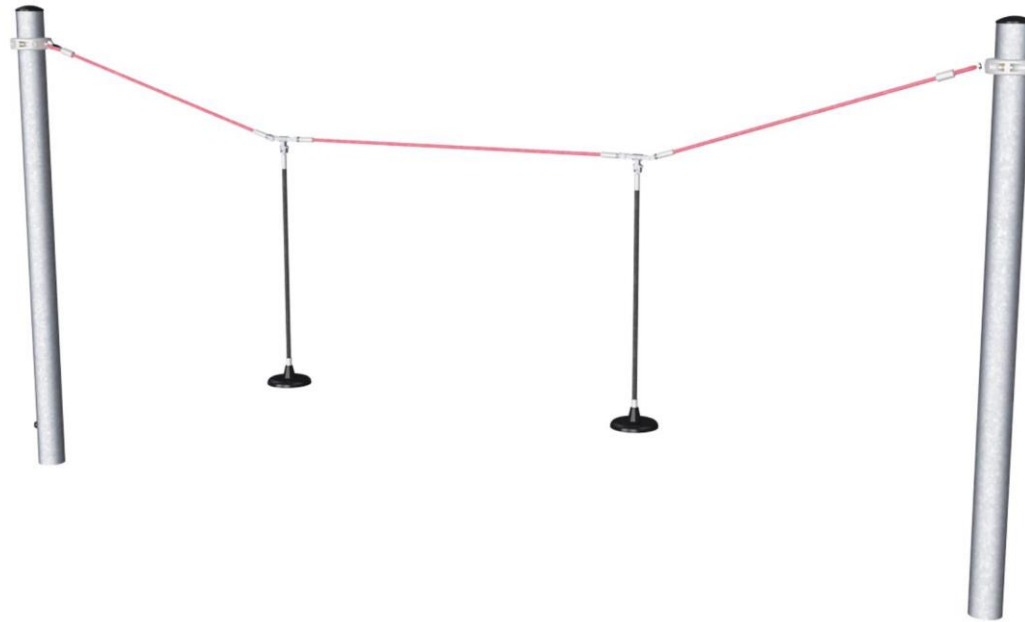


DOUBLE PENDULUM SEAT

COR15092



Item no. COR150921-1101	
General Product Information	
Dimensions LxWxH	526 x 10 x 290 cm
Age Group	5+
Play Capacity	2 children
Colour Options	



Wow – it bounces! The Double Pendulum Seats attract children immensely, thanks to their hugely responsive swaying and bouncing movements. The children will come back again and again to have more fun swaying. The seats can be used seated or standing, alone or together. Apart from being great fun, the bouncy, swaying movements also train the

children's sense of balance and space. These are fundamental for children's physical confidence and their ability to navigate the world securely. The two seats additionally encourage cooperation and empathy: the Double Pendulum Seats are suspended in one horizontal rope. So children seated in one pendulum seat can feel all the movements of

the children in the other seat. The social-emotional scope of this is learning for life, as children make friends in play.

DOUBLE PENDULUM SEAT

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Corocord ropes with 19 mm diameter or more are special „Hercules“ – type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear- and vandalism-resistant and can be replaced at site if needed.



The steel posts are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



Corocord aluminum clamps are used as connectors between steel posts and rope. Two aluminum castings are bolted together. The height of the clamps is thus variable.



For this product, you have got the choice between 8 rope colours. The assortment is a wide span of colours ranking from elegant and expressive black or natural and toned-down hemp colour, to a range of attractive and eye-catching signal colours.

Item no. COR150921-1101	
Installation Information	
Max. fall height	150 cm
Safety surfacing area	29.3 m ²
Numbers of Installers (persons)	2
Total installation time	4
Excavation volume	4.31 m ³
Concrete volume	2.74 m ³
Footing Depth (Standard)	110 cm
Shipment Weight	272 kg
Anchoring options	In-ground ✓
Warranty information	
Corocord Rope	5 Years
S-Clamps	10 Years
Membrane	2 Years
Spare parts guaranteed	10 Years

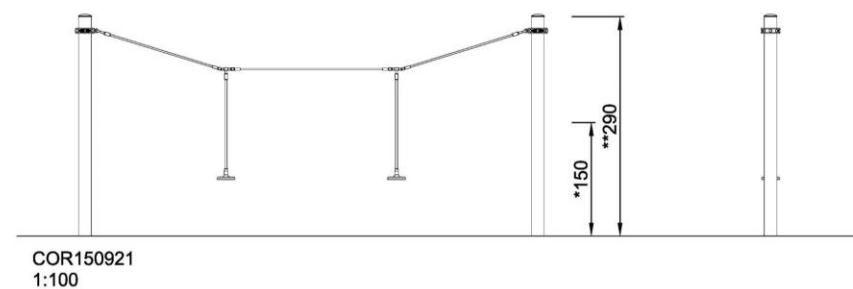
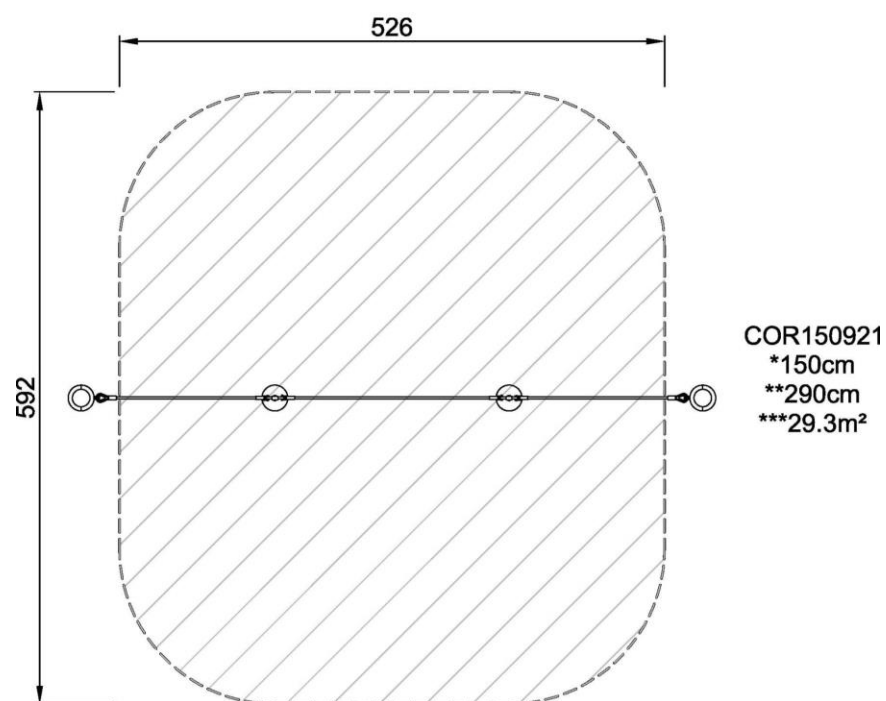


DOUBLE PENDULUM SEAT

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Max fall height | Total height | Safety surfacing area

Max fall height | Total height

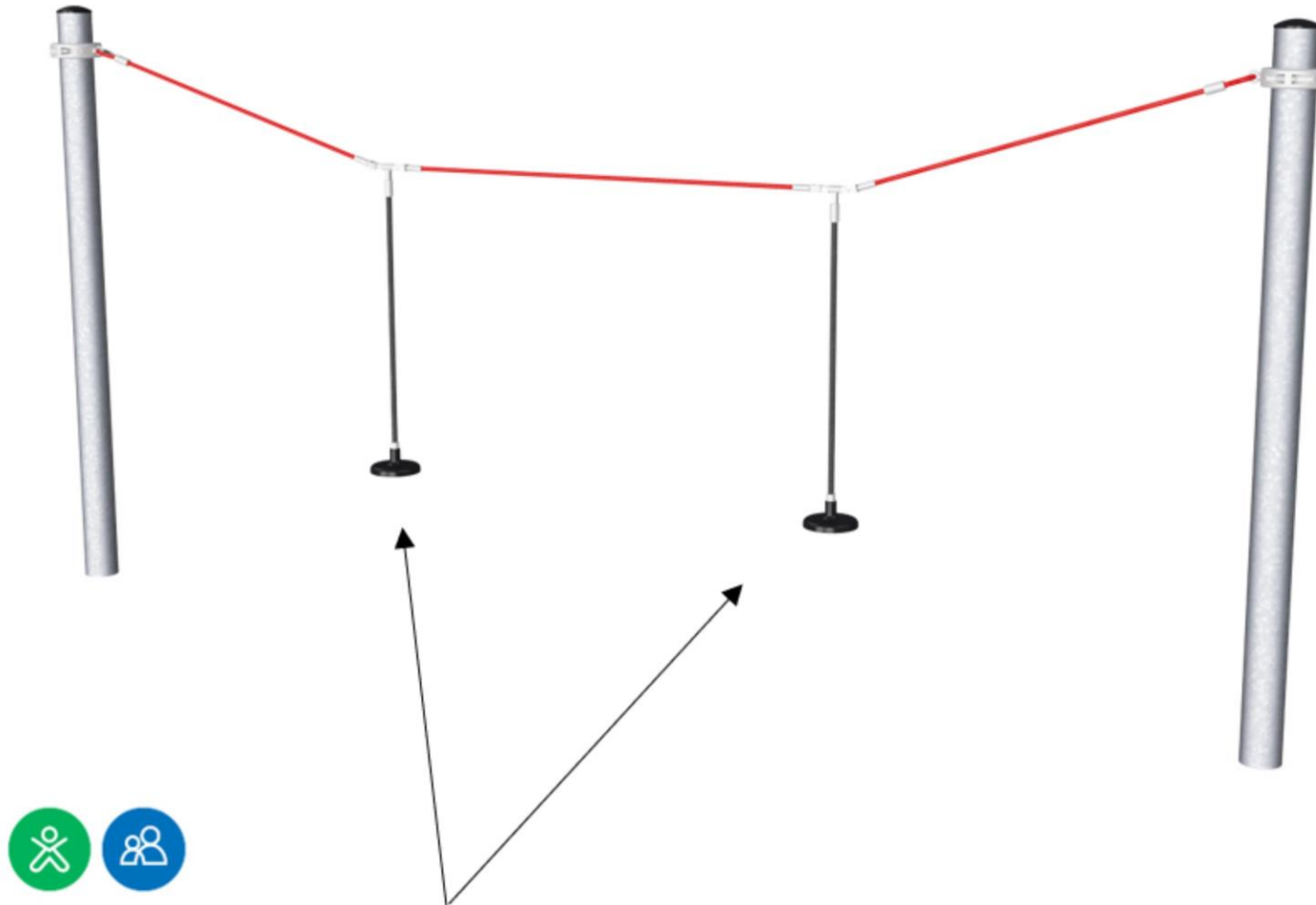


[Click to see 1:100 ratio TOP VIEW](#)

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

DOUBLE PENDULUM SEAT

COR15092



Pendel seats

Physical: swaying movement supports the sense of balance as well as core and arm muscles when holding tight.

Social-Emotional: socializing and turn-taking when deciding who should sit here.

DOUBLE PENDULUM SEAT

COR15092



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.