

# Surfer, Hangout






COR29950



Wow! The Surfer is an attractive, swaying meeting point with two lovely Loops. The blue and green Loops invite meetings for two or more children. Their rubbery materials add a soft, gently bouncy feel that children appreciate. The swaying movements gently train the sense of balance. The sense of balance is fundamental to all other movement: walking,

running and even sitting still, which takes trunk stability. So learning at school and concentrating ultimately is hugely promoted with a well-functioning sense of balance. The social-emotional play value of the Surfer is evident: children sit one or two together and have friendly chats. And not least, they enjoy the fact that there is finally a fun playground

meeting point which is designed to meet their need for quirky rests with friends: standing, sitting, lying, kneeling, hanging – and all of it while swaying. A great place for making friends.

Item no. COR299501-0406	
General Product Information	
Dimensions LxWxH	414x191x247 cm
Age group	5+
Play capacity (users)	4
Colour options	    



Data is subject to change without prior notice.

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Hangout pod designed with a welded frame of two steel rings which are hot dip galvanized and powder coated. The membrane consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance.



The steel surfaces are hot dip galvanized inside and outside with lead free zinc. The galvanization has excellent corrosion resistance in outside environments and requires low maintenance.



Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are bolted together. The height of the clamps is thus variable.



Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and-vandalism-resistant and can be replaced at site if needed.



Ground anchoring chains are made of 6mm thick hot dip galvanized steel.

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## Installation Information

Max. fall height	34 cm
Safety surfacing area	28,1 m <sup>2</sup>
Number of installers	2
Total installation time	0.0
Excavation volume	0,00 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	0 cm
Shipment weight	325 kg
Anchoring options	In-ground ✓

## Warranty Information

Hot dip galvanised steel	Lifetime
Stainless steel components	Lifetime
Ropes & nets	10 years
Painted toplayer	10 years
Spare parts guaranteed	10 years

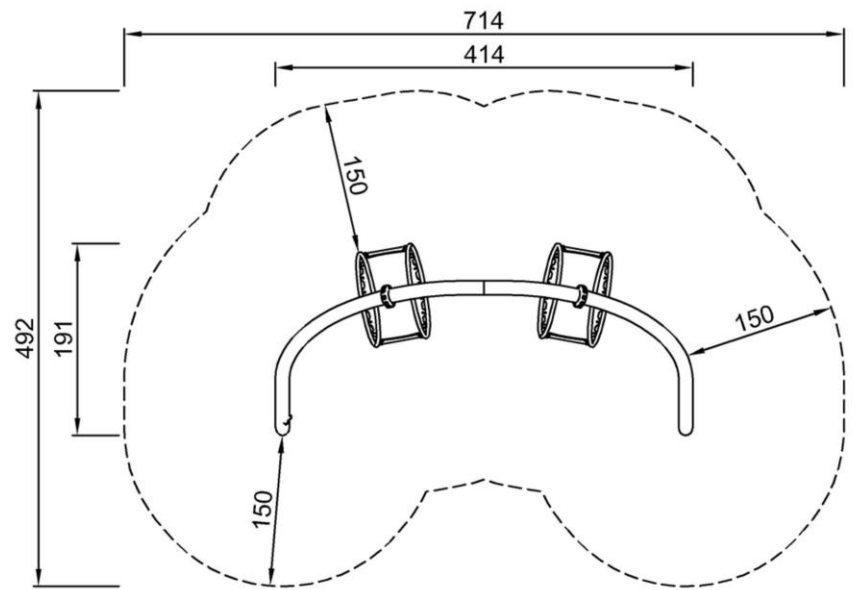


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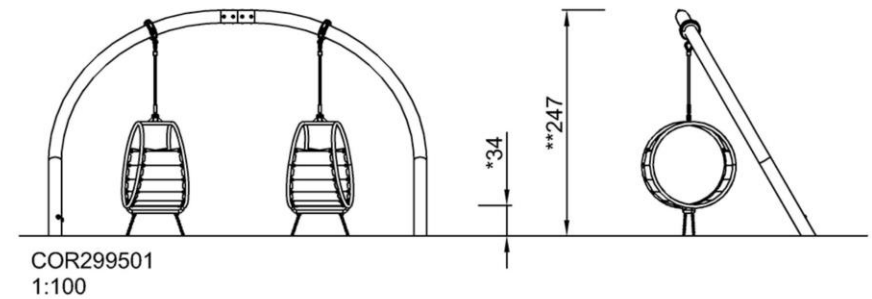
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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



COR299501  
\*34cm  
\*\*247cm  
\*\*\*28.1m<sup>2</sup>



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

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

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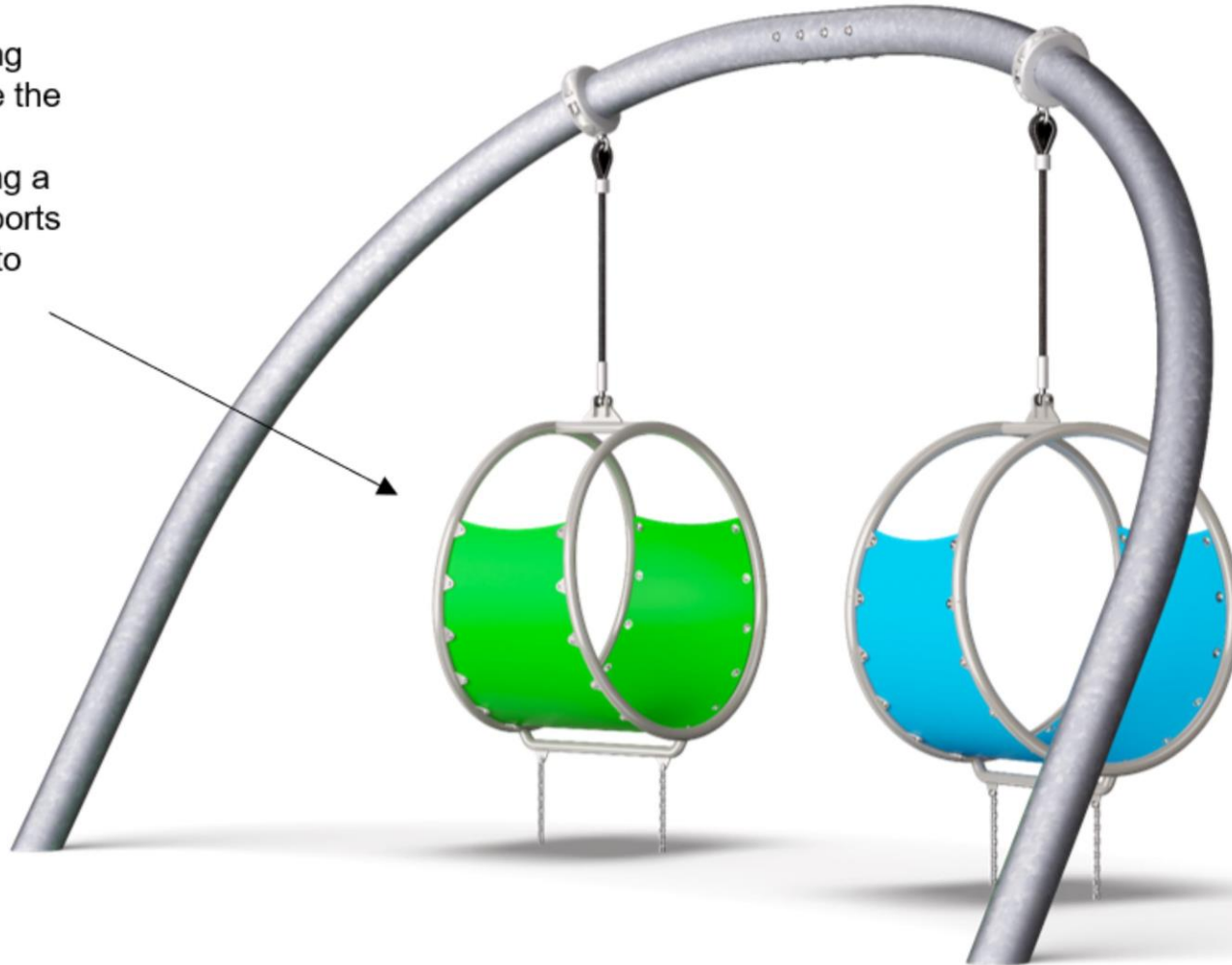
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## Hangout pod

**Physical:** sitting and lying enjoying the swaying movements stimulate the sense of balance.

**Social-Emotional:** meeting, taking a break is invited. Turn-taking supports the skills necessary to learn how to avoid conflicts.



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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).



### BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



### CLIMB

To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



### 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.



### CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



### 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.



### 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.



### 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.



### JUMP

To jump is the act of jumping up or down on a hard surface.



### 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.



### PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



### ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



### ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



### 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.



### SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



### SLIDE

To slide is the act of moving fast downwards seated on a slide.



### SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



### SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



### 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.



### SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



### 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.