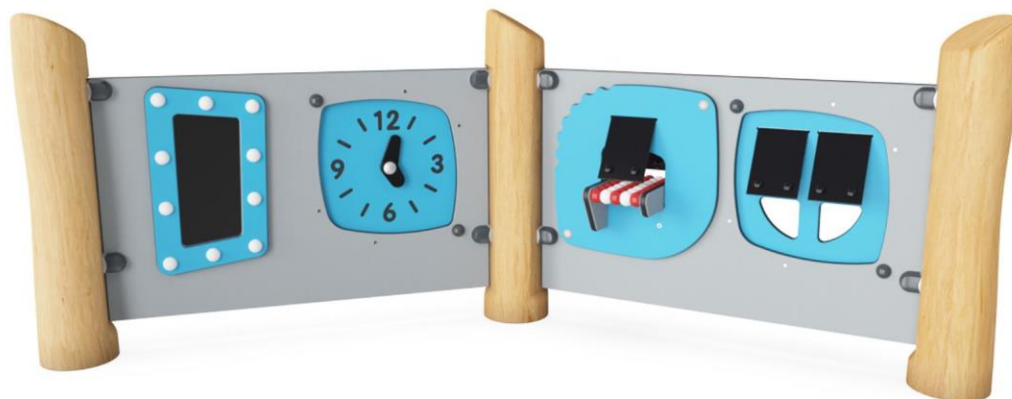


Play panel 2 - Emotion

NRO614



Item no. NRO614-1001

General Product Information

Dimensions LxWxH	209x102x83 cm
Age group	1+
Play capacity (users)	8
Colour options	



The Emotions PlayPanels immensely attract young children with their variation of rich, responsive play textures. The sense of touch is hugely stimulated with the Conveyor belt. The tactile stimulation, apart from being deeply satisfying for children, stimulate their fine motor and language abilities. So does the thematic character of the play panel: there is a watch to

the one side of the Conveyor Belt, and a Shop window that can be open and closed with curtains. This inspires playing shop or other dramatic play scenarios, that stimulate communication, language and social-emotional development. The mirror is there to assist the shop assistant in looking okay, and looking behind his shoulders, too. KOMPAN Play

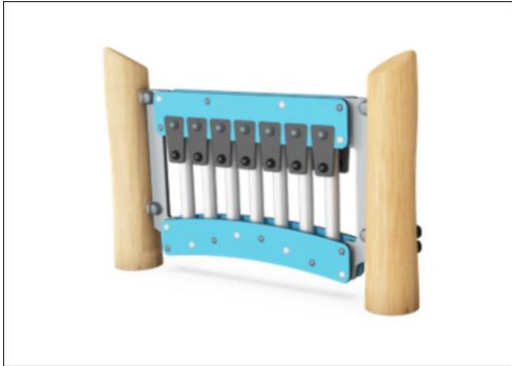
Institute analysis shows the mirror as an immensely attractive activity for young children, developing their understanding of themselves as individuals, as well as their social-emotional skills.



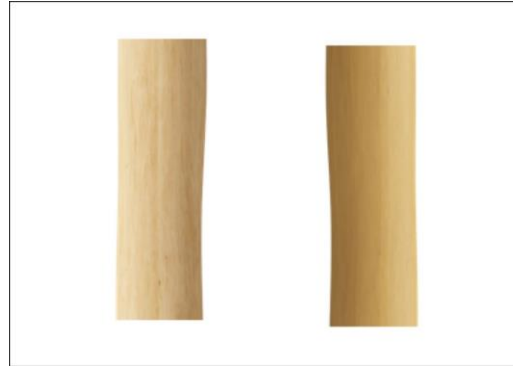
Data is subject to change without prior notice.

Play panel 2 - Emotion

NRO614



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. NRO614-1001

Installation Information

Max. fall height	0 cm
Safety surfacing area	14,3 m ²
Number of installers	2
Total installation time	5.9
Excavation volume	0,38 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	100 cm
Shipment weight	147 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

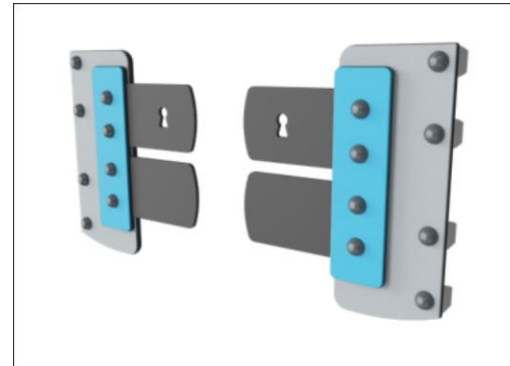
Robinia wood	15 years
EcoCore HDPE	Lifetime
Hot dip galvanised steel	Lifetime
Movable parts	2 years
Spare parts guaranteed	10 years



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.

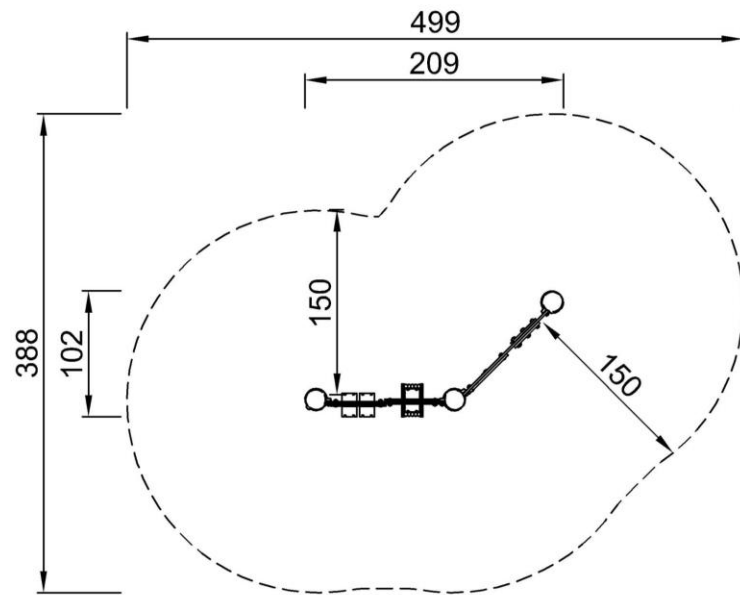


Play panel 2 - Emotion

NRO614

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

* Max fall height | ** Total height



NRO614
**83cm
***14.3m²



NRO614
1:100

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

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

Play panel 2 - Emotion

NRO614



Two sides

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



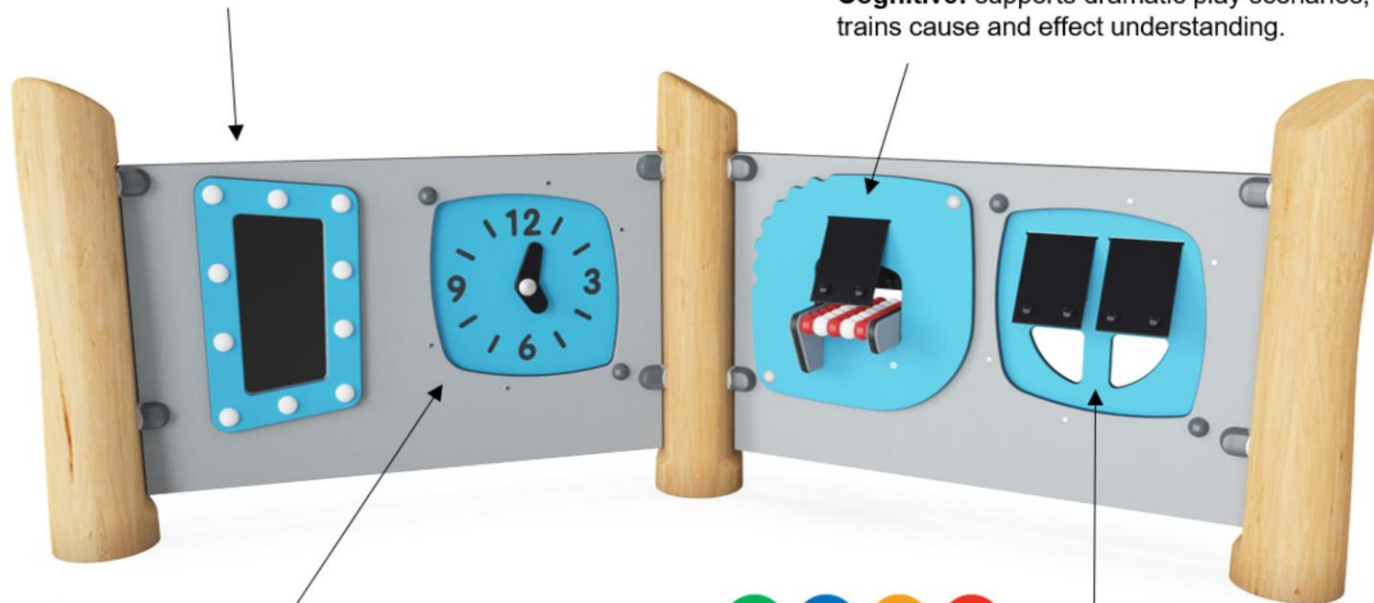
Mirror

Cognitive: understanding of individuality and self expression. Stimulates dramatic play and thus language and communication development.



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.



Clock

Cognitive: understanding time and measures when playing with clock.
Creative: leaving a mark in creating new positions on clock.



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.

Play panel 2 - Emotion

NRO614



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.