

Surfer, Optic

COR29960



Item no. COR299601-0406	
General Product Information	
Dimensions LxWxH	414x162x251 cm
Age group	5+
Play capacity (users)	6
Colour options	



The Optic Surfer is a novel sensory activity: a place for visual amazement, wonder and logical thinking which attract children for a break. There are three different moiré effects and two dichroic panels. The moiré panels fascinate with their patterns that look different from the first glance and to the focused look at them. Children report that they get curious about the

reason for the patterns behaving differently, and not least they debate why not everyone can see the patterns. This makes for negotiation, explaining and helping others out, a great training in cooperation and team-work that supports these skills in school. The dichroic panels intrigue children with their colour changes, highly depending on the surrounding

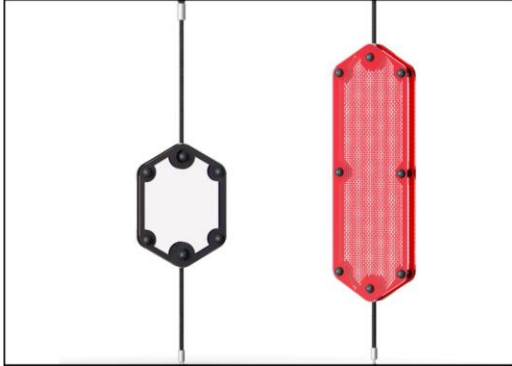
lights. The rainbow colours throw colourful shadows on the ground and light up friends faces with their colour-changing reflections. The optic panels of the Surfer make children wonder, think and seek explanations for the phenomena they register.



Data is subject to change without prior notice.

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Turnable optic panels of two 7mm thick polycarbonate plates with a distance of 25mm. The inside graphic print consist of an inner image layer and outer transparent protection layer. Both PC panel and the water-based lacquer are UV stabilized to prevent fading of the print.



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 galvanized six-stranded steel wires. Each strand is tightly wrapped with PES yarn. The ropes are connected by stainless steel S-Clamps which are pressed around the rope which results in a durable and vandalism solution.

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Installation Information	
Max. fall height	0 cm
Safety surfacing area	26,2 m ²
Number of installers	2
Total installation time	0.0
Excavation volume	0,00 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	0 cm
Shipment weight	311 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

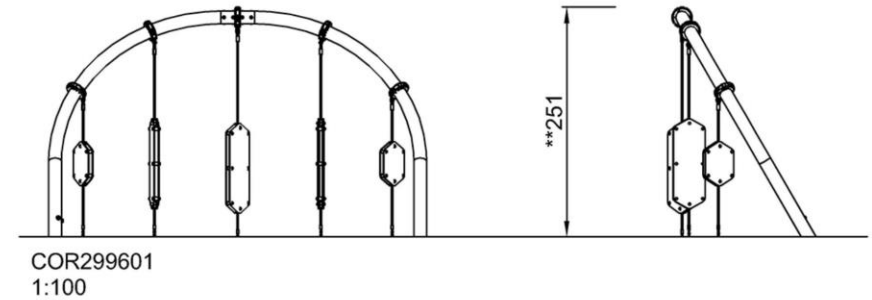
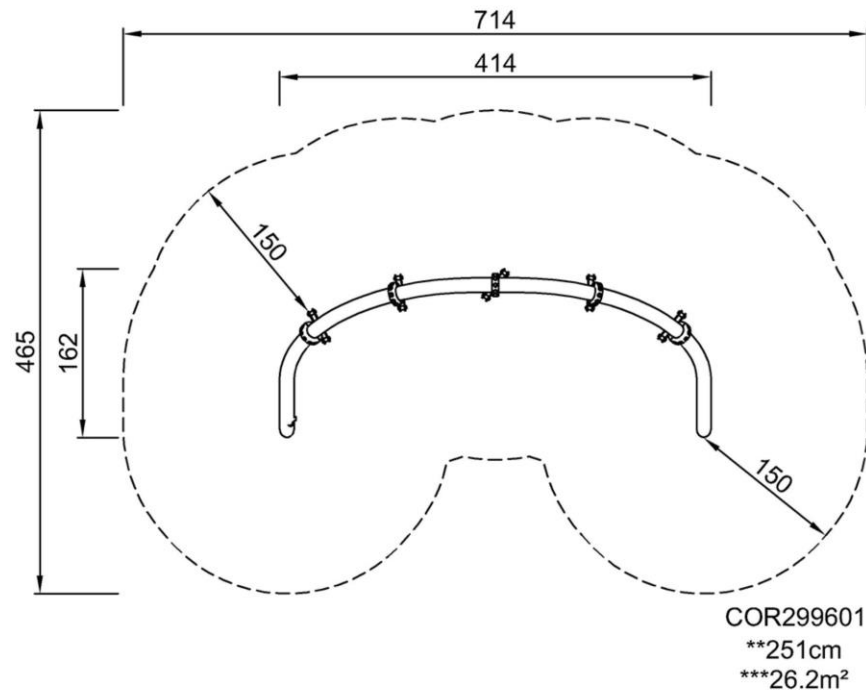


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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

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Moirée optic panels

Physical: sitting, hanging and leaning on the rope suspended panels train balance and cross-coordination.

Social-Emotional: discussing the patterns and reasoning with others about how the patterns differ supports negotiating and listening skills, training tolerance and empathy.

Cognitive: wondering about, understanding and explaining the reasons for the pattern occurrence support logical thinking skills.



Dichromatic panels

Physical: hanging and leaning on the rope-suspended panels train muscles, balance and cross-coordination.

Social-Emotional: twisting the panels to create colorful shadows encourage turn-taking and cooperation skills.

Cognitive: wondering about, understanding and explaining the reasons for the color occurrence support logical thinking skills.

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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.