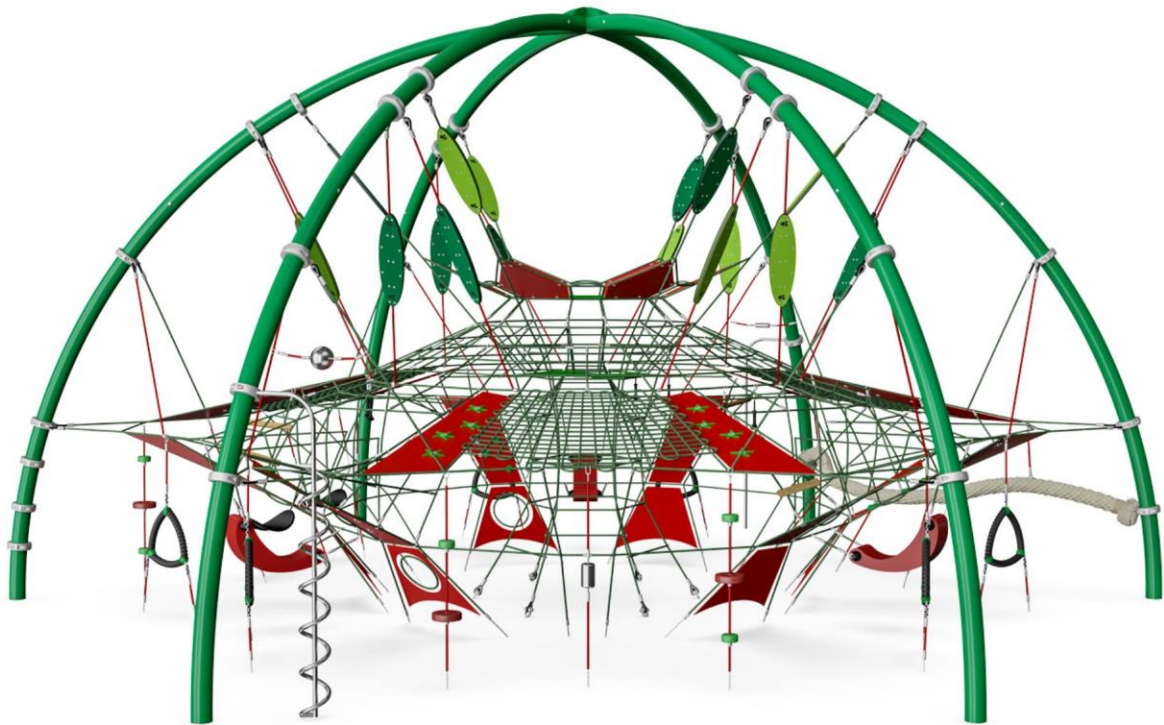


GIANT DOME – GREEN - TERRA






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 social-emotional 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.

Item no. COR867001-0403	
General Product Information	
Dimensions LxWxH	1217 x 1067 x 619 cm
Age Group	5+
Play Capacity	178 children
Colour Options	    



GIANT DOME – GREEN - TERRA

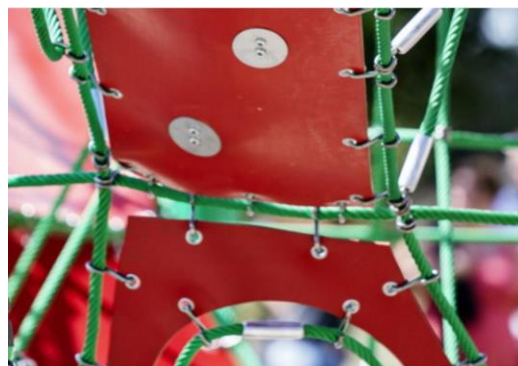
COR86700



The metal parts are made of high quality steel, 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.



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.



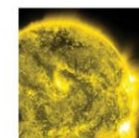
Corocord ropes with 19 mm diameter or more are special „Hercules“ – type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and-vandalism-resistant and can be replaced at site if needed.



LUNA



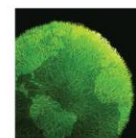
MARS



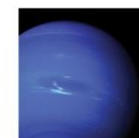
SOLARIS



VENUS



TERRA



NEPTUNE

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



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.

Item no. COR867001-0403

Installation Information

Max. fall height	260 cm
Safety surfacing area	147.9 m ²
Numbers of Installers (persons)	2
Total installation time	97
Excavation volume	8.41 m ³
Concrete volume	5.9 m ³
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

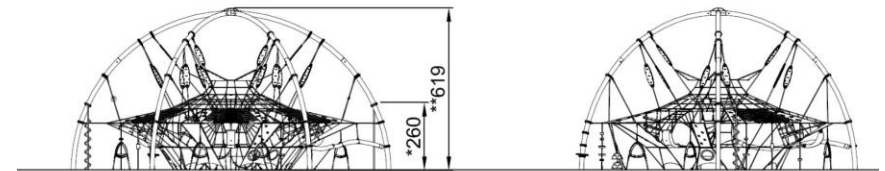
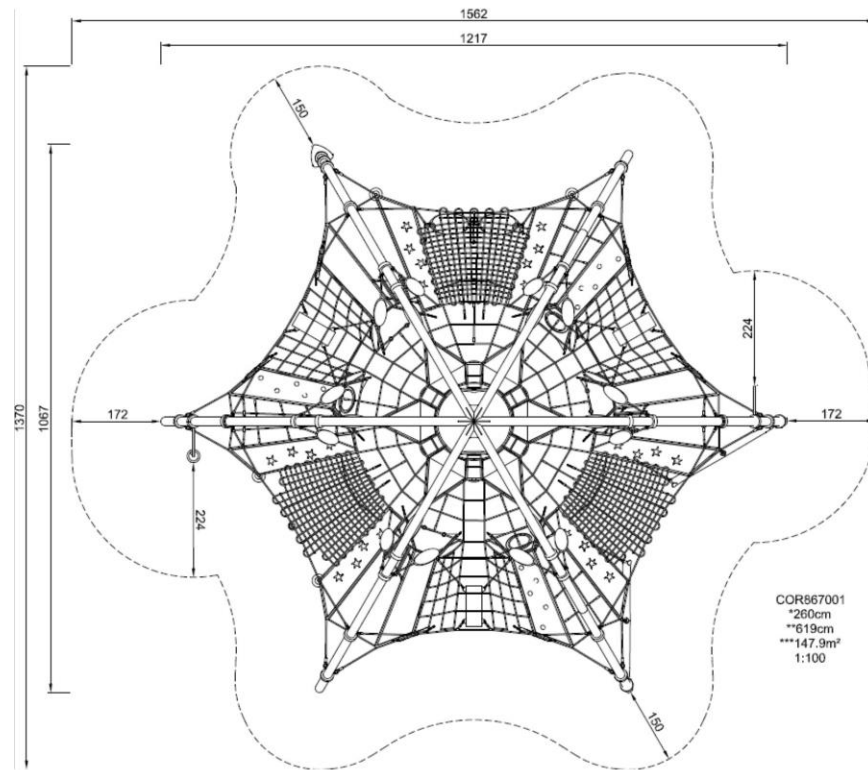


GIANT DOME – GREEN - TERRA

COR86700

Max fall height | Total height | Safety surfacing area

Max fall height | Total height



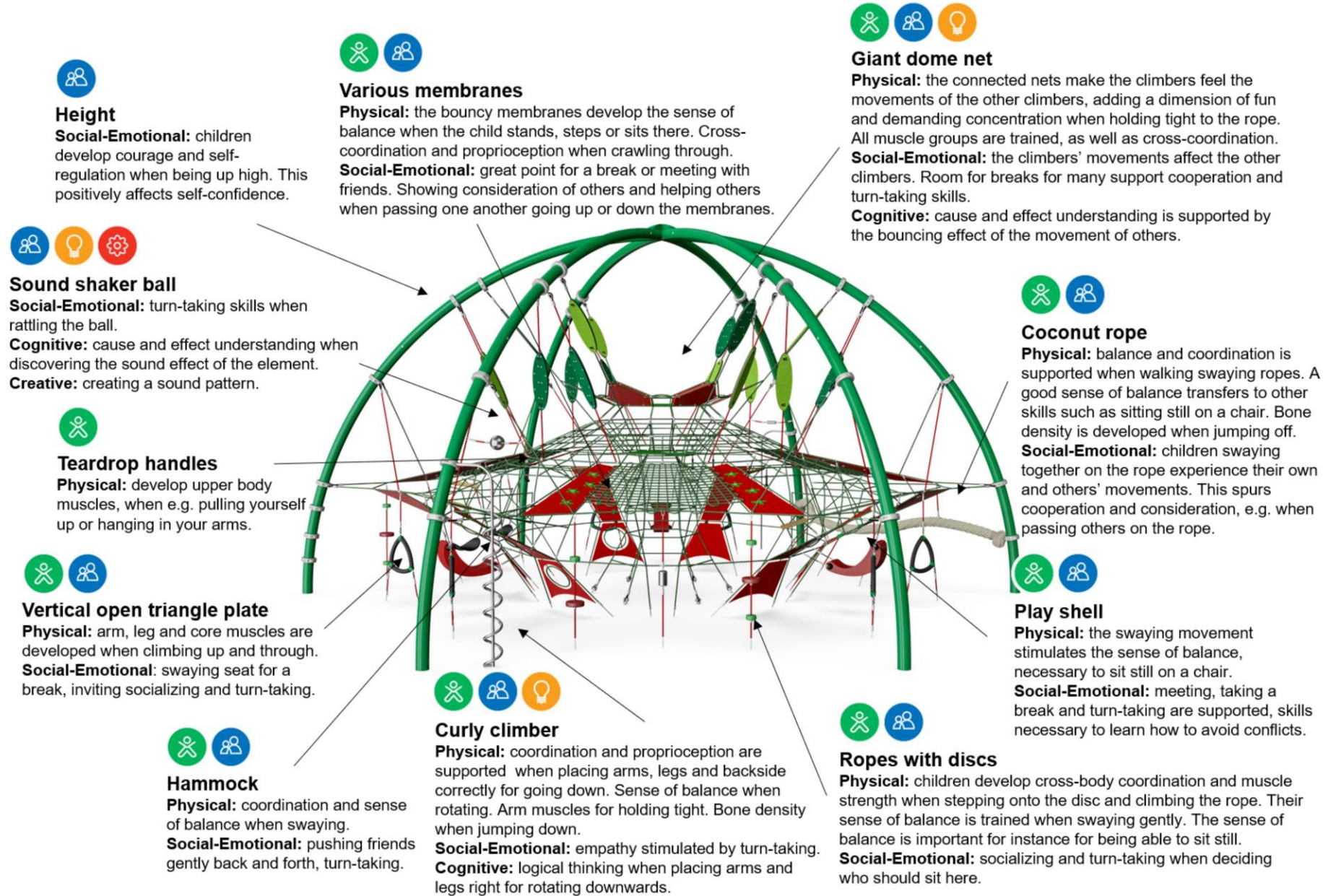
COR867001
1:300

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

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

GIANT DOME – GREEN - TERRA

COR86700



GIANT DOME – GREEN - TERRA

COR86700



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.