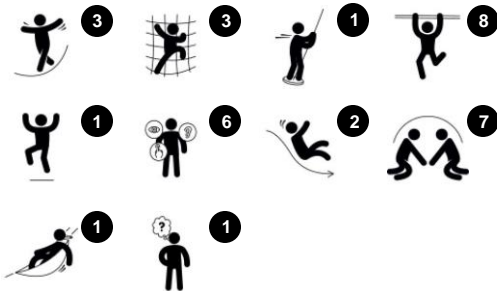


The Camba is a fantastic structure that children love. The variety of activities will encourage children to come back again and again. The Camba offers ample climbing and balancing for high numbers of active children. The bridge offers thrill for children who like to challenge themselves, and the varied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

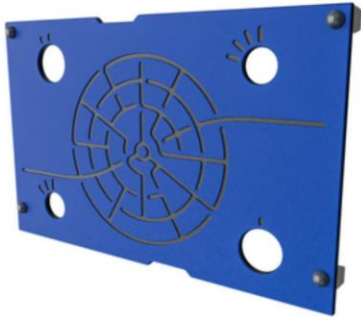
children to build important social and emotional skills, and will motivate children to play for longer.

Item no. PCE310302-0901	
General Product Information	
Dimensions LxWxH	794x801x463 cm
Age group	4+
Play capacity (users)	23
Colour options	  



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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 galvanised steel frame and tightened by stainless steel devices.

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Installation Information	
Max. fall height	246 cm
Safety surfacing area	68.0 m ²
Numbers of installers (persons)	2
Total installation time	23.0
Excavation volume	0.52 m ³
Concrete volume	0.00 m ³
Footing depth (standard)	85 cm
Shipment weight	769 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 posts are galvanised inside and outside with powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world.

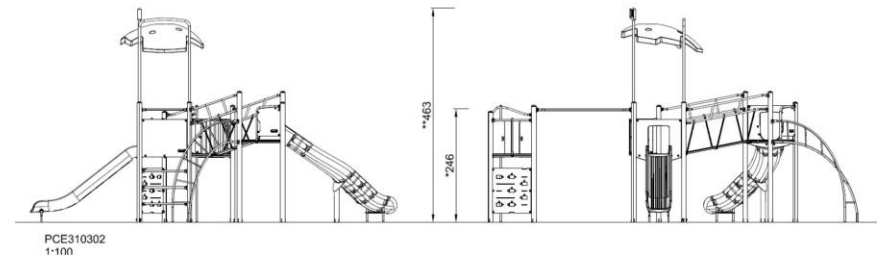
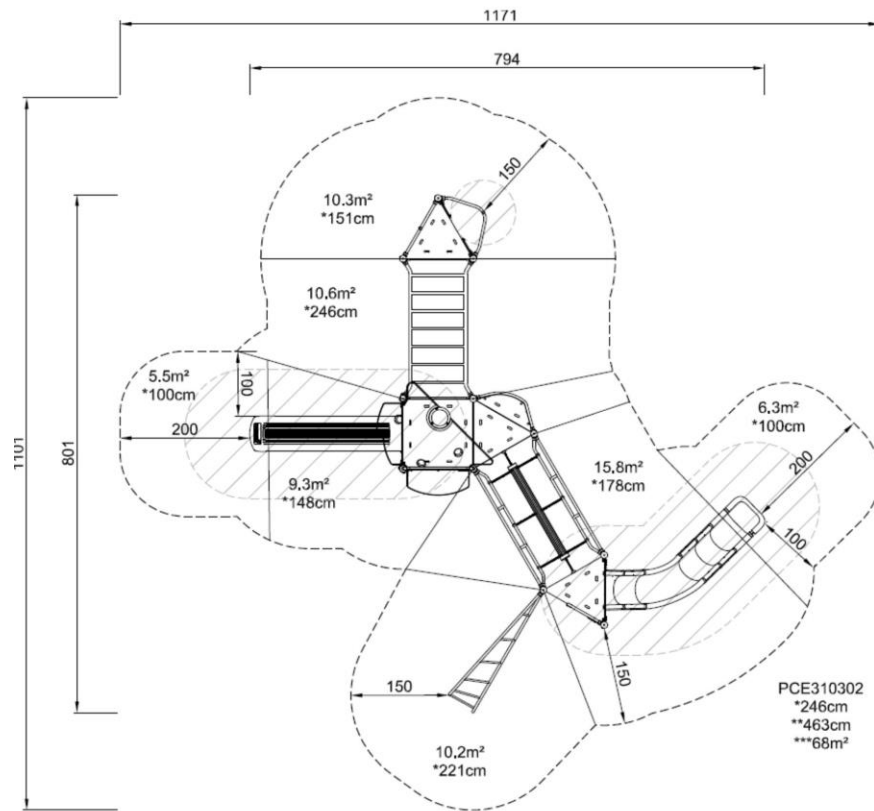


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height

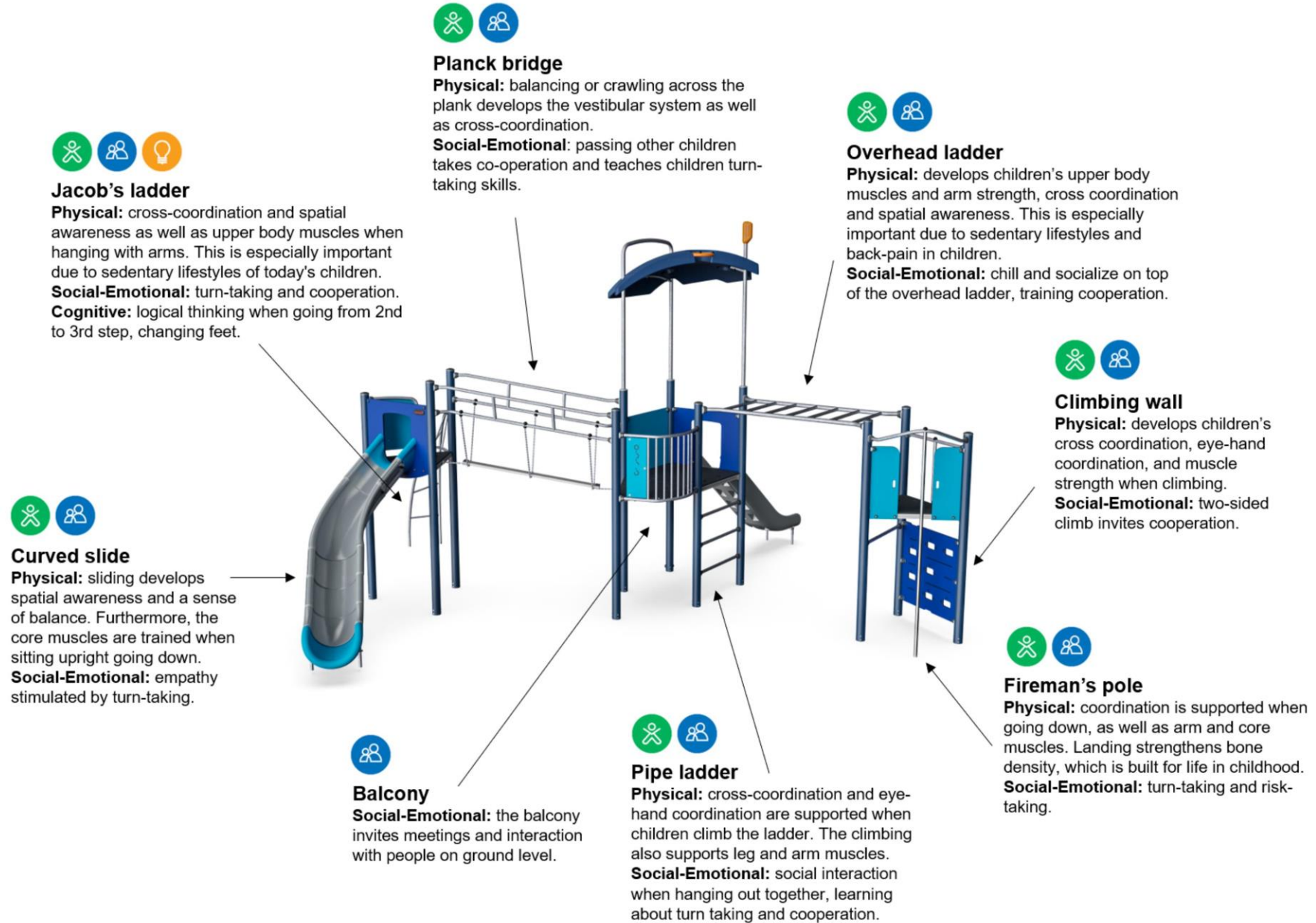


[Click to see 1:100 ratio TOP VIEW](#)

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

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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.