

KOMPAN PIRATE SHIP




PCM1032

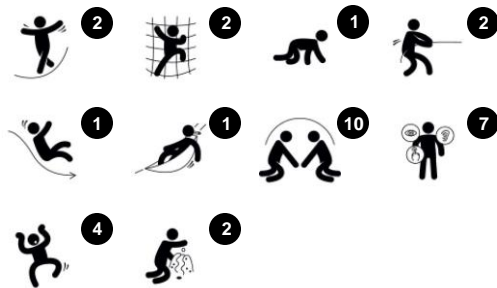


The KOMPAN Pirate Ship inspires and attracts play in today's children as well as in yesterday's. The clear colors, round shapes and strong theme motivate dramatic play on end, again and again, year after year. The unit forms a whole playground with its diverse play activities. The open space behind the keel has benches for socializing. So has the cabin under

deck for swaying gently, training the sensed of balance and space and training turn-taking skills. An embarkment net leads to the deck, and so does an accessible stairway. Users of all abilities can be involved in play, thanks to the open, transparent design. The many sensory, moveable activities add to dramatic play, thus stimulating language and

communication skills. The slide, apart from being fun, stimulates the sense of balance and tickles the stomach.

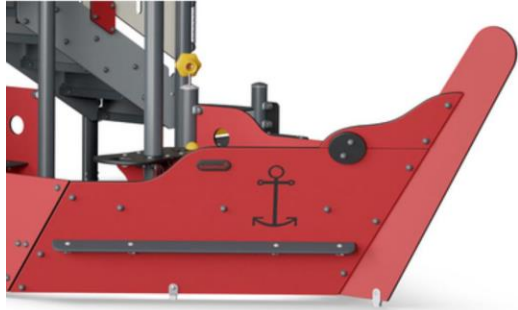
Item no. PCM103200-0901	
General Product Information	
Dimensions LxWxH	646 x 679 x 382 cm
Age Group	2+
Play Capacity	24 children
Colour Options	  



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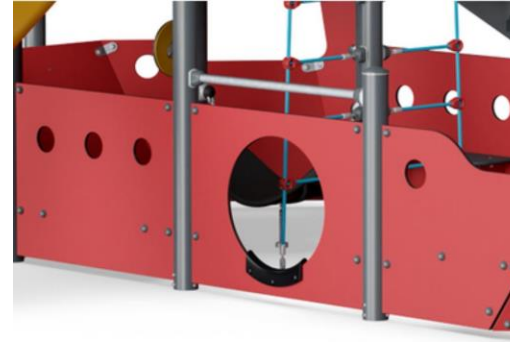
KOMPAN
Let's play



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.



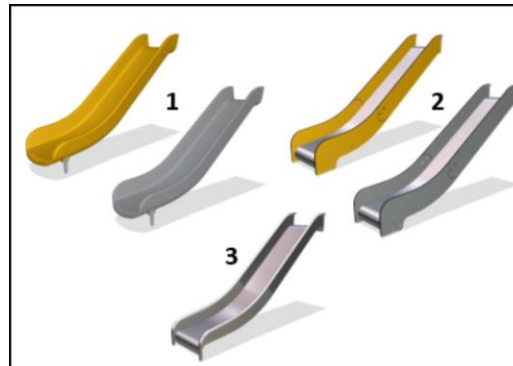
All DECKS are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure moulded aluminium connectors. The HPL decks with a thickness of 17.8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.



Main posts with hot dip galvanised steel footing are pre-galvanised inside and outside with powder coated top finish.



Nets and ropes are made of UV-stabilised PA with inner steel cable reinforcement. The rope is induction treated in order to create a strong connection between steel and rope which leads to good wear resistance.



Slides are available in three different materials: moulded on piece LDPE plastic slides, combined EcoCore™ sides and stainless-steel slide bed t=2mm or full stainless steel ANSI304 t=2mm.



The Pirate ship is available in three different colour combinations. The classic red colour, ocean blue of nature green. Visit KOMPAN.com for detailed information.

Item no. PCM103200-0901

Installation Information

Max. fall height	148 cm
Safety surfacing area	55,8 m ²
Numbers of Installers (persons)	2
Total installation time	40
Excavation volume	0,68 m ³
Concrete volume	0,02 m ³
Footing Depth (Standard)	90 cm
Shipment Weight	1066 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty information

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

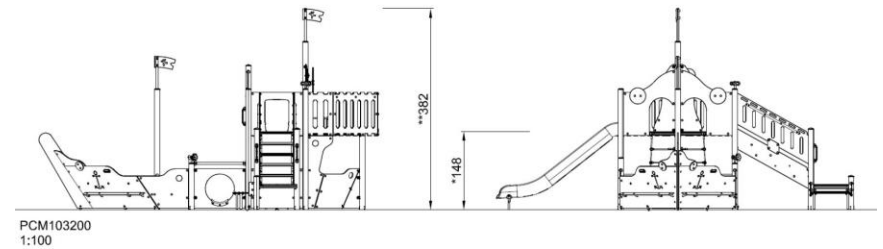
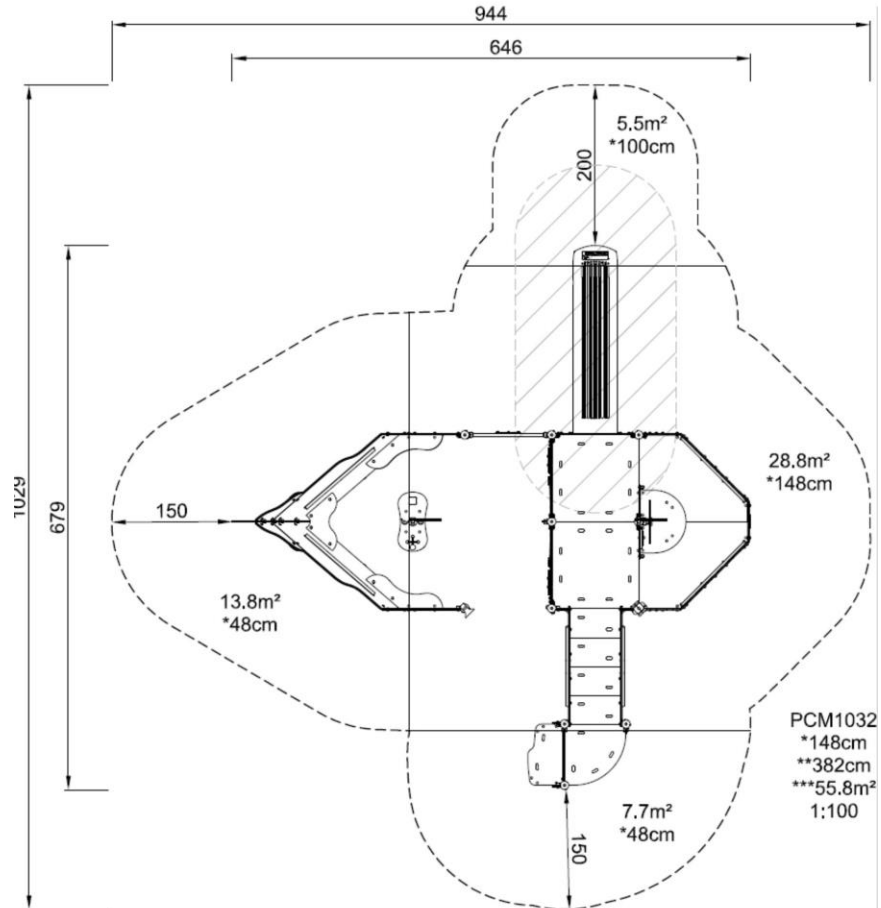


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Max fall height | Total height | Safety surfacing area

Max fall height | Total height

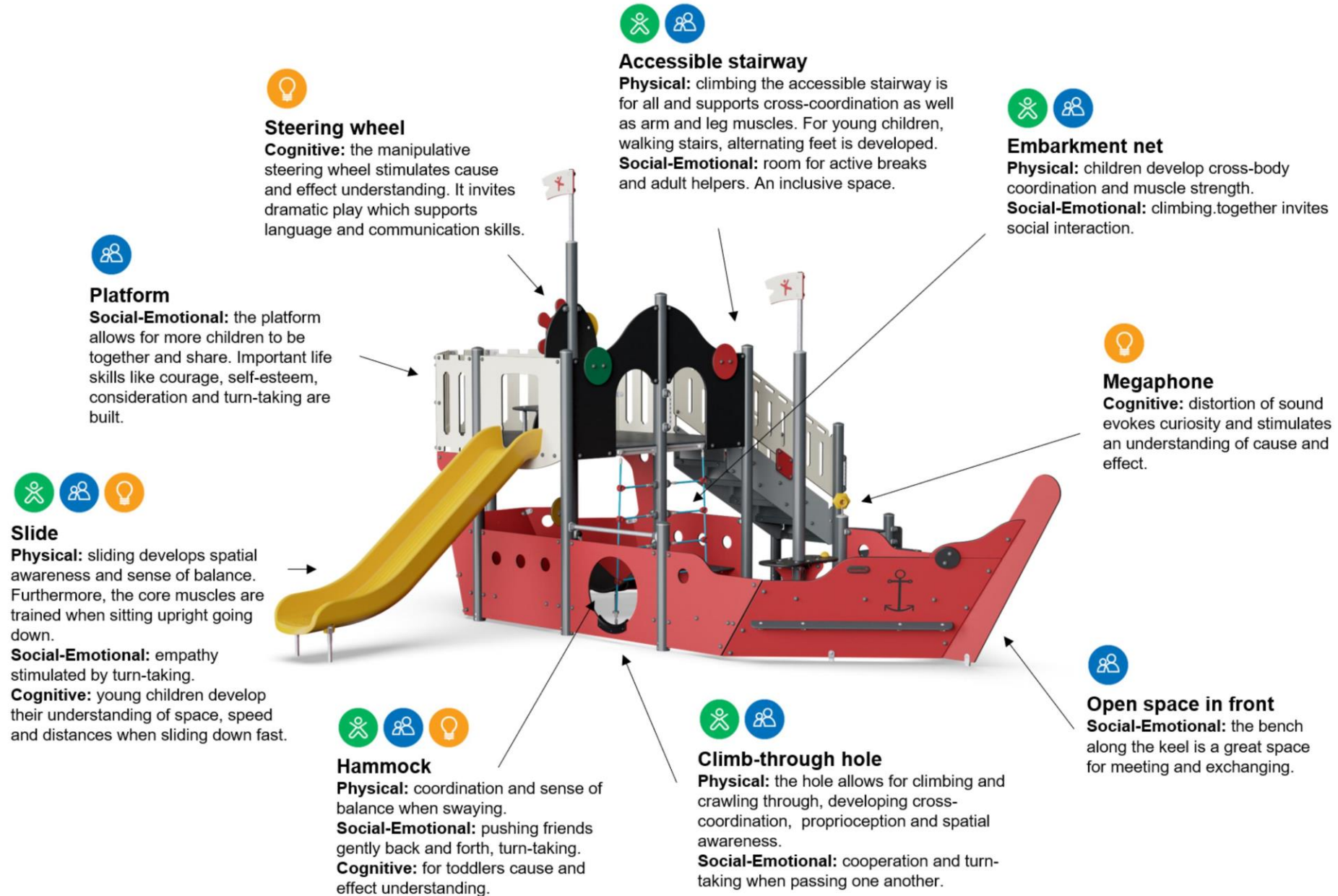


[Click to see 1:100 ratio TOP VIEW](#)

[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.