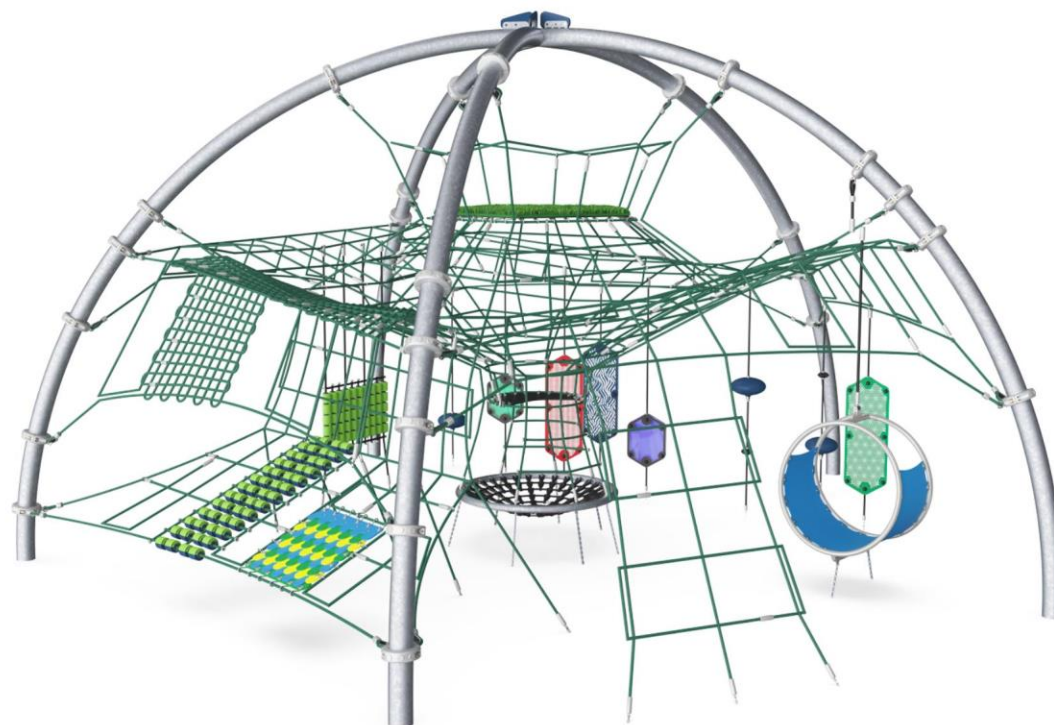


Sensory Dome

COR85600

KOMPAN
Let's play



Item no.

General Product Information

Dimensions LxWxH	778x741x419 cm
Age group	5+
Play capacity (users)	50
Colour options	

Children get a kick from the Sensory Dome: thrills, chills and wonderous optic phenomena in a friendly, fun sensory playscape. The Sensory Dome features a rich variety of novel play activities that intrigue, retain and develop children of all abilities in play. This makes the Sensory Dome a uniquely intense playspace to wonder, feel, move and make friends. The huge nets are suspended vertically as well as horizontally to cater for climbs that are thrilling and meeting points for chilling. The age-appropriate training of muscles and motor skills when crawling, climbing and navigating through

stability and confidence in moving. On the very top of the Dome, a grassy-surface meeting point offers a bouncy, fun-to-touch space to rest. On ground level, varied nets sway when children climb above, creating playful movement and a sense of unity in players. The transparency of the Sensory Dome makes it a play unit for intense cooperation, consideration and communication across levels and activities. On ground level, every activity is accessible and makes sense for all abilities. Inclined nets offer varied climbing and lying. Novel net-rolls add to the play experience with sensory

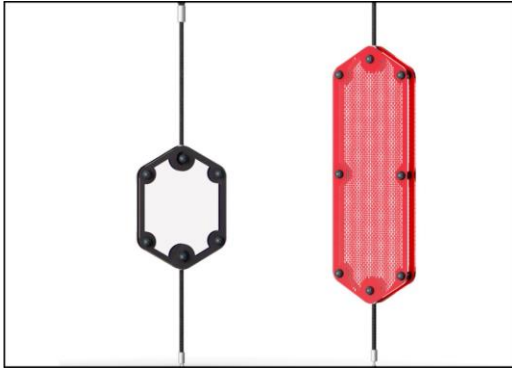
Loop is suspended to the nets and reflects the movements of the friends climbing the nets above. The optic panels create a sense of wonder with their moiré-like visual effects, which encourage logical thinking. Thanks to their differently coloured sides, the vertically suspended rollers allow children to create their own patterns and signals which encourage creativity. The multi-levelled, varied activities of the Sensory Dome intensely train crucial motor skills and major muscles in a fun way. Motor skills such as cross-coordination and balance build the capability to move confidently and



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 drawing wall rollers are made of high quality UV stabilized and reinforced nylon (PA). The two colored turn able rollers are assembled to the rope with steel pins and small nylon taps ensures position on the rope.



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 dome is made curved steel pipes with a diameter of 140mm with hot dip galvanization inside and outside with lead free zinc. Galvanization has excellent corrosion resistance in outside environments and requires low maintenance.



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 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.

Item no.	
Installation Information	
Max. fall height	300 cm
Safety surfacing area	116,1 m ²
Number of installers	2
Total installation time	
Excavation volume	
Concrete volume	
Footing depth (standard)	
Shipment weight	
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

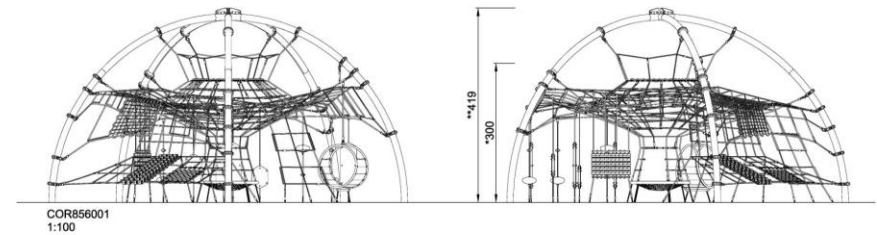
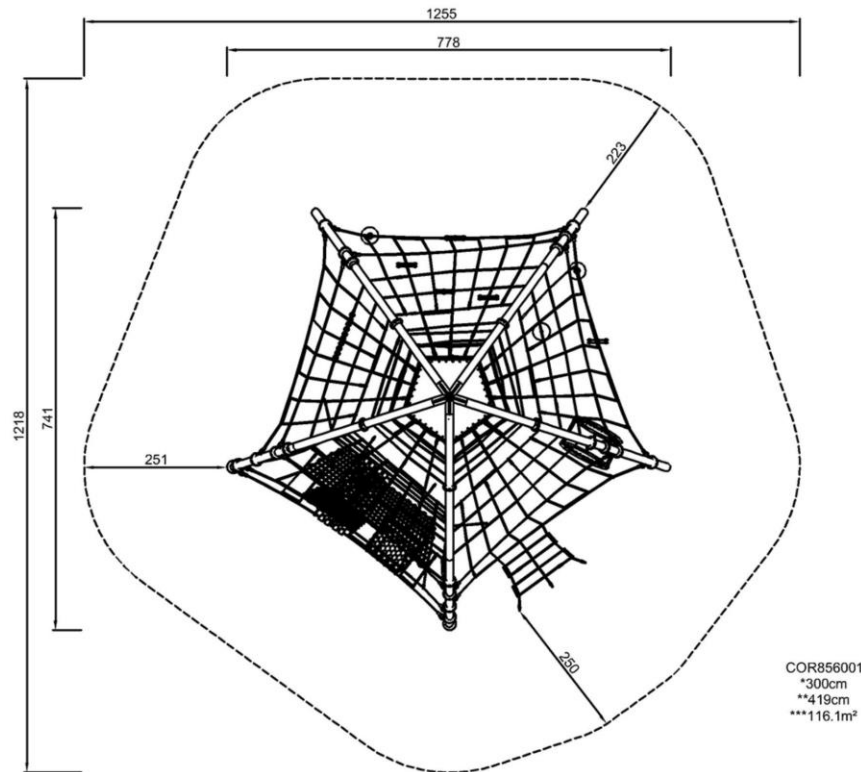


Sensory Dome

COR85600

* 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](#)

Sensory Dome

COR85600



Drawing wall

Physical: the rollers stimulate the fine motor skills and when leaning on them provide sensory stimulation that soothes or invigorates depending on the intensity.

Social-Emotional: the cooperation and turn-taking in making patterns from both sides supports social-emotional skills such as cooperation.

Creative: the rollers' two-sidedness and different colors make possible patterns and signal-making which inspires creativity.



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.



Turf membrane

Physical: the artificial grass adds a fun feel to the seat and stimulates the sense of touch.

Social-Emotional: great point for a break or meeting with friends.



Sensory dome net

Physical: the connected nets make the climbers feel the movements of the other climbers, adding a dimension of fun and demanding concentration when holding tight to the rope. All muscle groups are trained, as well as cross coordination.

Social-Emotional: the climbers' movements affect the other climbers. Room for breaks for many and support cooperation and turn-taking skills.

Cognitive: cause and effect understanding is supported by the bouncing effect of the movement of others.



Hangout pod

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

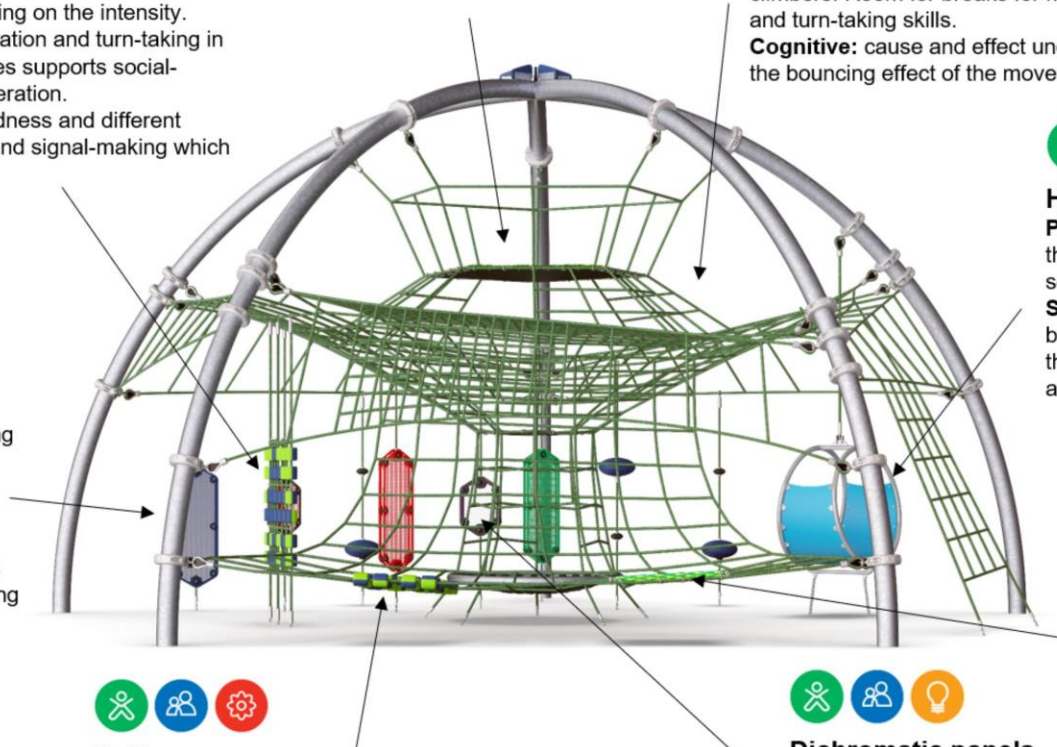
Social-Emotional: meeting, taking a break is invited. Turn-taking supports the skills necessary to learn how to avoid conflicts.



Dragon scale

Physical: the rubber scales add a fun feel to the seat and stimulates the sense of touch.

Social-Emotional: great point for a break or meeting with friends.



Rollers

Physical: the rolling feel adds body pressure when lying and trains the balance when seated. This impacts physical stability.

Social-Emotional: the body pressure of the rolls give a soothing, relaxing feel when lying, and the stimulation when moving invigorates.

Creative: the rollers' two sidedness and different colors makes possible changing the patterns of the rollers, which stimulates creativity.



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.

Sensory Dome

COR85600



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.