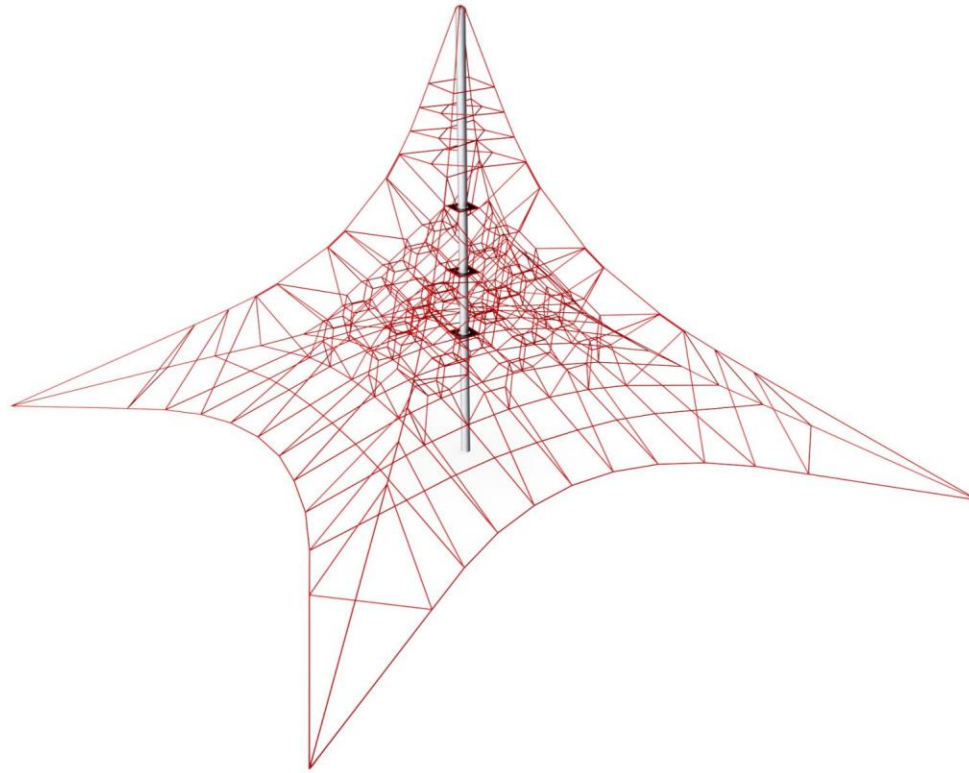
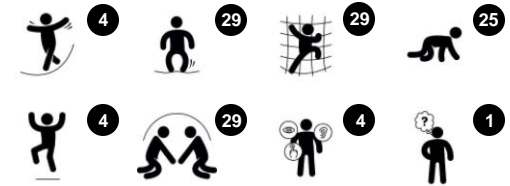


GIANT SPACENET

COR33481

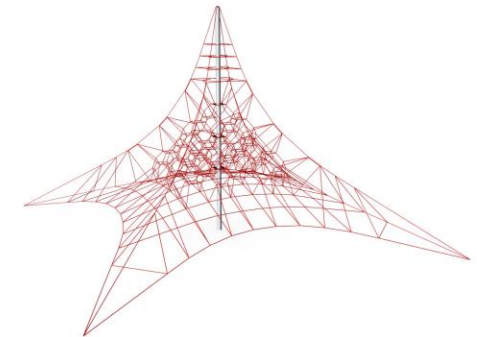


Item no. COR334811-1401	
General Product Information	
Dimensions LxWxH	1500 x 1500 x 942 cm
Age Group	8+
Play Capacity	103 children
Colour Options	



The Giant Spacenet is a huge bouncy, transparent play structure that encourages children to climb to the top. The feeling of achievement when having climbed to the top is phenomenal, attracting children again and again trying different routes each time in a fun but challenging way. The Giant Spacenet trains motor skills' ABC: Agility, Balance and

Coordination. Major muscle groups are used when children climb, including; arms push and pull, legs push and the core provides stability.



GIANT SPACENET

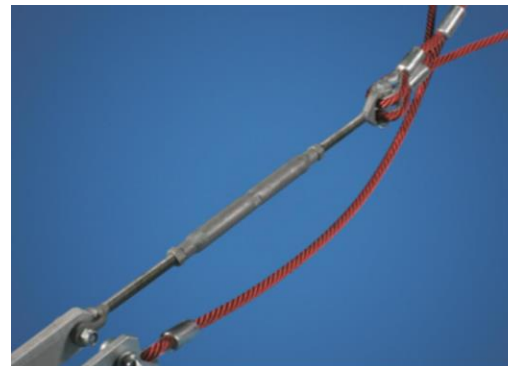
COR33481



Corocord ropes with 19 mm 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.



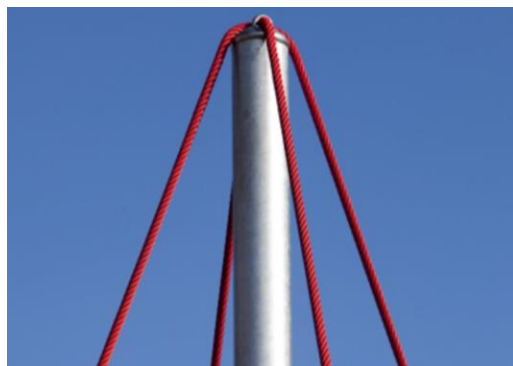
Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play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



The spacenets' main bearing ropes are equipped with an additional safety feature: should the main connections fail, the safety rope prevents collapse of the structure.



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 armoring made of woven polyester. The armoring and the two surface layers result in a total thickness of 7.5 mm.



In the centre of the net is the mast, made of high quality seamless steel. The structure of the mast as an oscillating support is statically favourable and equalizes the oscillations in the net. The masts are hot dip galvanised as standard, with the design option of additional powder coating.



Through KOMPAN Variant Team, you can choose between additional 7 rope colours and customize your solution. The assortment is a wide span of colours ranging from elegant and expressive black or natural and toned-down hemp colour, to a range of attractive and eye-catching signal colours.

Item no. COR334811-1401	
Installation Information	
Max. fall height	260 cm
Safety surfacing area	246.40 m ²
Numbers of Installers (persons)	2
Total installation time	26
Excavation volume	23.13 m ³
Concrete volume	16.20 m ³
Footing Depth (Standard)	140 cm
Shipment Weight	1,470 kg
Anchoring options	In-ground ✓
Warranty information	
Corocord Rope	5 Years
S-Clamps	10 Years
Aluminium Clamps	10 Years
Membranes	2 Years
Spare parts guaranteed	10 Years

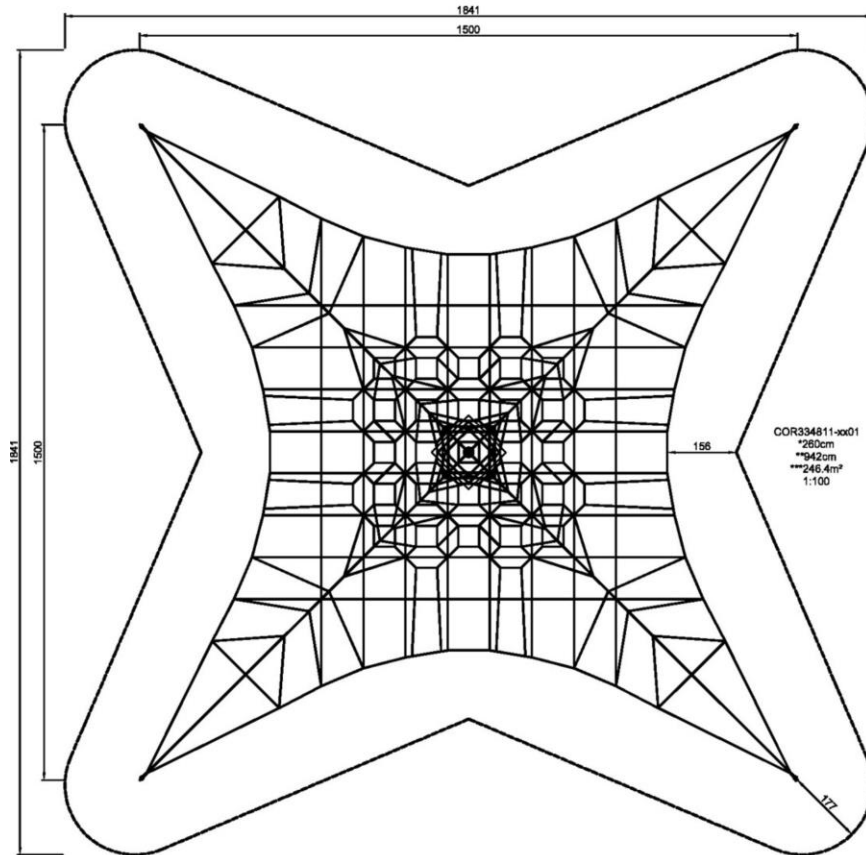


GIANT SPACENET

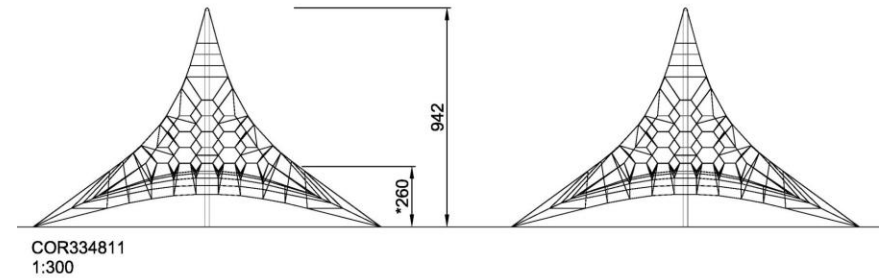
COR33481

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

*Max fall height | **Total height



Attention! Foundation anchor blocks exceeds safety zone area. See installation instructions.



Attention! Foundation anchor blocks exceeds safety zone area. See installation instructions.

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

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

GIANT SPACENET

COR33481



Bouncy net meshes

Physical: agility, balance and coordination as well as spatial awareness are trained when bouncing, climbing and sitting in the net. Muscles strength of arms, legs and cores gets used, and bone density gets built when jumping down
Social-Emotional: the bouncing, swaying net appeals to empathy and cooperation.
Cognitive: physical memory, logical thinking, concentration



Sturdy, lower rung

Physical: the bounce trains the sense of balance, which is important to e.g. sitting still. The upper body muscles are trained when hanging in the arms. Bone density is trained when jumping down.
Social-Emotional: heaps of children can stand or sit on the rung together, cooperating and feeling the movements of the other children jumping. This trains consideration and cooperation.



Mast

Social-Emotional: children train courage and self regulation when climbing up high. This positively affects self-esteem.



Highest rungs

Physical: spatial awareness gets trained, and arm muscles hold tight.
Social-Emotional: courage, self-esteem, consideration and turn-taking, all important life skills, get used.



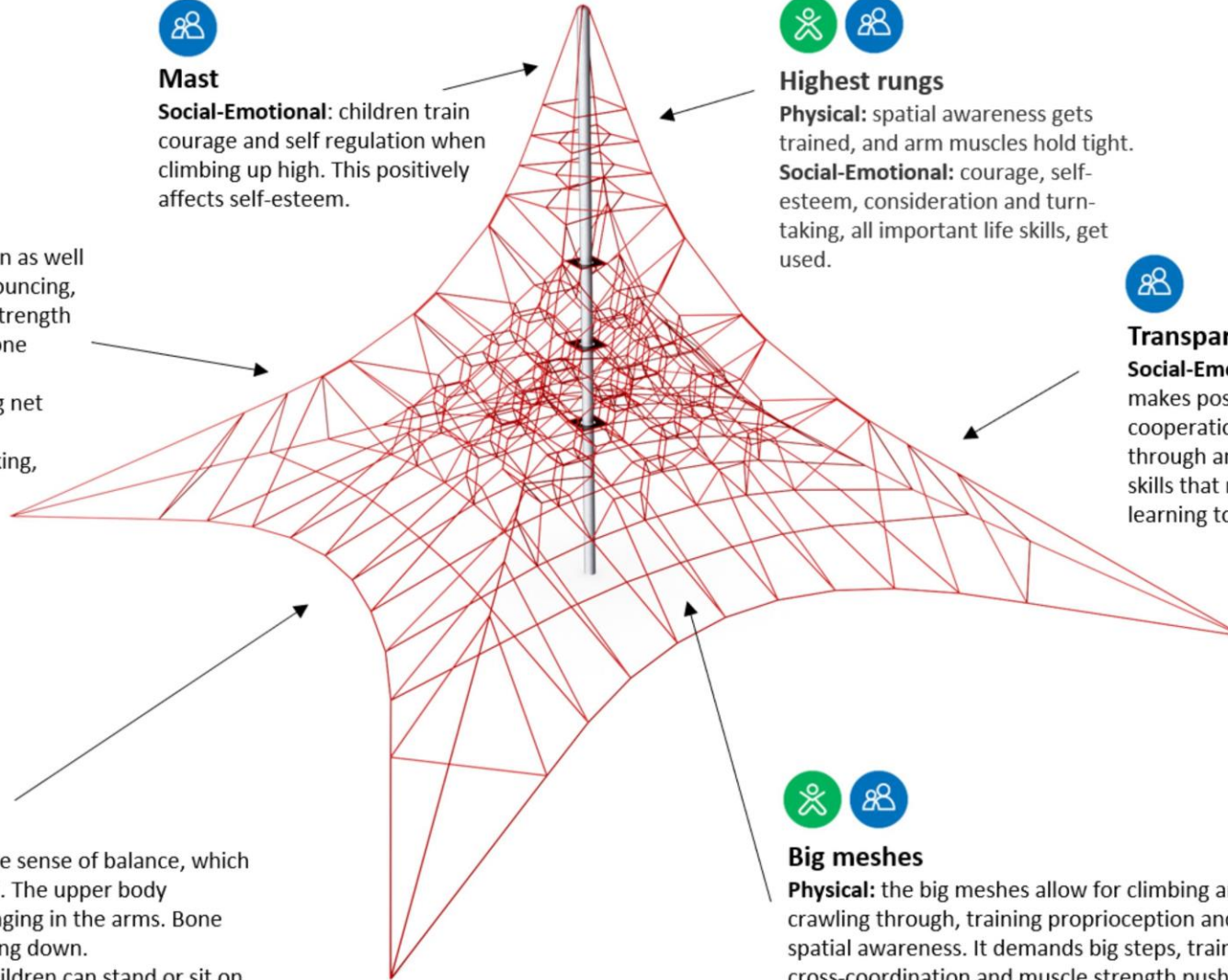
Transparency

Social-Emotional: the transparency makes possible high capacity, cooperation and positive competition through and throughout the net. All life-skills that many children struggle with learning today.



Big meshes

Physical: the big meshes allow for climbing and crawling through, training proprioception and spatial awareness. It demands big steps, training cross-coordination and muscle strength pushing with legs and pulling with arms to get up high.
Social-Emotional: the big meshes allow more children being seated together, sharing.



GIANT SPACENET

COR33481



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.