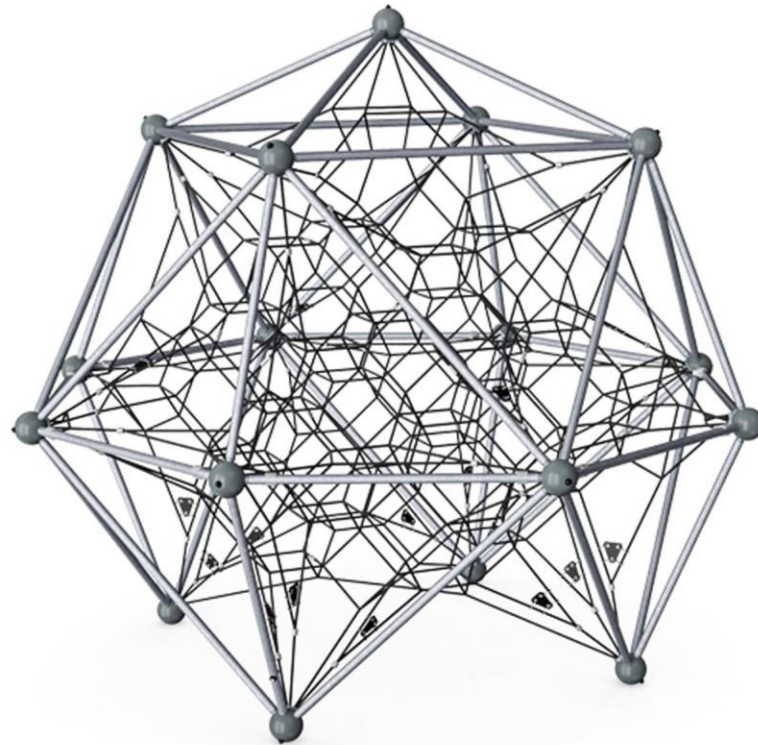


# Octanite


COR45400

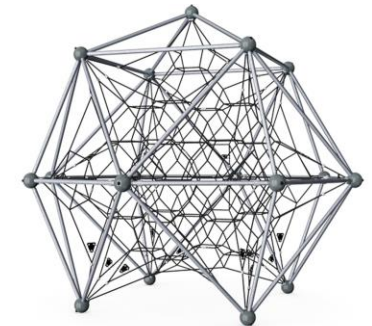
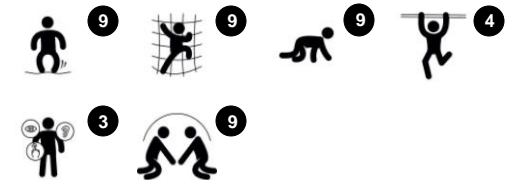


The Octanite attracts children with its meandering climbing experience in three-dimensional nets. The symmetric climbing paths appeal immensely to children. The thrilling openness of action attracts children again and again and makes them want to come back. The bouncy, symmetric net cubes take concentration when climbing, as all the

movements of other climbers can be sensed throughout which means risk assessment and concentration. Social interaction, cooperation and consideration of others are encouraged here. The nets train important motor skills such as proprioception, spatial awareness and cross-body coordination. These skills are fundamental for risk assessment when for instance judging

and navigating traffic securely. The rich climbing experiences from bottom to top are graded challenges in play, which means this unit has a high play capacity for all abilities.

Item no. COR454001-0406	
General Product Information	
Dimensions LxWxH	539x539x460 cm
Age group	5+
Play capacity (users)	36
Colour options	



# Octanite

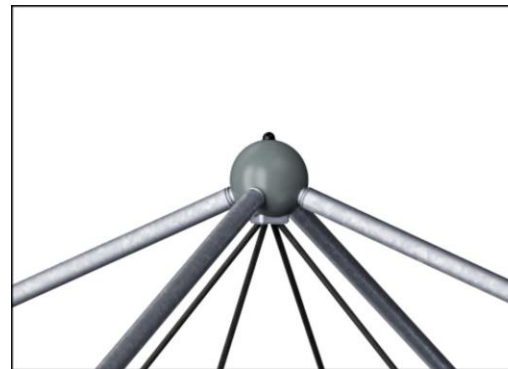
COR45400



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.



The unique designed connector balls with a diameter of 230mm are made of high quality aluminum with a powder coated top finish. The inside tensioning parts are made of hot dip galvanized steel.



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 membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Tested and compliant with REACH requirements for PAH. Embedded is a four-layered armouring made of woven polyester. The armouring and the two surface layers result in a total thickness of 7.5 mm.



The aluminium swages of the net are double conical with rounded ends and are as small as safety allows. The overall net design aims at keeping metal parts within the net to an absolute minimum, both in size and number, in order to provide the best possible rope climbing experience.

Item no. COR454001-0406

## Installation Information

Max. fall height	203 cm
Safety surfacing area	60,8 m <sup>2</sup>
Number of installers	2
Total installation time	30.5
Excavation volume	1,76 m <sup>3</sup>
Concrete volume	0,98 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	1.131 kg
Anchoring options	In-ground ✓

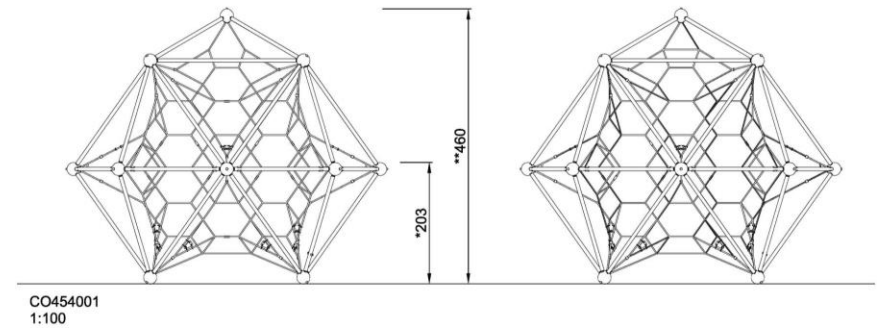
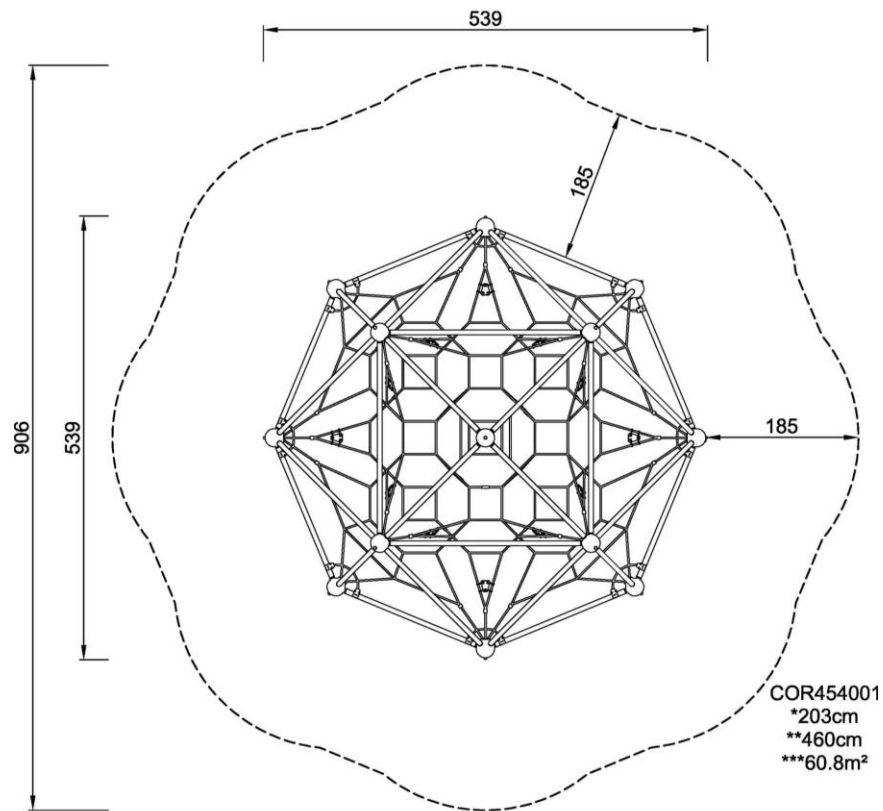
## Warranty Information

Hot dip galvanized steel	Lifetime
Corocord rope	10 years
Aluminium clamps	10 years
Membrane	2 years
Spare parts guaranteed	10 years



\* 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](#)





## Transparency

**Social-Emotional:** the transparency makes possible cooperation and communication throughout, all important life-skills for children to learn.



## Height

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



## Big meshes

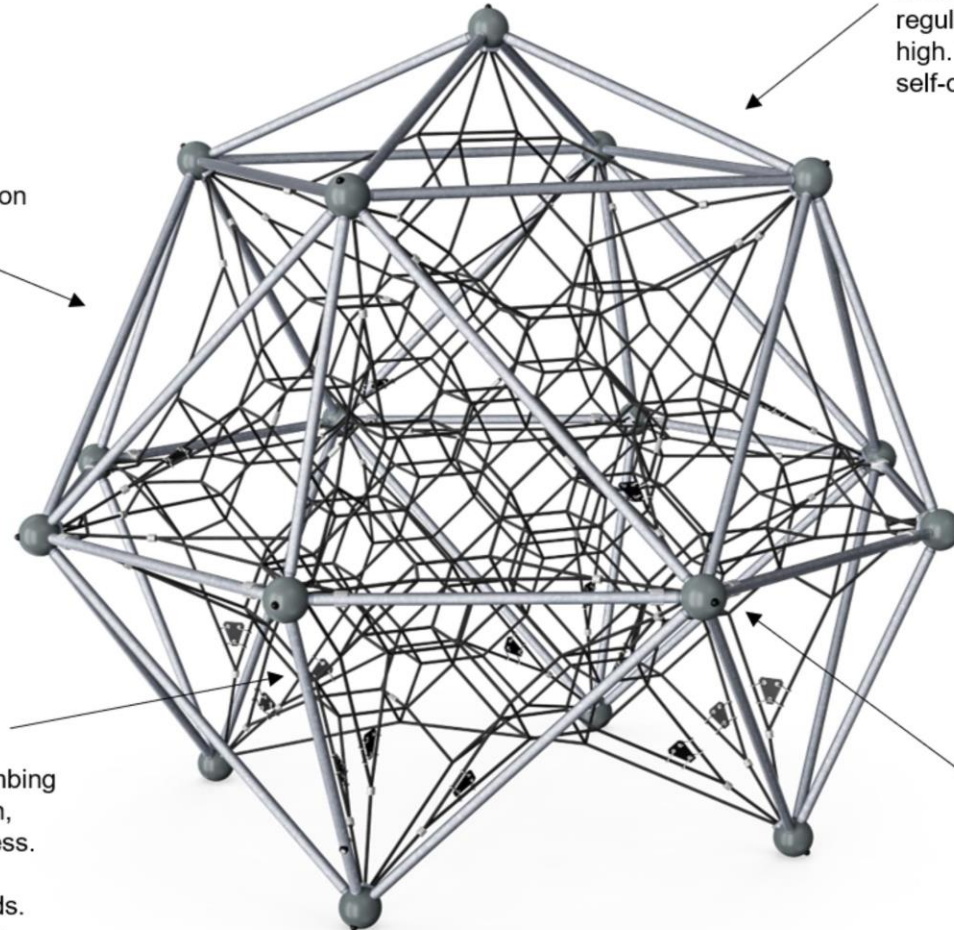
**Physical:** the big meshes allow for climbing and crawling, supporting proprioception, cross coordination and spatial awareness. Climbing here takes muscle strength, pushing and pulling arms to get upwards.  
**Social-Emotional:** allow more children being seated together, sharing.



## Connected nets

**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, so consideration and turn-taking is supported.  
**Cognitive:** cause and effect understanding is supported by the bouncing effect of the movement of others.





## 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.