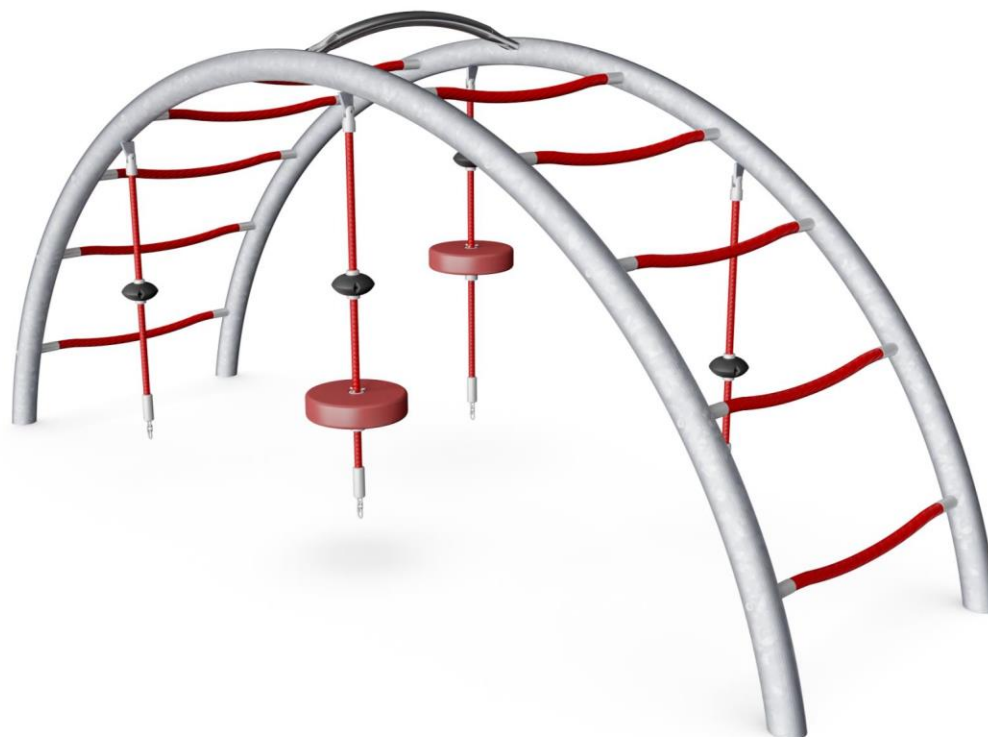


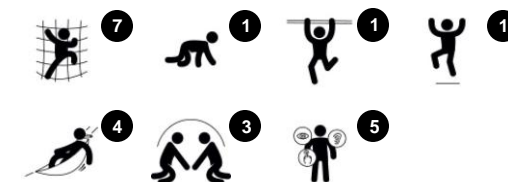


SMALL ARCH LADDER

COR20200



Item no. COR202001-0301	
General Product Information	
Dimensions LxWxH	9'10" x 3'5" x 4'3"
Age Group	2-5
Play Capacity	8 children
Color Options	 



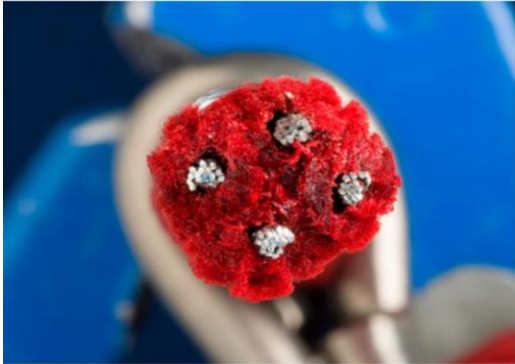
The Small Arc Ladder is an appealing climbing and meeting structure for the youngest players. The versatile climbing; up, down, through and across will attract children again and again. The swaying ropes with seats and ufos invite vertical climbing as well as a swaying rest with friends, seated or standing. The arc ladder makes a nice climb as well as a great

destination on top, offering a great view from above. Apart from having great fun exploring play possibilities, children develop their cross-coordination and muscle strength when climbing. The varied climbing possibilities makes it possible for both timid and courageous children to experience successful play and participate. This is important to children's

positive self perception. Passing others when climbing through trains turn-taking skills and consideration. The many places to sit stimulate social interaction.

SMALL ARCH LADDER

COR20200



Corocord.63" ropes are special 'Hercules'-type with galvanized four-stranded steel wires and a steel wire core. 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.



The steel structure is hot dip galvanized inside and outside with lead free zinc. The galvanization has excellent corrosion resistance in outside environments and requires low maintenance.



Fully colored EPDM rubber discs with smooth surface. The molded EPDM surrounds a hot dip galvanized steel core that ensures both the stability of the discs and durable fixation to the rope.

Item no. COR202001-0301	
Installation Information	
Max. fall height	4'3"
Safety surfacing area	293 ft ²
Numbers of Installers (persons)	2
Total installation time	5
Excavation volume	2.38 yd ³
Concrete volume	1.7 yd ³
Footing Depth (Standard)	2' 11"
Shipment Weight	277 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
Warranty information	
Corocord Rope	10 Years
S-Clamps	10 Years
Galvanized steel parts	10 Years
EPDM seats	2 Years
Spare parts guaranteed	10 Years

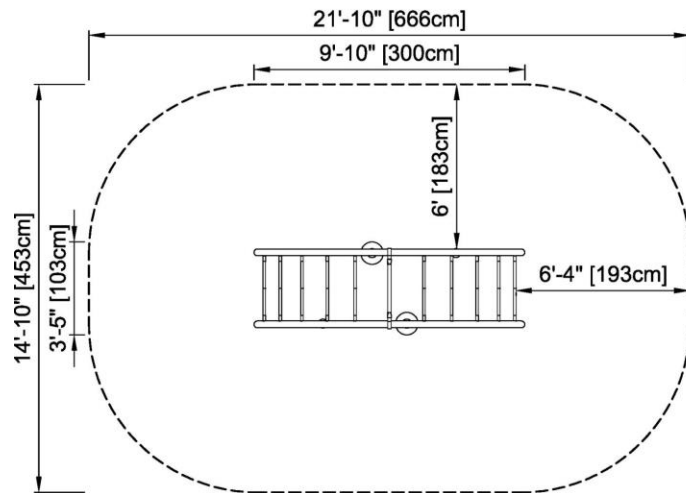
Elevated Activities	Accessible Elevated Activities	Accessible Ground Level Activities	Accessible Ground Level Play Types
Present	0	1	1
Required	0	1	1

SMALL ARCH LADDER

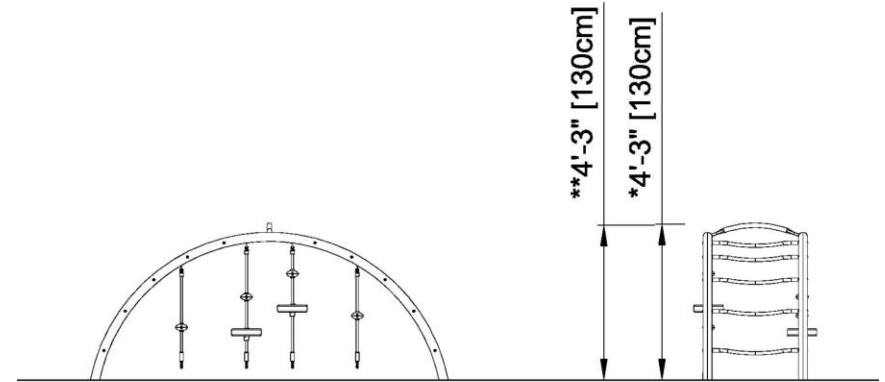
COR20200

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

*Max fall height | **Total height



COR202001-xx01
* 4'-3" / 130cm
** 4'-3" / 130cm
*** 293ft² / 27.2m²
1/8" = 1'-0"



COR202001
1:100

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

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

SMALL ARCH LADDER

COR20200



Frame

Physical: develop children's upper body muscles and arm strength when hanging in arms. This is especially important due to sedentary lifestyles and back-pain in children.

Social-Emotional: develop children's courage and self-regulation when seated on the top of the frame.



Rope with disc

Physical: children train cross-body coordination and muscle strength when stepping onto the wide disc and clinging onto the rope. Their sense of balance is trained when gently swaying when seated. The sense of balance is important for instance for being able to sit still.

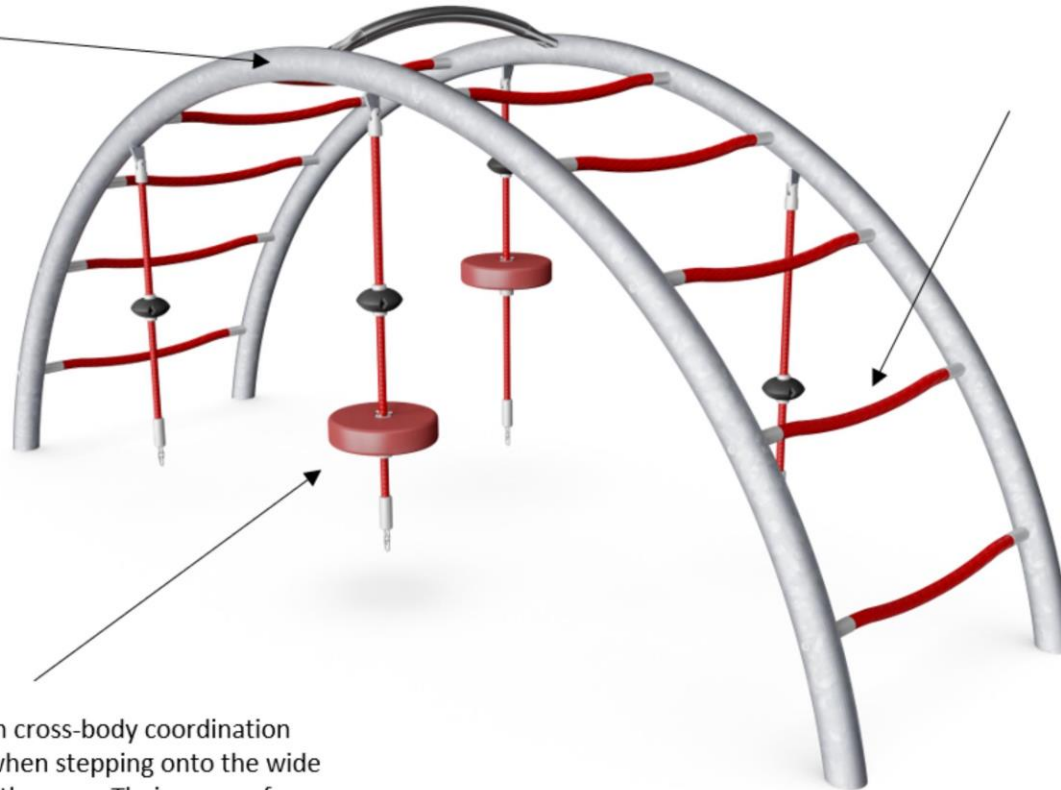
Social-Emotional: socializing and turn-taking when deciding who should sit here.



Rope ladder

Physical: the big steps allow for climbing and crawling through, training proprioception and spatial awareness. Climbing here takes big steps, training cross-coordination and muscle strength, pushing and pulling arms to get upwards.

Social-Emotional: the big meshes allow more children being seated together, sharing.



SMALL ARCH LADDER

COR20200



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).



Overhead HANG
Overhead hang 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, e.g. on 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.



RULE PLAY
Rule 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.