NRO916





The daisies on the swing poles add a whimsical specifically the sense of balance and space. expression that radiates play to toddlers. The Furthermore, the understanding of cause and sturdy rubber seat is placed in the exact right effect has a great impact on the thinking and cognitive skills of the child. The emotional value stomach. This serves two purposes: the child of being able to manage independently is can swing and swing independently. When the priceless for toddlers and stimulates their self child push with the feet, the swing movement esteem and widens their physical comfort zone. Parents, older siblings and friends can easily

join the fun.

Item no. NRO916-1001 **General Product Information** Dimensions LxWxH 147x47x173 cm Age group Play capacity (users) Colour options







height for a child to lean in and lie on the

starts and trains the child's motor skills.

NRO916





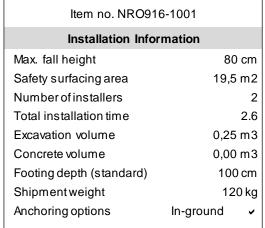
All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.



The belt seat is made of UV stabilized PUR. It retains its properties in the temperature range of -30°C to 60°C. The ropes are made of UV-stabilized PP rope with inner steel cable reinforcement and outside layer of transparent PUR.

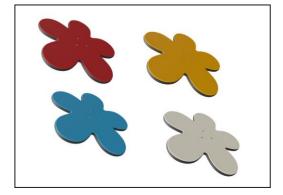


The swing hangers are made of stainless steel brackets and can move over two axis. The flange bearings are silicone enriched to make the suspension maintenance free. The connection to the rope is made with stainless steel chain.



$Warranty \, Information$

Robinia wood	15 years
Swingseat	10 years
Swing hangers	5 år
EcoCore HDPE	Lifetime
Spare parts guaranteed	10 years



Flowers 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 robinia posts are available as wood inground anchoring or hot dip galvanized steel inground footings.

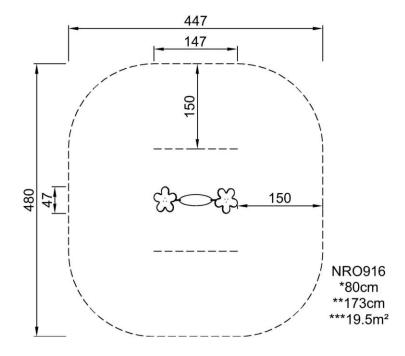


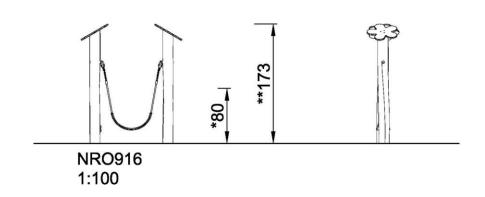


KOMPAN Let's play

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

* Max fall height | ** Total height





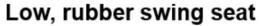












Physical: support for pushing with feet, developing leg muscles and sense of balance, coordination, as well as spatial awareness.

Social-Emotional: self-confidence is fostered

from being able to do it yourself.

Cognitive: understanding of cause and effect.



NRO916



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.



UMP

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.



CLIME

To climb is the act of moving upwards, crosscoordinating 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.



OCIALIZE

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.