NRO414





Wow! This attractive playhut inspires children to play together in both creative and imaginative ways. The open-ended design encourages themed and imaginative play within and around the playhut. Children will want to play longer due to the simple yet intentional design and the detail in its play features. The roof provides a sheltered space allowing the children to move

in and out of the playhut while using their imagination. The small window will supports play on all sides of the playhut and encourageing hide and seek games. Playing social games helps a child with their developmental. The bench adds a space to take a break and the desks provide more space for being creative. The open window allows for

exchanges from in and outside. All of these activities support a healthy development through play.



### **General Product Information**

Dimensions LxWxH

180 x 163 x 158 cm

Age Group

6m+

Play Capacity

12 children

Colour Options











**NRO414** 





All Organic Robinia products by KOMPAN are made of 100% Robinia wood. On request the products can be supplied with 100% FSC™ certification of the wood.



Products are PREASSEMBLED from the factory to ensure all safety requirements are considered.



The paint used for coloured components is water based environmentally friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.



Installation Information Max. fall height - cm Safety surfacing area 17,2 m<sup>2</sup> Numbers of Installers (persons) Total installation time Excavation volume 0,63 m<sup>3</sup> Concrete volume  $0 \text{ m}^3$ Footing Depth (Standard) 100 cm Shipment Weight 300 kg Anchoring options In-ground Surface Warranty information Robinia wood 15 Years Stainless steel hardware Lifetime 10 Years Galvanised steel EcoCore™ HDPE Lifetime Spare parts guaranteed 10 Years

Item no. NRO414-1031



The playhouses are available with floor inside the house and with a floor outside to create a porch.



There are Multiple footing options for all products: Surface anchoring with steel footings and expansion bolts. Wood in-ground or steel in-ground footings.



components.

The Robinia can be supplied with different surface treatment: Untreated Robinia wood, Brown transparent paint and Coloured

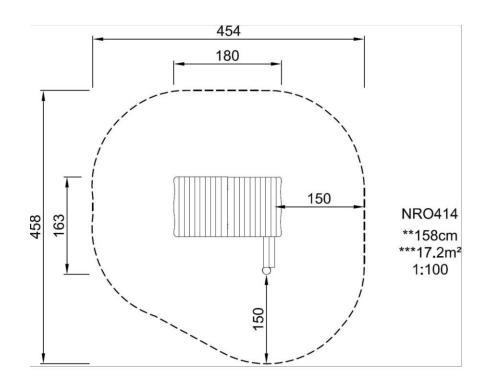


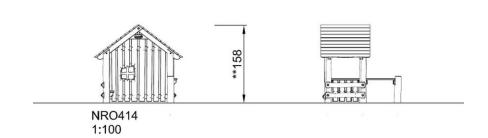
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Max fall height | Total height | Safety surfacing area

Max fall height | Total height





Click to see 1:100 ratio TOP VIEW

Click to see 1:100 ratio SIDE VIEW

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## Roof

Cognitive: suggests a theme and supports dramatic play, which stimulates languages and communication skills.





## Window

**Social-Emotional:** invites interaction between sides and cooperative play.



## **Bench**

**Social-Emotional:** gathering, cooperating or taking a break from play - all train social skills.



# Desk

**Social-Emotional:** great meeting place and space creator for storing or sitting.

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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, crosscoordinating 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.



#### HZLIG

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.



#### YAW

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.