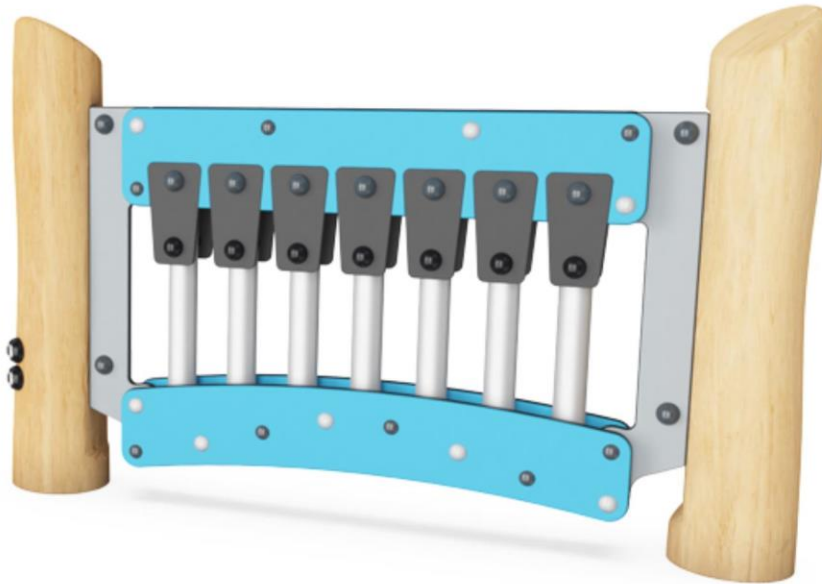



# Play panel 1 - Music

NRO612



Item no. NRO612-1001

## General Product Information

Dimensions LxWxH	130x18x83 cm
Age group	1+
Play capacity (users)	4
Colour options	



The Music Play Panel is an irresistible attraction to young children. Its variation of materials, sounds and cooperative play options keep children coming back again and again to participate in creative play, on their own or with friends and teachers. The music pipes offer sensory variations with a tuned and tonal sound outcome. They train the hand-eye coordination

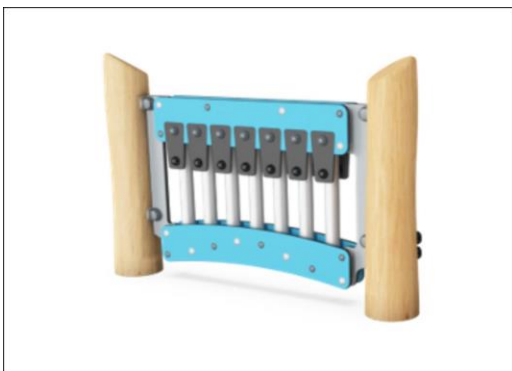
which is crucial to control of movement and e.g. hand writing. The black rubber flaps can be plunked or pipes beaten and tunes created. This trains the understanding of cause and effect and stimulates explorative, creative play. The tonality of the music panel stimulates logical as well as creative thinking and invites cooperation and social play.



Data is subject to change without prior notice.

# Play panel 1 - Music

NRO612



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 Robinia wood can be supplied as untreated raw wood or painted with a brown coloured transparent pigment that maintains the golden wood colour of the wood.



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

Item no. NRO612-1001

### Installation Information

Max. fall height	0 cm
Safety surfacing area	10,9 m <sup>2</sup>
Number of installers	2
Total installation time	2.6
Excavation volume	0,25 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	100 cm
Shipment weight	100 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

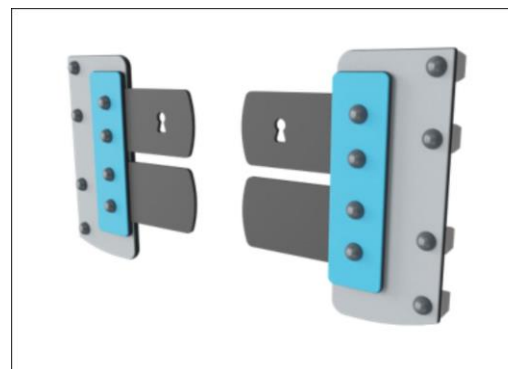
Robinia wood	15 years
EcoCore HDPE	Lifetime
Hot dip galvanised steel	Lifetime
Movable parts	2 years
Spare parts guaranteed	10 years



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.



The Xylophone music panel consist of HDPE material in 19mm EcoCore™. The pipes are made of die cast aluminum specifically alloyed for outdoor environments. The percussion panel consist of 2 Conga Drums with PP tubes and top in colored ABS.



Membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Embedded is a four-layered armoring made of woven polyester. The armoring and the two surface layers result in a total thickness of 9 mm.

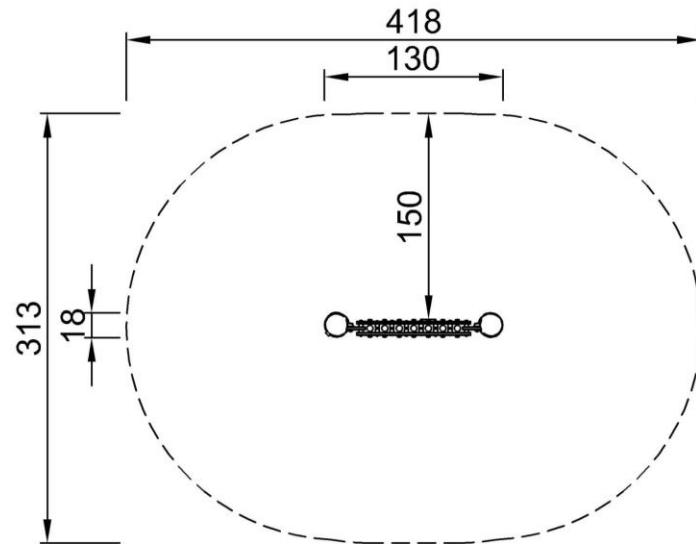


# Play panel 1 - Music

NRO612

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

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



NRO612  
\*\*83cm  
\*\*\*10.9m<sup>2</sup>



NRO612  
1:100

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

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

# Play panel 1 - Music

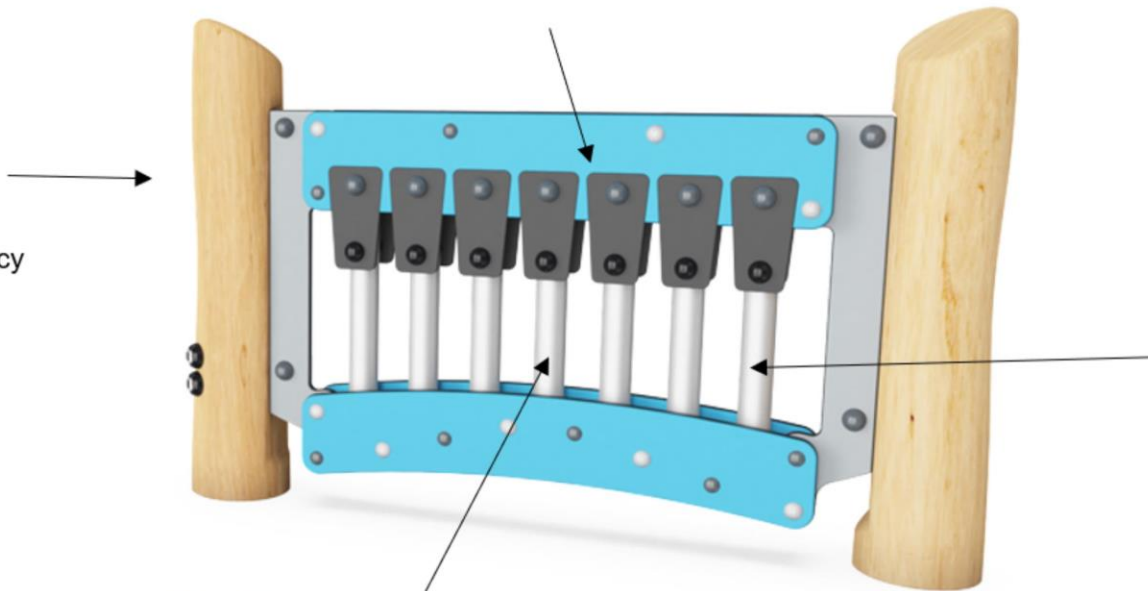
NRO612



## Rubber flaps

**Social-Emotional:** the two rows of flaps invite cooperation and co-creation.

**Cognitive:** cause and effect understanding when discovering sound from flaps hitting tubes.



## Two sides

**Social-Emotional:** invites cooperation and communication. The low height and the transparency of the panel makes interaction possible between the two sides.



## Music tubes

**Social-Emotional:** invite social interaction and co-creation for more children, on both sides.

**Cognitive:** understanding of cause and effect when striking tubes.

**Creative:** the creation of different intensity and tonality stimulates creative skills.



## Tonality

**Cognitive:** creative thinking when combining tones into tunes.

**Creative:** composing new tonal combinations stimulates creativity.

# Play panel 1 - Music

NRO612



**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.