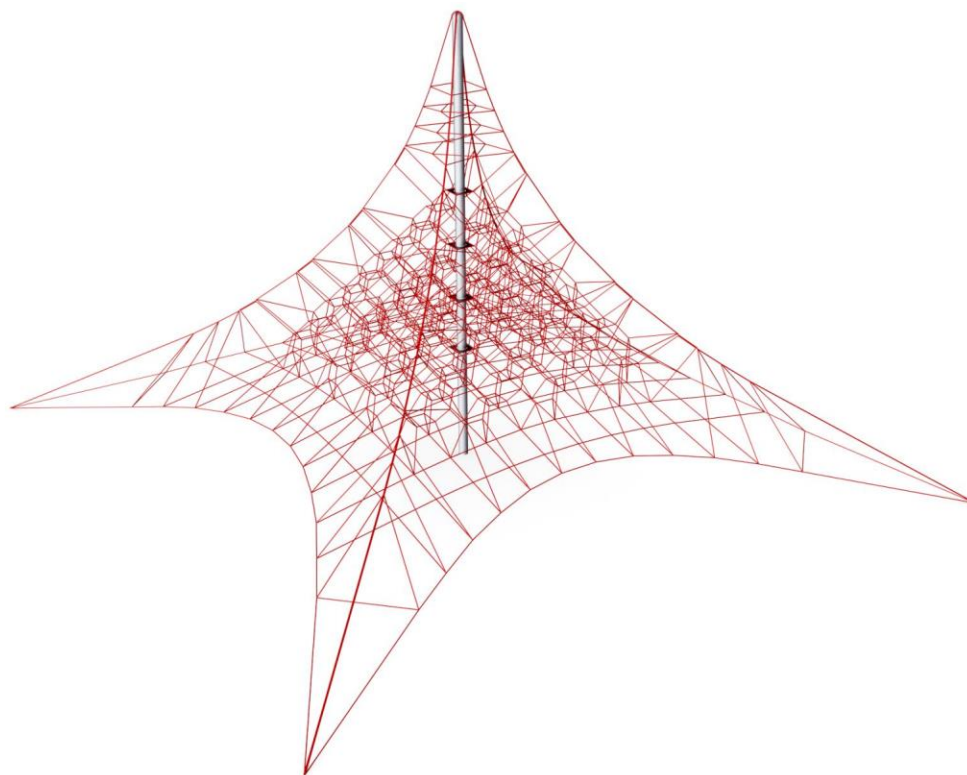
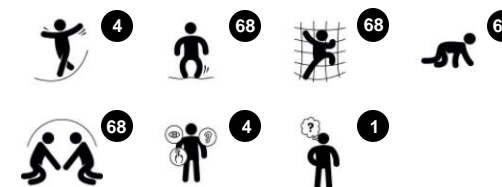


# SUPER SPACENET 48

COR34481

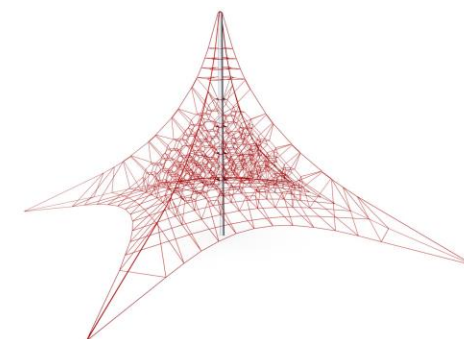


Item no. COR344811-1401	
<b>General Product Information</b>	
Dimensions LxWxH	1855x1855x1124 cm
Age Group	8+
Play Capacity	160 children
Colour Options	



The Super Spacenet is a 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 horizontal net at the bottom of the Super Spacenet is a great resting

point, or children can crawl and run across communicating with children playing at ground level. The Large 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.



# SUPER SPACENET 48

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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.



Huge spacenet structures are secured to the foundation with a system of three turnbuckles. Horizontal and vertical edge cables are fixed to individual turnbuckles, which then connect to individual steel anchors. This system ensures that each edge cable can be tensioned separately and increases structural safety by way of independent anchoring.



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. COR344811-1401	
Installation Information	
Max. fall height	300 cm
Safety surfacing area	344.30 m <sup>2</sup>
Numbers of Installers (persons)	2
Total installation time	46
Excavation volume	38.84 m <sup>3</sup>
Concrete volume	27.20 m <sup>3</sup>
Footing Depth (Standard)	140 cm
Shipment Weight	3,290 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

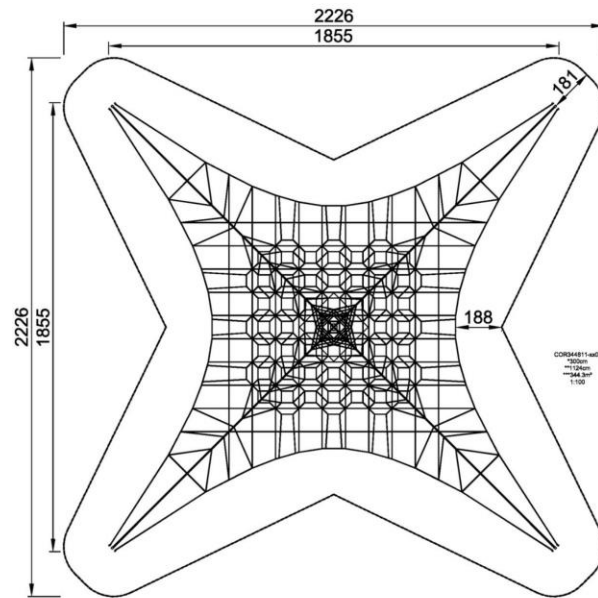


# SUPER SPACENET 48

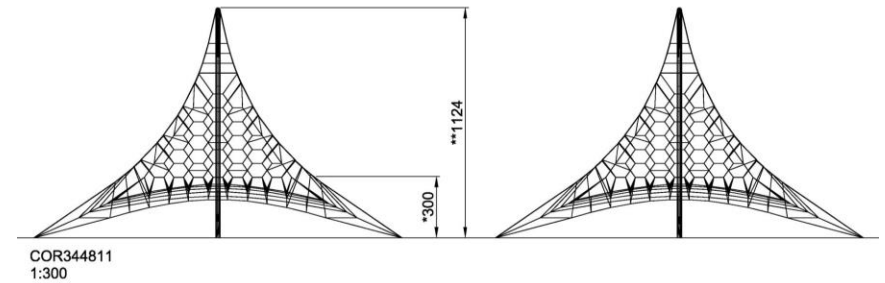
COR34481

Max fall height | Total height | Safety surfacing area

Max fall height | Total height



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



Attention! Foundation anchor blocks exceeds safetyzone area. See installation instructions.

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

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



# SUPER SPACENET 48

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## Masts

**Social-Emotional:** children develop 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.



## Horizontal membrane platform

**Physical:** wobbly platform trains the sense of balance.  
**Social-Emotional:** socializing and meeting.



## 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.



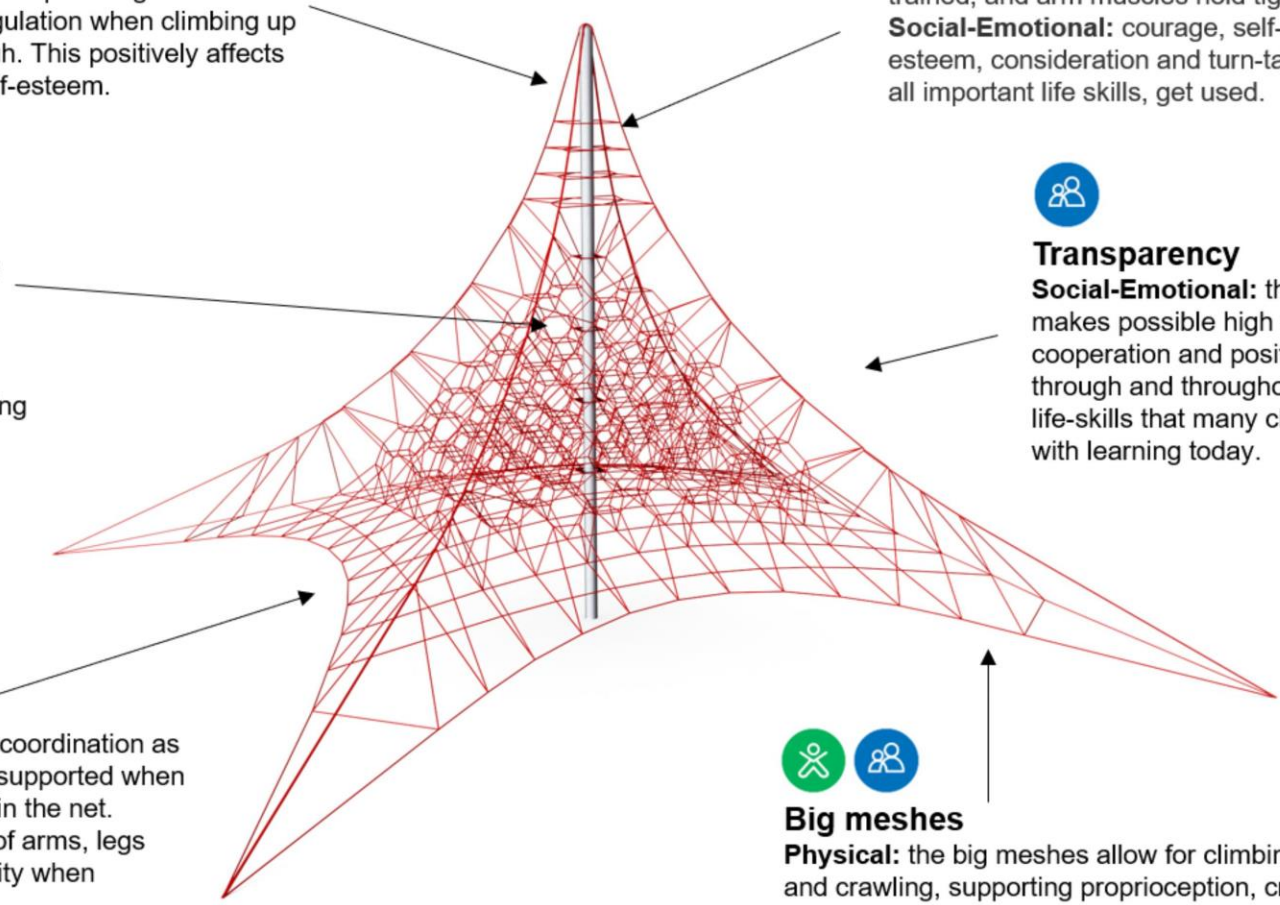
## Bouncy net meshes

**Physical:** agility, balance and coordination as well as spatial awareness are supported when bouncing, climbing and sitting in the net. Children use muscle strength of arms, legs and core, and build bone density when jumping down.  
**Social-Emotional:** the bouncing, swaying net appeals to empathy and cooperation.  
**Cognitive:** physical memory, logical thinking, concentration.



## 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.



# SUPER SPACENET 48

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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.