

Net Twister

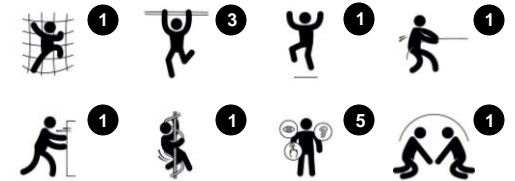
COR20301



Item no. COR203011-1101

General Product Information

Dimensions LxWxH	155x155x280 cm
Age group	5+
Play capacity (users)	10
Colour options	



The Net Twister's red, vertical rope attracts children to play and climb to the top. The Net Twister provides play for children of different ages encouraging social play across different age groups. It's a particular favourite for older children who love challenging play as it is a perfect meeting place where they can stand, sit and chat while spinning. When climbing to the

top, down and around, pushing and pulling the net twister and then jumping off, children develop their motor skills, balance, muscle strength and bone density. The cooperation and negotiation of who does what to spin the twister net trains social-emotional skills such as turn-taking, tolerance and empathy. The playful way to important life skills.



Net Twister

COR20301



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.



Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play structures.



Heavy duty engineered bearing system with single row deep groove ball bearings with rubber seals. The fully closed bearing construction is lifetime lubricated and maintenance free. The Bearing system has an integrated drag brake according to global safety standards.



All decks are supported by a unique steel construction with multiple deck supports and fixations. The HPL decks with a thickness of 17.8mm have a very high wearing strength and feature a unique KOMPAN non skid surface texture.



The steel posts are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.

Item no. COR203011-1101

Installation Information

Max. fall height	280 cm
Safety surfacing area	30,7 m ²
Number of installers	2
Total installation time	4.5
Excavation volume	1,10 m ³
Concrete volume	0,70 m ³
Footing depth (standard)	110 cm
Shipment weight	276 kg
Anchoring options	In-ground ✓

Warranty Information

Hot dip galvanised steel	Lifetime
HPL decks	15 years
Corocord rope	10 years
Movable parts	2 years
Spare parts guaranteed	10 years

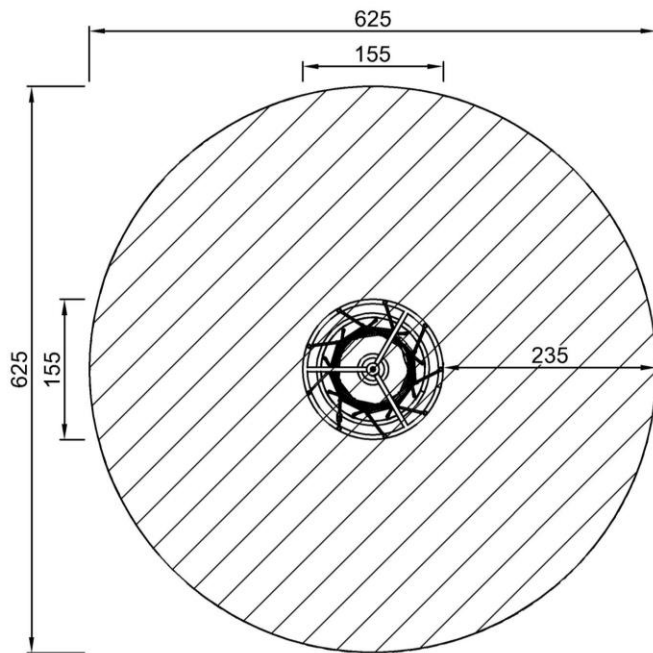


Net Twister

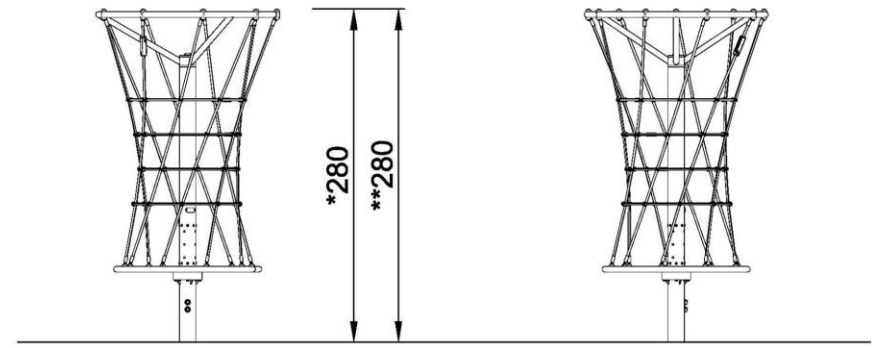
COR20301

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

* Max fall height | ** Total height



COR203011
*280cm
**280cm
***30.7m²



COR203011
1:100

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

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

Net Twister

COR20301



Big meshes

Physical: the big meshes allow for climbing and crawling, supporting proprioception, cross coordination and spatial awareness. Climbing here takes muscle strength, pushing and pulling arms to get upwards.

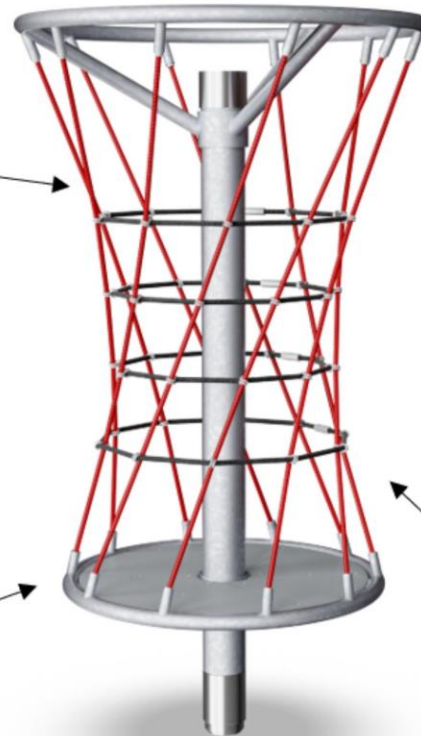
Social-Emotional: the big meshes allow more children being seated together, sharing.



Rotation

Physical: pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space when enjoying the ride.

Social-Emotional: listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.



Height

Social-Emotional: children develop courage and self-regulation when being up high. This positively affects self-confidence.



Climbing net

Physical: the net allows for climbing around and through, which supports motor skills, proprioception and spatial awareness. Children use muscle strength of arms, legs, and core when climbing.

Net Twister

COR20301



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.