

Nature Play Playground Renovation

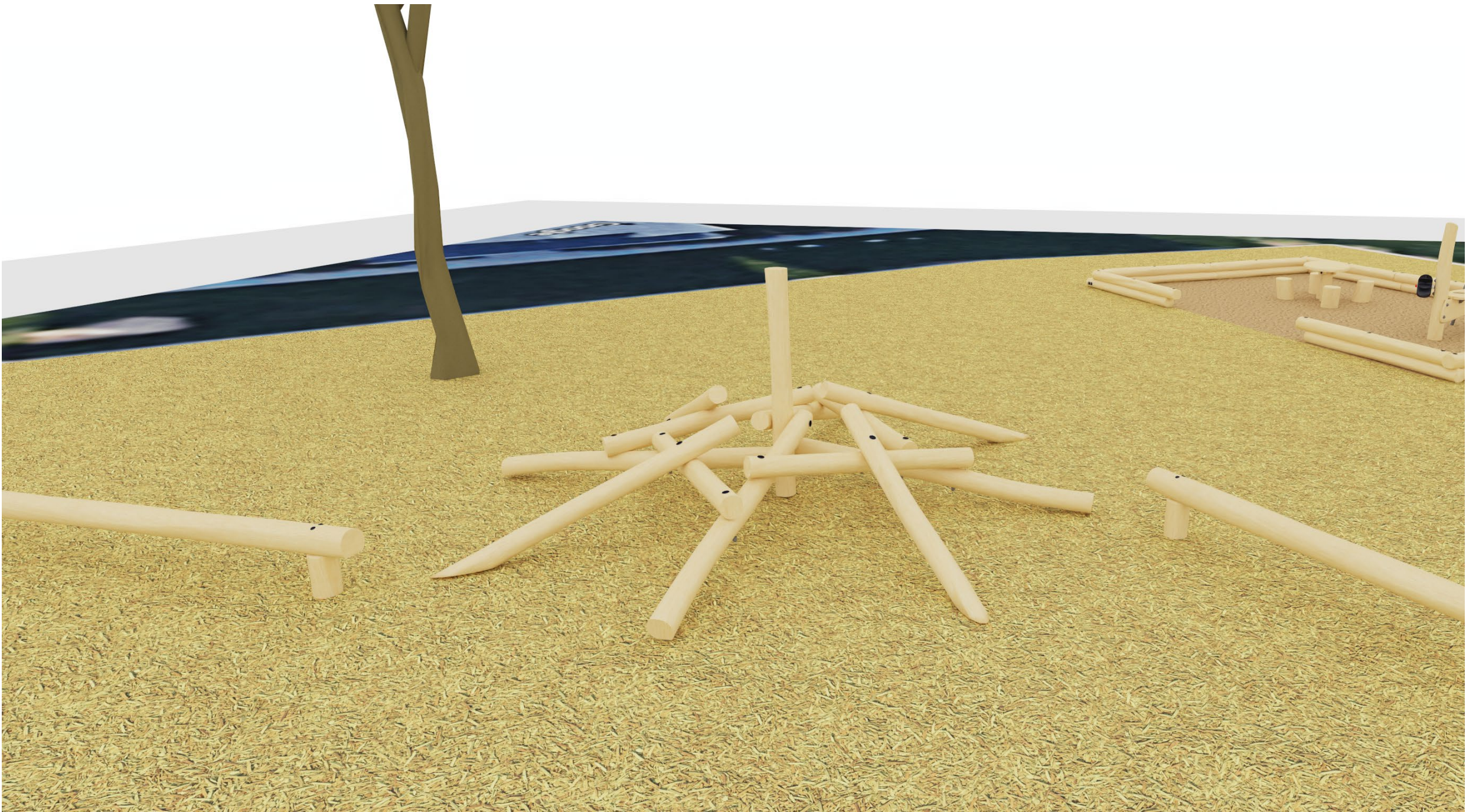
Sand Desk

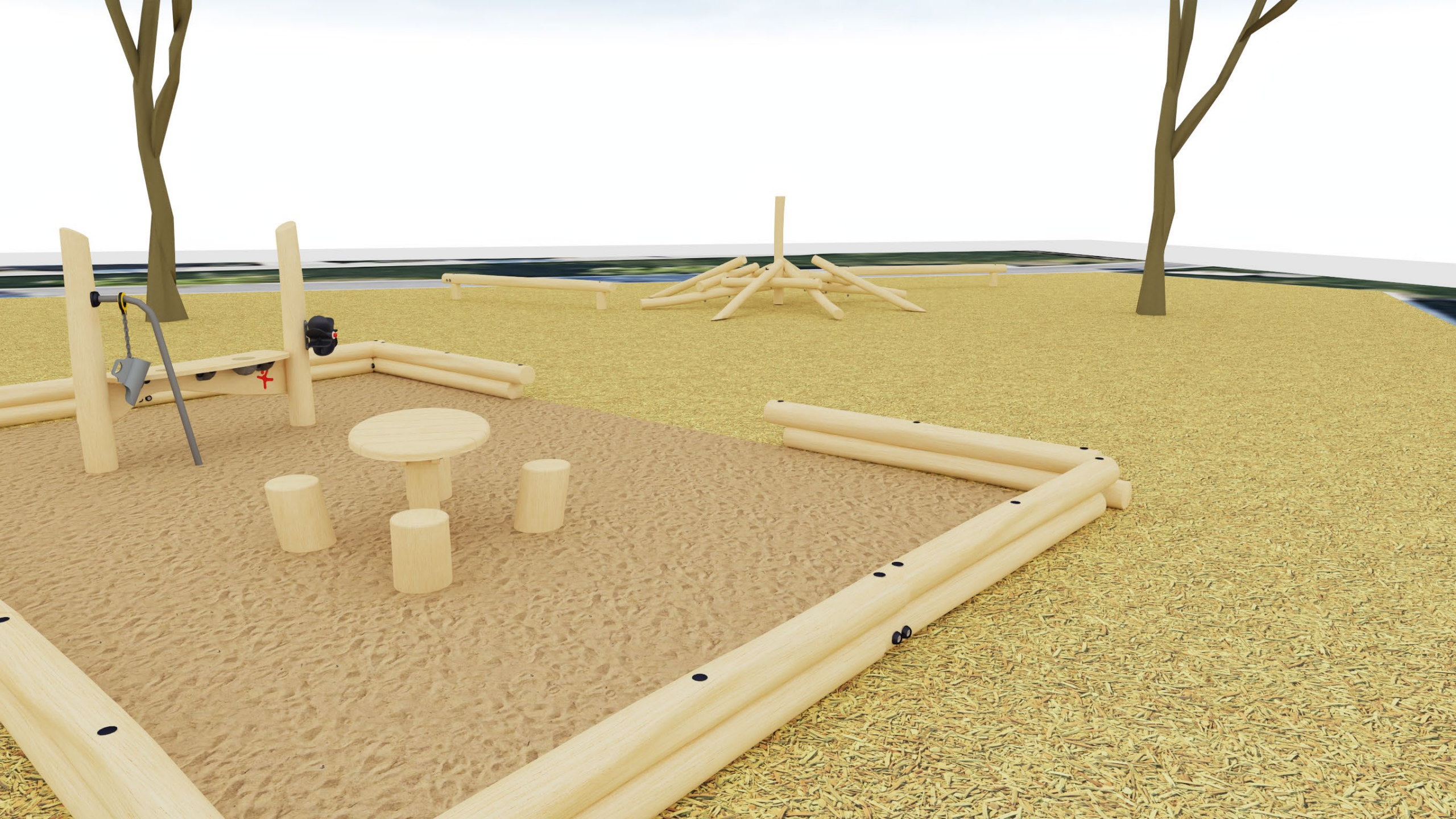
Kids Sitting Table

Sand Box Borders

Climbing Pyramid and
Balance Beams















Kids Table with 4 Sitting Poles

NRO212



Item no.	
General Product Information	
Dimensions LxWxH	0"x0"x1'8"
Age group	6m-5
Play capacity (users)	0
Color options	 



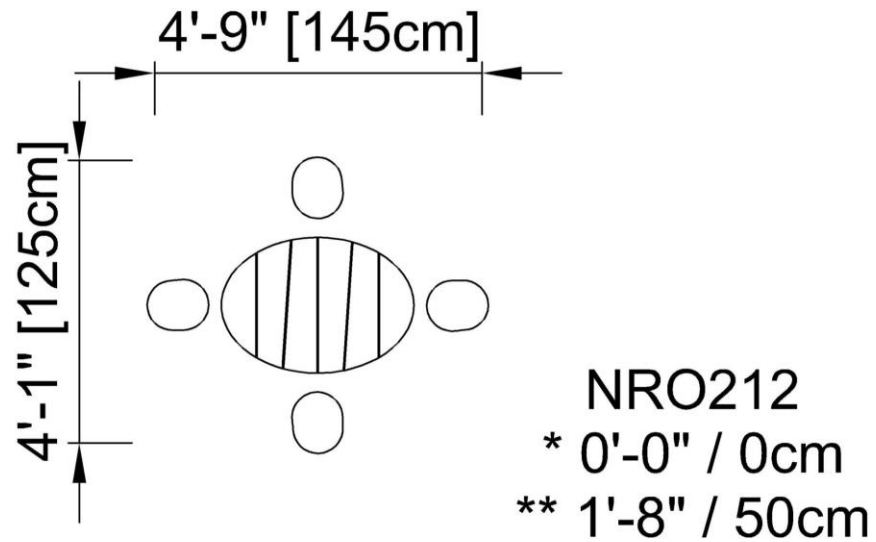
Product is available as FSC® Certified (FSC® C004450) robinia wood on request.

Kids Table with 4 Sitting Poles

NRO212

* 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](#)

SAND DESK

NRO510



This lovely sand desk invites hours of explorative play with its sand wheel, sand scoop and little sand holders in the counter. All of these items, with their varied textures and functionalities provide great tactile stimulation of the fine motor skills. They also provide an understanding of cause and effect: when I pour sand over the sand wheel, it turns. This



contributes to thinking skills and general cognitive development. The sand play unit can cater for smaller groups of children providing, sorting or selling materials they have found or created in the playground. These explorative and dramatic play scenarios support children's negotiation and communication skills, as well as their language skills. This is a

fundamental part of children's cognitive-creative development.



Item no. NRO510-0601

General Product Information

Dimensions LxWxH	5'4" x 1'9" x 4'4"
Age Group	2-5
Play Capacity	5 children
Color Options	 

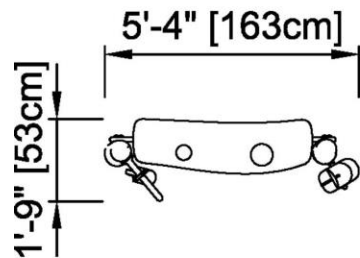


SAND DESK

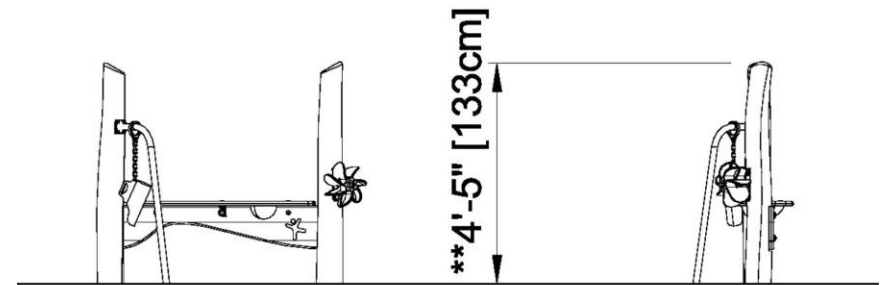
NRO510

Max fall height | Total height | Safety surfacing area

Max fall height | Total height



NRO510
** 4'-4" / 133 cm
1/8" = 1'-0"



NRO510
1:100

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

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

SAND DESK

NRO510



Sand desk with bowl and sieve

Social-Emotional: children can gather and store materials, cooperate and take a break together.

Cognitive: sand can be shifted through the sieve, for understanding of cause and effect and object permanence.



Sand shovel

Physical: develops dexterity and upper body muscles.

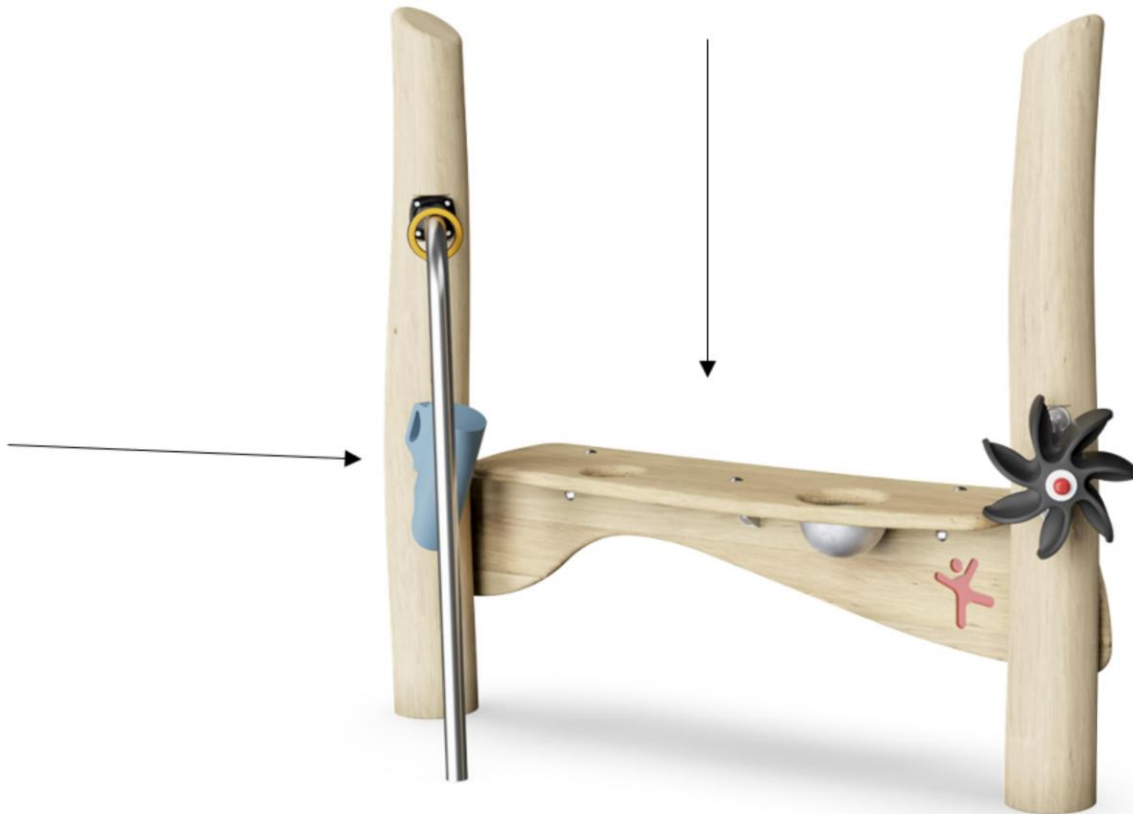
Cognitive: understanding of object permanence, emptying and filling scoop.



Sand wheel

Physical: fine motor skills and hand eye coordination.

Cognitive: the manipulative item stimulates cause and effect understanding, role play and communication.





Crawling Pyramid

NRO826

KOMPAN
Let's play

Item no. NRO826-0801

General Product Information

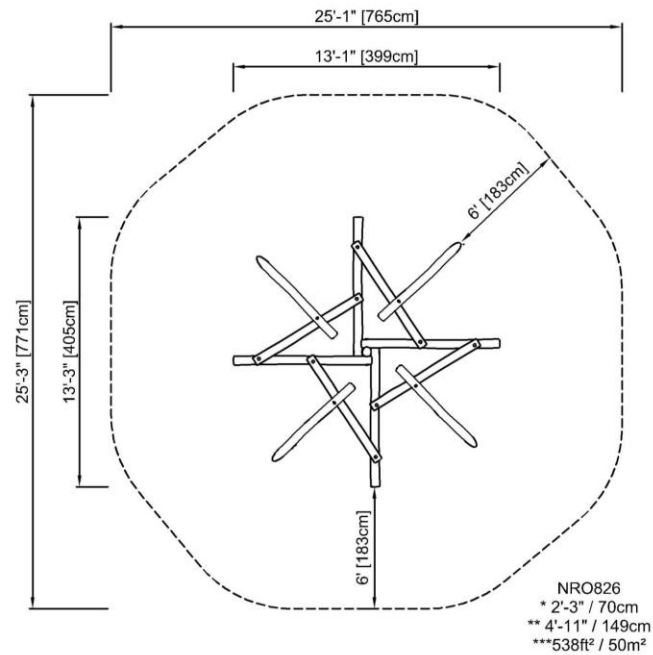
Dimensions LxWxH	13'1"x13'3"x4'11"
Age group	5 - 12
Play capacity (users)	6
Color options	 



Crawling Pyramid

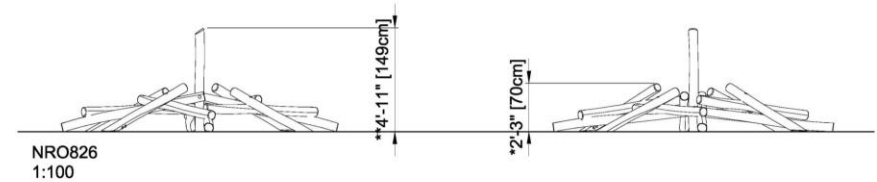
NRO826

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



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

* Max fall height | ** Total height



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

Crawling Pyramid

NRO826



Balance beams



Physical: balancing is a favorite activity for all ages, and the balance beam is the classic balancing equipment.

Social-Emotional: the beams make a nice destination and meeting point and take cooperation when crossing by others on the way through the Crawling Pyramid.

SINGLE BALANCE BEAM

NRO887



Item no. NRO887-0601	
General Product Information	
Dimensions LxWxH	10'2" x 6" x 1'2"
Age Group	5-12
Play Capacity	2 children
Color Options	 



The Single Balance Beam is a great playground classic that attracts children again and again. It can function as playground glue, connecting activities. It can also function as a point for a break, providing seating for children sharing, or parents or caregivers in need of a point from which to observe play. When children balance across the Single Balance Beam, they train

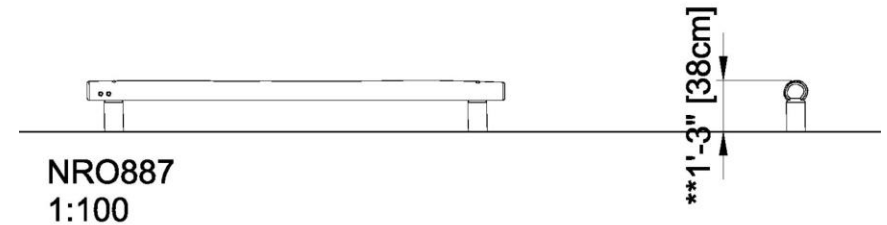
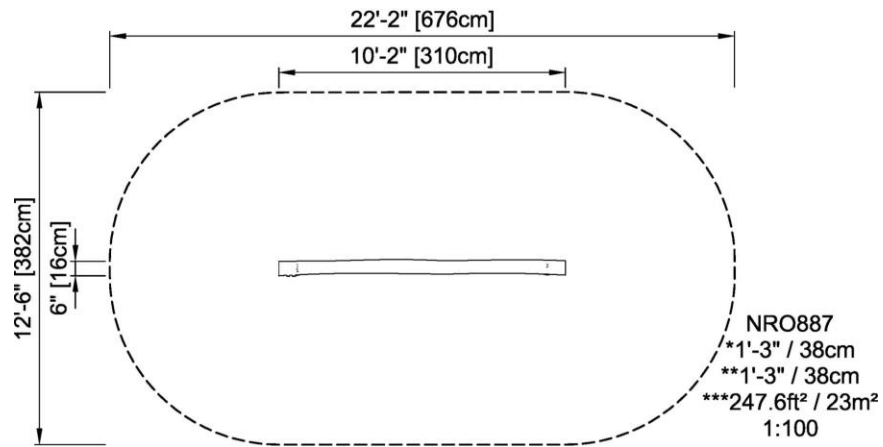
their equilibrium immensely. The sense of balance is a fundamental motor skill, that is basic for the development of all other skills. The sense of balance for instance makes it possible for children to sit still and concentrate, so the fun of physical play supports child development. The spaciousness also allows for ample social interaction and cooperative play.

SINGLE BALANCE BEAM

NRO887

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](#)

SINGLE BALANCE BEAM

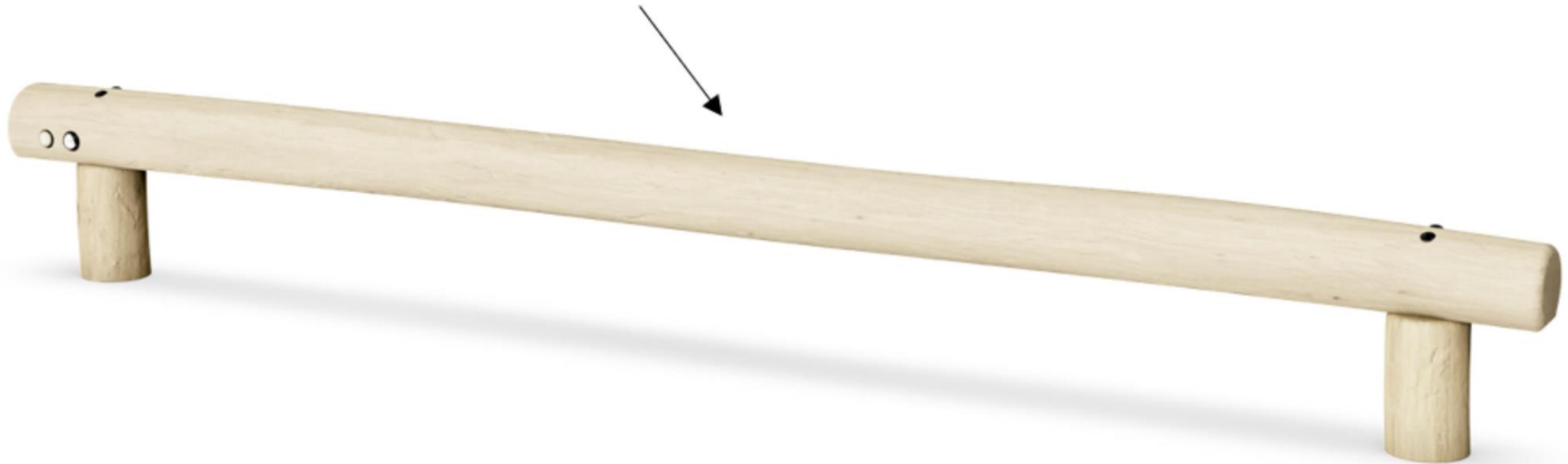
NRO887



Balance beam

Physical: trains the sense of balance, fundamental for all other motor skills that makes it possible to navigate the world confidently and securely.

Social-Emotional: turn-taking skills and negotiation when crossing each other on the beam. Room for a seated rest and exchange.





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.