

# Little Beaver's Stream

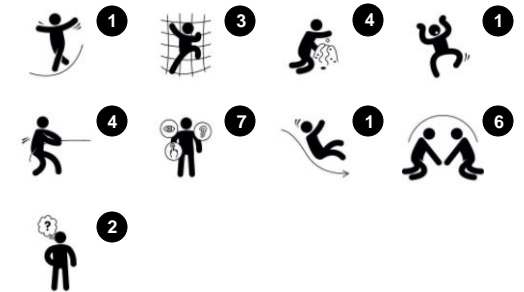
NRO2013



Item no. NRO2013-1021

### General Product Information

Dimensions LxWxH	497x454x281 cm
Age group	1+
Play capacity (users)	16
Colour options	



The Little Beaver's Stream is an intriguing flow of toddler play, bound to attract toddlers again and again. With its density of activities, the Little Beaver's Stream is an activity packed ground level accessible playunit that offers a richness of home-themed play which excites toddlers. Rich tactile features greatly increase play value and support both the retention and the emerging dramatic play in the toddlers. We know this from various KOMPAN Play Institute studies from the tests of these pieces. The scale of the Little Beaver's Stream is perfectly shaped for toddlers. The desk adds to the

overall playability and gives a quieter meeting point at the accessible stairway. The steering wheel and desk with rollers invite dramatic play and have high attraction as they can be shifted and touched. This stimulates language development and logical thinking skills. The curved bridge stimulates the sense of balance and space, when toddlers feel high up and balance the curved floor. The bridge additionally inspires numerous games of being above, below, over and under, which again informs a spatial awareness which builds the fundament for mathematical skills: higher than

and lower than. The lovely slide is looped greatly with the transfer platform, allowing for easy assistance for less mobile users. The transparency of the Little Beaver's Stream works wonders for the overall communication and cooperation with friends across and from inside to outside, supporting turn-taking and cooperation skills. Dramatic play supports language skills, and this unit welcomes the first try-outs of dramatic play with its many details and fun corners.



*Data is subject to change without prior notice.*

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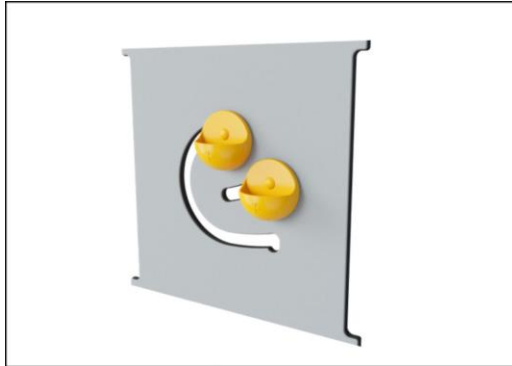
All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.



The product/activities are preassembled from the factory to ensure all safety requirements are considered.



The paint used for coloured components is water based environmental friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.



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.



There are Multiple footing options for all products: Surface anchoring with steel footings and expansion bolts. Wood in-ground or steel in-ground footings.



Robinia products are available in three different wood treatment options: untreated Robinia wood or brown painted with a pigment that maintains the wood colour and coloured version with paint of selected components.

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### Installation Information

Max. fall height	100 cm
Safety surfacing area	42,7 m <sup>2</sup>
Number of installers	2
Total installation time	35.4
Excavation volume	2,29 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	100 cm
Shipment weight	1.470 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

Robinia wood	15 years
Stainless steel components	Lifetime
Hot dip galvanised steel	Lifetime
EcoCore HDPE	Lifetime
Spare parts guaranteed	10 years

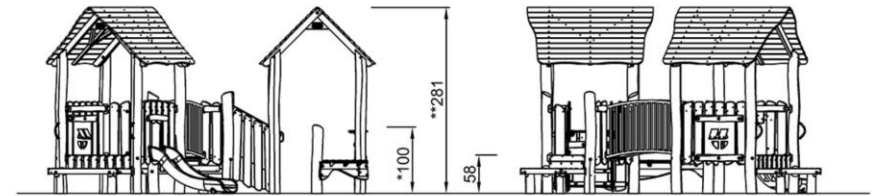
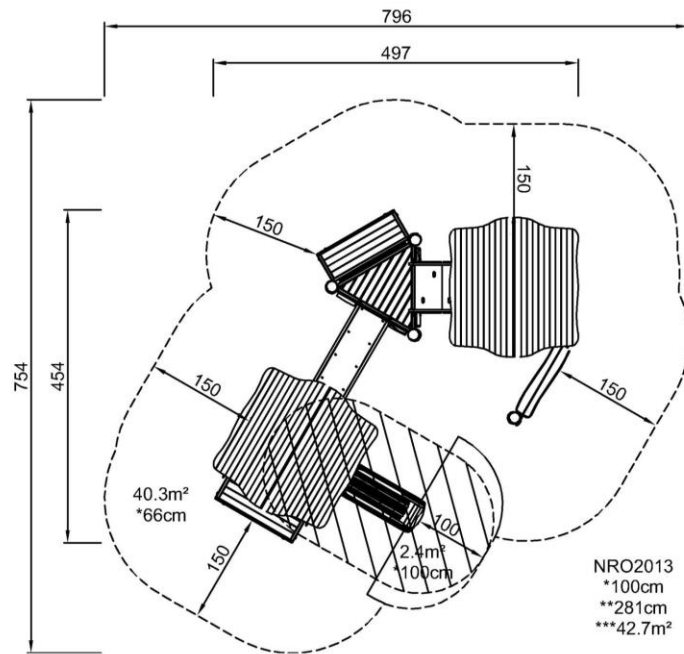


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

\* Max fall height | \*\* Total height



NRO2013  
1:100

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

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

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## Window with curtains

**Physical:** tactile stimulation supports sensory skills, when children explore the characteristics (e.g. hardness, weight) of the materials.

**Social-Emotional:** social interaction between inside and outside, supporting turn-taking and cooperation skills.

**Cognitive:** understanding of object permanence when playing games such as peek-a-boo. Dramatic play support, encouraging language skills.

**Creative:** leaving a mark, deciding how to place curtains.



## Bridge

**Physical:** cross coordination, spatial awareness.

**Social-Emotional:** interaction with children outside, socializing.



## Stairs

**Physical:** cross coordination is used, supporting the cooperation of the left and right halves of the brain, which is necessary for reading. For young children, spatial awareness is trained when walking stairs.



## Desk with conveyor belt

**Physical:** tactile stimulation from running hands over rolling spheres on conveyor belt.

**Social-Emotional:** sharing and cooperation from both sides create a social scenario that supports communication and cooperation.

**Cognitive:** supports dramatic play scenarios, trains cause and effect understanding.



## 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.



## Desk

**Social-Emotional:** fine meeting place and a space creator. Sharing and cooperation from both sides create a social scenario that supports communication and cooperation.



## Gearshift panel

**Social-Emotional:** cooperation, turn-taking, sharing.

**Cognitive:** suggests a theme and supports dramatic play, which stimulates language skills. Communication skills when explaining functionalities.

**Creative:** changing the position of the gear, leaving your mark.



# Little Beaver's Stream

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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).



**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.