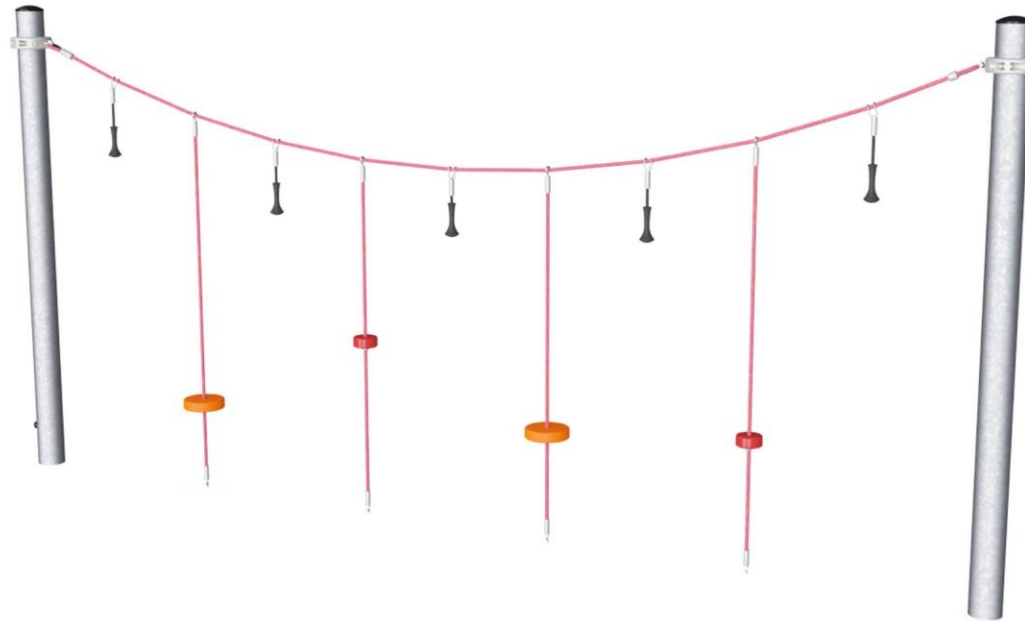
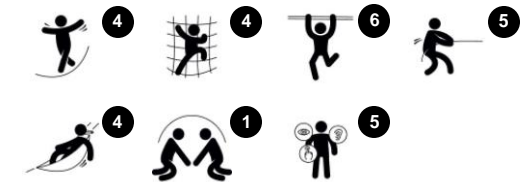


ADVENTURE TRAIL

COR15152



Item no. COR151521-1101	
General Product Information	
Dimensions LxWxH	625 x 25 x 290 cm
Age Group	5+
Play Capacity	10 children
Colour Options	



The Adventure trail is a fantastic, slick and swaying climb invitation. Children will come back again and again to try out the varied options for climbing and walking in your arms across the Adventure Trail. The varied cleats and seats of the vertical ropes invite both swaying breaks and Concentrated climbs. The upper body support of the black grips add

support. However, they also intensely train upper body strength. This is in high demand in today's children, due to sedentary life styles and back and posture issues. The swaying climb through the Adventure trail trains the sense of balance, which is fundamental to all other motor skills. Passing other children on the way across takes great negotiation and

cooperation skills and trains important social-emotional skills such as turn-taking. This skill set stimulates the ability to make friends.

ADVENTURE TRAIL

COR15152



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.



Fully coloured EPDM rubber discs with smooth surface. The moulded EPDM surrounds a hot dip galvanised steel core inlay that ensures both the stability of the discs and durable fixation to the rope.



The teardrop handle has been designed in shape and diameter so as to fit optimally for older kids, and the special thermoplastic polyurethane (TPU) rubber surface makes it nice to touch.



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. COR151521-1101	
Installation Information	
Max. fall height	100 cm
Safety surfacing area	27.5 m ²
Numbers of Installers (persons)	2
Total installation time	5
Excavation volume	4.31 m ³
Concrete volume	2.74 m ³
Footing Depth (Standard)	110 cm
Shipment Weight	290 kg
Anchoring options	In-ground ✓
Warranty information	
Corocord Rope	5 Years
S-Clamps	10 Years
Membrane	2 Years
Spare parts guaranteed	10 Years

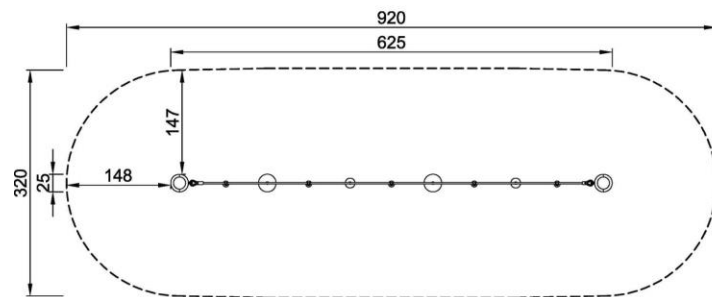


ADVENTURE TRAIL

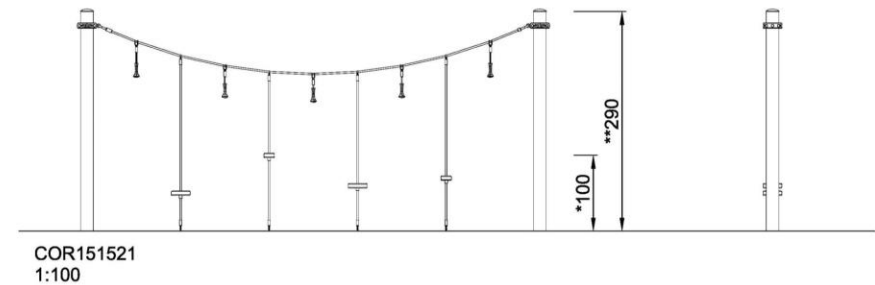
COR15152

Max fall height | Total height | Safety surfacing area

Max fall height | Total height



COR151521-xx01
*100cm
**290cm
***27.5m²



COR151521
1:100

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

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

ADVENTURE TRAIL

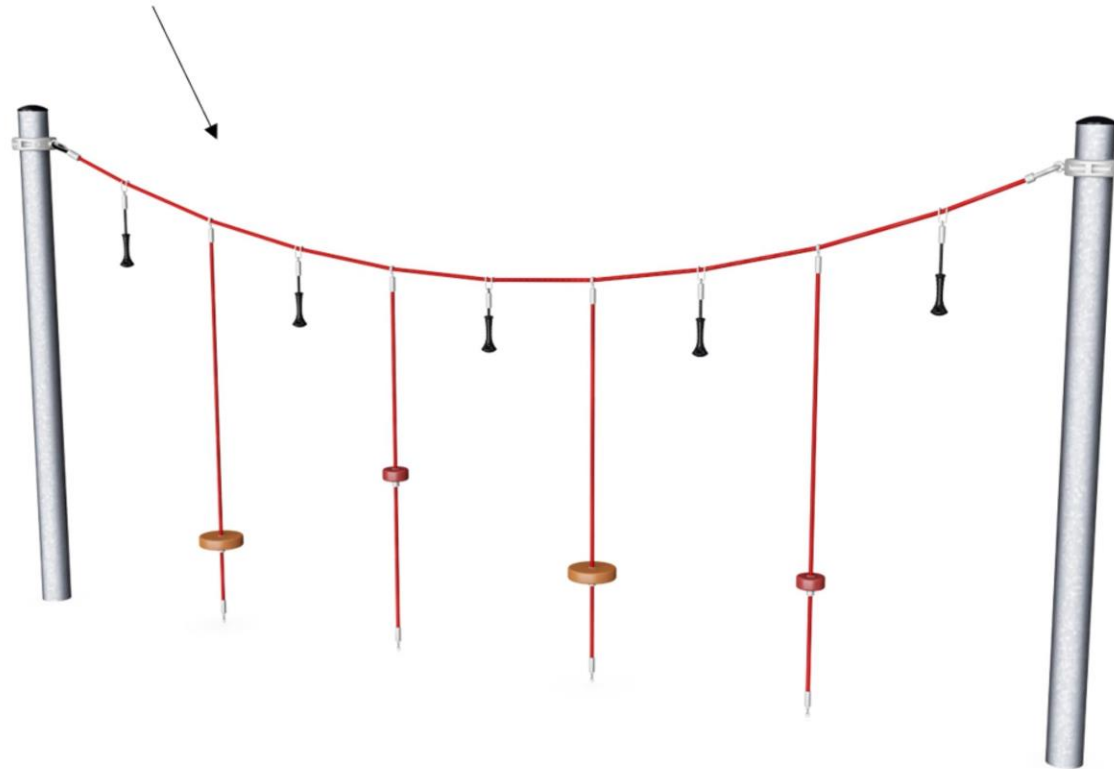
COR15152



Adventure trail

Physical: agility, balance and coordination when climbing through link, swaying on ropes. Arm, leg and core muscles are strengthened. These are important for posture control and sitting still.

Social-Emotional: turn-taking and consideration of others when climbing through. These skills are hard to teach but easy to learn in play.



ADVENTURE TRAIL

COR15152



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.