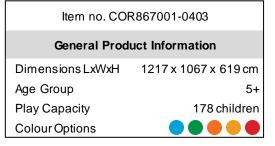
COR86700







WOW! The GIANT Dome attracts children wildly. Hugely varied play activities ensure climbing, gliding, bouncing, swaying play retention. When climbing across the GIANT Dome to the top, children train important socialemotional skills such as empathy, cooperation and self regulation. The feeling of achievement in reaching the top up high makes the meetings there sweet. The climb journey develops the children's strength and cross-coordination These are crucial physical skills to train in a sedentary everyday. Apart from the rich physical play, active social play is encouraged in horizontal nets and membranes. On ground level, a choice of climb-over, through and up activities invite play. Swaying horizontal and vertical ropes, triangles and playshells accommodate active, fun retraction and meeting points for all to meet and make friends in play.

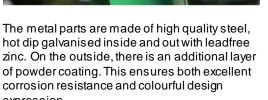


Data is subject to change without prior notice.



COR86700





hot dip galvanised inside and out with leadfree zinc. On the outside, there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colourful design expression.



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 COROCORD Giant Dome is available in 6 galactic colour themes. The themes draw on bright colours that appeal to children of all ages.

SOLARIS

NEPTUNE

	Item no. COR867001-0403 Installation Information			
	Max. fall height	260) cm	
	Safety surfacing area	147.9	9 m²	
	Numbers of Installers (persons)		2	
	Total installation time		97	
	Excavation volume	8.41	l m³	
	Concrete volume	5.9) m³	
	Footing Depth (Standard)	40	cm	
	Shipment Weight	9,304 kg		
	Anchoring options	In-ground	✓	

Warranty information				
Corocord Rope	5 Years			
S-Clamps	10 Years			
Membranes	2 Years			
Spare parts guaranteed	10 Years			



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.



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 indivudual strand. The ropes are higly wear-and vandalism-resistant and can be replaced at site if needed.



As an option, sunshading can be integrated into the Giant Dome. The lightweight, durable and semitransparent tissue perfectly complements the colourful design, while blocking up to 79% of solar radiation and protecting the children.



COR86700

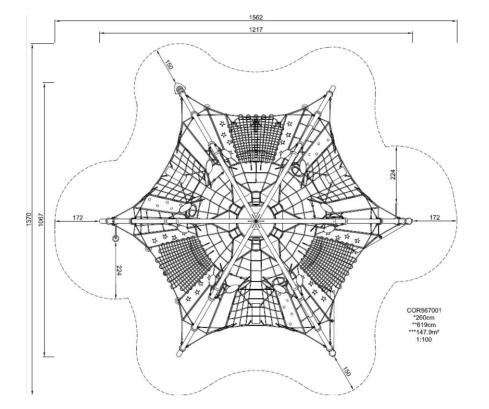
Max fall height | Total height | Safety surfacing area

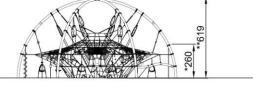


Max fall height | Total height

KON

Let's play







COR867001 1:300

Click to see 1:100 ratio TOP VIEW

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Data is subject to change without prior notice.





Height

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



Sound shaker ball

Social-Emotional: turn-taking skills when rattling the ball.

Cognitive: cause and effect understanding when discovering the sound effect of the element. **Creative:** creating a sound pattern.



Teardrop handles

Physical: develop upper body muscles, when e.g. pulling yourself up or hanging in your arms.



Vertical open triangle plate

Physical: arm, leg and core muscles are developed when climbing up and through. **Social-Emotional**: swaying seat for a break, inviting socializing and turn-taking.

* *

Hammock

Physical: coordination and sense of balance when swaying. Social-Emotional: pushing friends gently back and forth, turn-taking.



88 8

Various membranes

Physical: the bouncy membranes develop the sense of balance when the child stands, steps or sits there. Cross-coordination and proprioception when crawling through. **Social-Emotional:** great point for a break or meeting with friends. Showing consideration of others and helping others when passing one another going up or down the membranes.

880

Curly climber

Physical: coordination and proprioception are supported when placing arms, legs and backside correctly for going down. Sense of balance when rotating. Arm muscles for holding tight. Bone density when jumping down.

Social-Emotional: empathy stimulated by turn-taking. **Cognitive:** logical thinking when placing arms and legs right for rotating downwards.



Giant 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 support cooperation and turn-taking skills.

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



Coconut rope

Physical: balance and coordination is supported when walking swaying ropes. A good sense of balance transfers to other skills such as sitting still on a chair. Bone density is developed when jumping off. **Social-Emotional:** children swaying together on the rope experience their own and others' movements. This spurs cooperation and consideration, e.g. when passing others on the rope.



Play shell

Physical: the swaying movement stimulates the sense of balance, necessary to sit still on a chair. Social-Emotional: meeting, taking a break and turn-taking are supported, skills necessary to learn how to avoid conflicts.

Ropes with discs

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Physical: children develop cross-body coordination and muscle strength when stepping onto the disc and climbing the rope. Their sense of balance is trained when swaying gently. The sense of balance is important for instance for being able to sit still. **Social-Emotional:** socializing and turn-taking when deciding who should sit here.





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COR86700



PHYSICAL Joy of movement: motor skills, muscle, cardio and bone density



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.

To climb is the act of moving upwards, cross-



coordinating arms and legs, on a vertical or inclined surface or net.



CONSTRUCT

CLIMB

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.



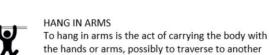
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GLIDE

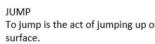
To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.



SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging







platform or play item.

To jump is the act of jumping up or down on a hard

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

RULES PLAY

equipment.

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.

COGNITIVE Joy of learning: curiosity, understanding of causal relationships and knowledge of the world



CREATIVE Joy of creating: co-creation and experimenting with materials



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.



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.





