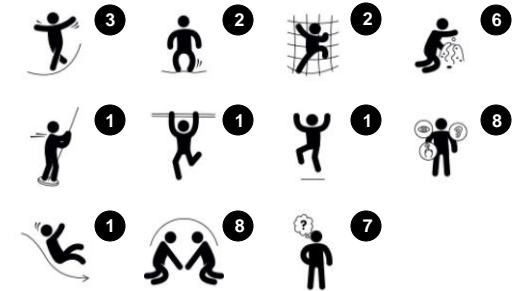


Initiator

PCE2054



Item no. PCE205400-0903	
General Product Information	
Dimensions LxWxH	543x434x414 cm
Age group	2+
Play capacity (users)	22
Colour options	



Wow! The Initiator is a fantastic structure with loads of play opportunities that will encourage children to stay and play, and return again and again. These play experiences will support children's development in all areas. The slide supports physical skills such as balance and spatial awareness. The climbing wall and winding stairways support strength and cross-

coordination, important skills for physical as well as intellectual development. There is more than one way to climb, which supports play for children who seek variety and challenge. With so many play activities, social experiences are stimulated, especially with features like the flower panel, where children can cooperate across levels. The membrane panel is a truly

thrilling event which supports motor skills and important social-emotional skills such as empathy.

Initiator

PCE2054



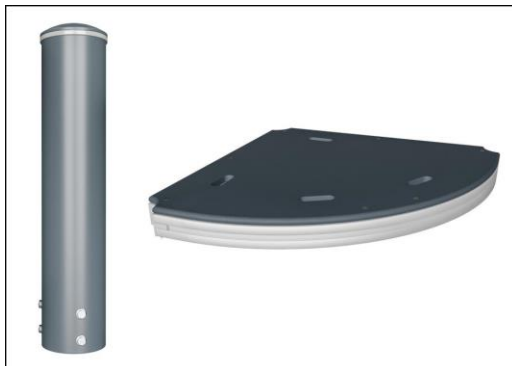
The Curved ELEMENTS panels are moulded of UV stabilised recyclable PE with multiple options for in-build play features that also ensures a strong panel solution. Straight panels are made of KOMPAN 19mm PE EcoCore™ which is a highly durable, ecofriendly and recyclable material.



The ELEMENTS roofs are made of recyclable PE with a minimum wall thickness of 5 mm to ensure high durability in all climates around the world. The steel pipes are hot dip galvanised inside and outside for maximum durability.



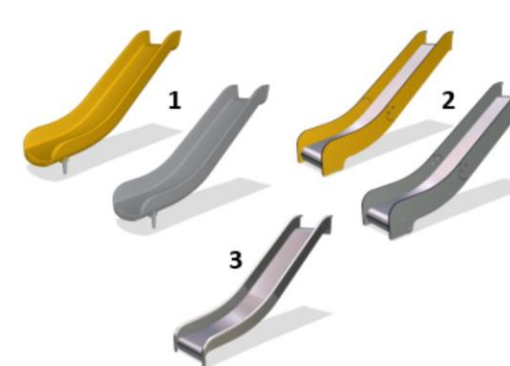
ELEMENTS products are available in three different colour combinations: classic blue & green, blossom orange & yellow, nature lime and green.



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).



ELEMENTS rubber membranes are conveyor belt made of layers of rubber mixed of natural rubber and SBR rubber, and embedded with layers of armouring made of woven PE and PA. The thickness 8mm ensures high durability in any environment.



Slides are available in three different materials: moulded on piece PE slides, Combined EcoCore™ sides and stainless steel slide bed t=2mm. Full stainless steel AISI304 t=2mm.

Item no. PCE205400-0903

Installation Information

Max. fall height	118 cm
Safety surfacing area	40,2 m ²
Number of installers	2
Total installation time	27.5
Excavation volume	0,43 m ³
Concrete volume	0,11 m ³
Footing depth (standard)	85 cm
Shipment weight	821 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
HPL decks	15 years
Ropes & nets	10 years
Spare parts guaranteed	10 years

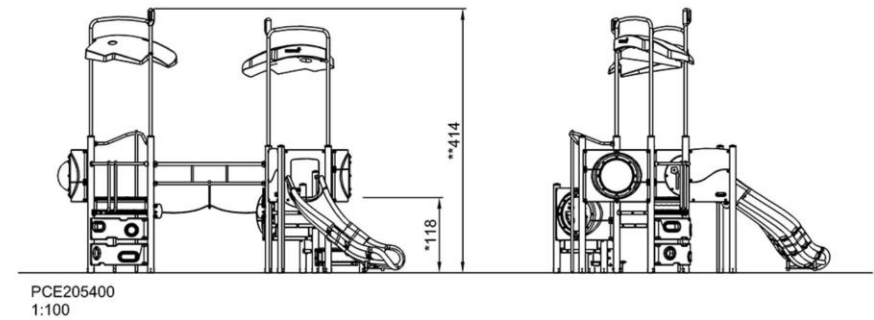
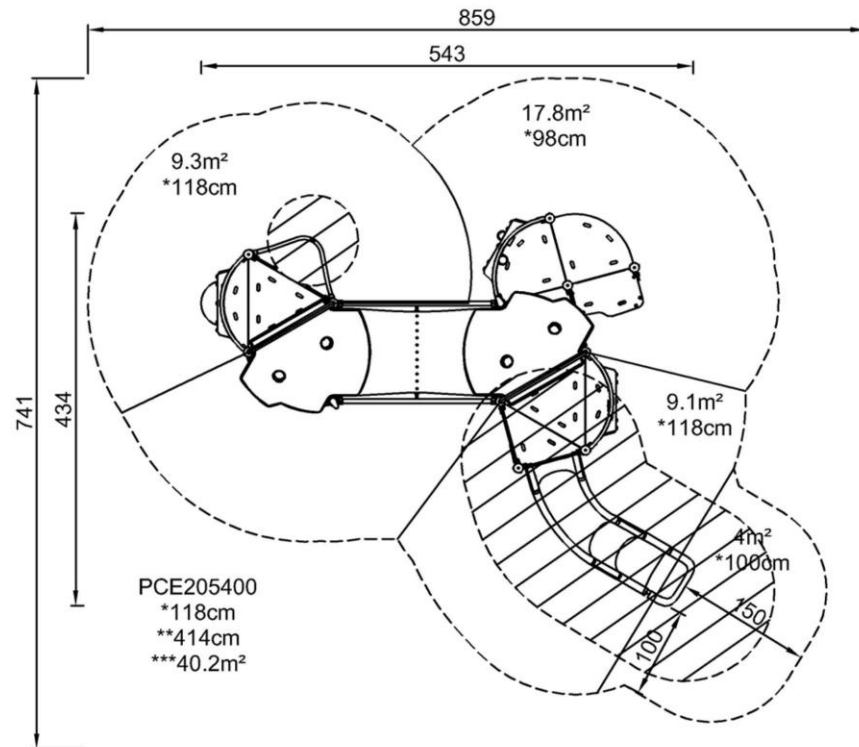


Initiator

PCE2054

* 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](#)



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 early childhood.

Social-Emotional: turn-taking and risk-taking.

Cognitive: young children develop their understanding of space, speed and distances when gliding down fast.



Bubble window

Social-Emotional: invites interaction between outside and inside.

Cognitive: distorts the sound of the voice, developing logical thinking.



Wall climber

Physical: climbing supports cross-coordination, proprioception, and the development of major muscle groups and hand strength.

Social-Emotional: two-sided climbing spurs social interaction and turn-taking.



Membrane bridge

Physical: agility, balance and coordination, force of movement and sense of effort. Development of bone density when jumping.

Social-Emotional: turn-taking, problem solving and cooperation when bouncing others. Relaxation when lying or sitting, being bounced by others.

Cognitive: understanding of cause and effect, logical thinking.



Funnel panel

Social-Emotional: trains cooperation and turn-taking as children put materials into the funnel from both sides.

Cognitive: the passing of materials through funnels supports the children's logical thinking and for younger children the understanding of object permanence: that materials don't vanish, but run through at the other end.



Flower panel

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.

Cognitive: stimulates cause and effect understanding and logical thinking: making sounds when running flower through vertical grooves.

Creative: children can leave their mark, placing the flowers in different positions.



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.

Cognitive: young children develop their understanding of space, speed and distances when sliding down quickly.

Initiator

PCE2054



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.