

SkyTwister, Sensory

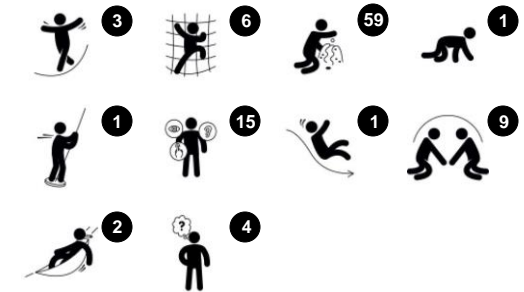
COR29910



Item no. COR299101-0412

General Product Information

Dimensions LxWxH	631x894x503 cm
Age group	5+
Play capacity (users)	36
Colour options	



The Sky Twister Sensory is an intriguing, novel activity packed play magnet for children. Novel play activities increase retention, but they also increase play value. The Twisted Tower is an intense place to wonder, feel, move and make friends. The twisted frame contains a rich variety of puzzling optic effects and climbing, swaying play heights that attract children. On top awaits a entirely fascinating destination: optic see-through panels change the way the world looks and lights the faces of friends up in varied colours. The top meeting point has bouncy membrane flooring to add sensory

wonders, and a thrilling, high slide to complete the feel. The transparency of the Twisted Tower, from bottom to top, makes it a play unit for intense cooperation, consideration and communication across levels and activities. On ground level, inclined nets offer varied climbing, and novel net-rolls add to the play experience with nice, tactile elements for massaging the back or just having fun gliding down the rolls. A swaying, hanging pod is suspended to the nets and invites a break that reflects the movements of the friends climbing the nets above. The optic panels create a sense of wonder on

ground level with their moiré-like visual effects, which encourage logical thinking. Combined with the inclined, horizontal nets, the lower level of the Sky Twister offers an inviting, varied and responsive meeting point for all. When swaying and climbing in the Sky Twister, children intensely train crucial motor skills and major muscles in a fun way. Motor skills such as cross-coordination and balance build the capability to move confidently and securely through the world. Not least, children get a sensory kick from the sensory play items.



Data is subject to change without prior notice.

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The graphic panels are made of high-quality polycarbonate with a thickness of 6mm. The color changing dichroic film is glued on the outside. The PC panels are UV stabilized to prevent degradation.



Turnable optic panels of two 7mm thick polycarbonate plates with a distance of 25mm. The inside graphic print consist of an inner image layer and outer transparent protection layer. Both PC panel and the water-based lacquer are UV stabilized to prevent fading of the print.



Hangout pod designed with a welded frame of two steel rings which are hot dip galvanized and powder coated. The membrane consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance.



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



Curved and straight tunnel slide of either PE or stainless-steel material and supported by multiple steel rods to a center steel post. The tunnel slides are designed with perfect curve and inclination for a playful ride.



Corocord ropes with 19mm diameter or more are special 'Hercules'- type with galvanized six-stranded steel wires. Each strand is tightly wrapped with PES yarn. The ropes are connected by stainless steel S-Clamps which are pressed around the rope which results in a durable and vandalism solution.

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Installation Information

Max. fall height	245 cm
Safety surfacing area	65,6 m ²
Numbers of installers (persons)	2
Total installation time	0.0
Excavation volume	11,36 m ³
Concrete volume	4,37 m ³
Footing depth (standard)	90 cm
Shipment weight	0 kg
Anchoring options	In-ground ✓

Warranty Information

Hot dip galvanised steel	Lifetime
Stainless steel components	Lifetime
Ropes & nets	10 years
Painted toplayer	10 years
Spare parts guaranteed	10 years

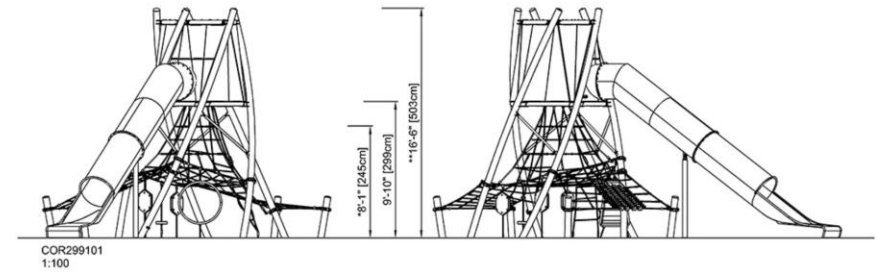
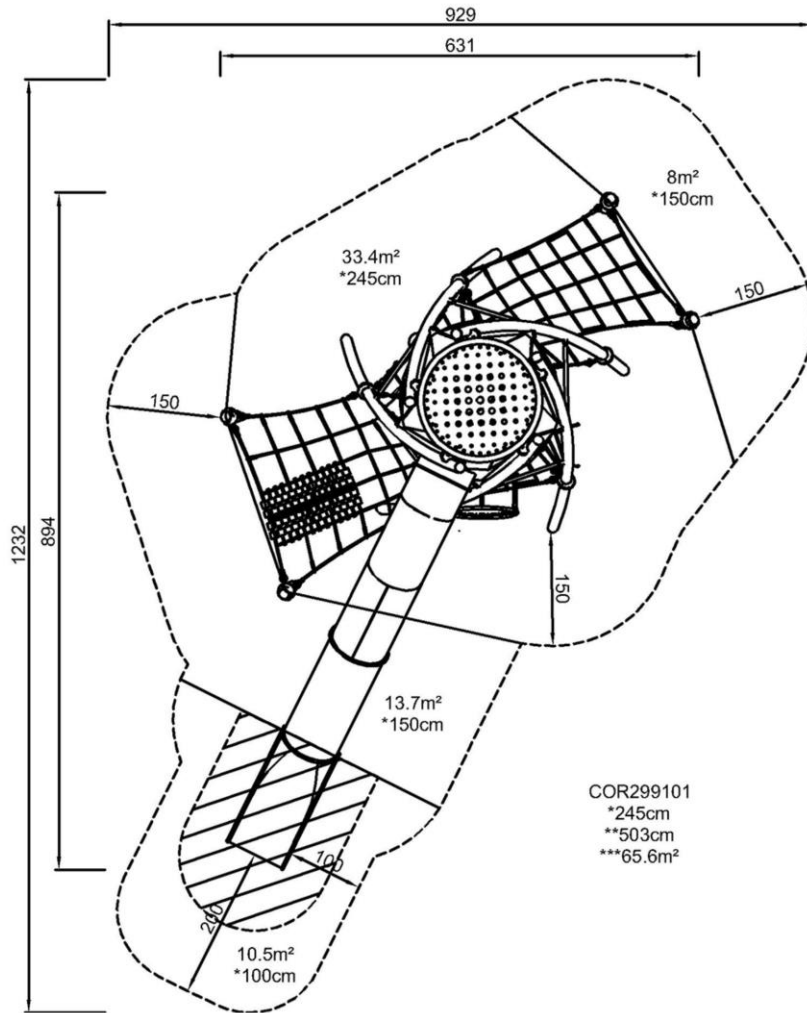


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* Max fall height | ** Total height | *** Safety surfacing area

* 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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Rollers

Physical: the rolling feel adds body pressure when lying and trains the balance when seated. This impacts physical stability.
Social-Emotional: the body pressure of the rolls give a soothing, relaxing feel when lying, and the stimulation when moving invigorates.
Creative: the rollers' two sidedness and different colors makes possible changing the patters of the rollers, which stimulates creativity.



Tube slide

Physical: sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.
Social-Emotional: thrill when going down fast. Empathy stimulated by turn-taking.



Twisted dichromatic tower top

Social-Emotional: the soft, bouncy floored-meeting point placed up high adds a feeling of achievement to meeting friends here. The entry supports turn-taking skills and empathy.
Cognitive: the hugely appealing dichromatic panels make children wonder about how the colors are created and reflected, which supports thinking skills.



Climbing net

Physical: the net allows for climbing around, which supports motor skills, proprioception and spatial awareness. Children use muscle strength of arms, legs, and core when climbing.



Embankment net

Physical: space for varied body positions: lying, seated, standing, crawling, climbing, all stimulating coordination, balance and muscle strength. Usable for all abilities and ages.
Social-Emotional: easy entry for all and lots of space for socializing and bouncy breaks.



Moirée optic panels

Physical: sitting, hanging and leaning on the rope suspended panels train balance and cross-coordination.
Social-Emotional: discussing the patterns and reasoning with others about how the patters differ supports negotiating and listening skills, training tolerance and empathy.
Cognitive: wondering about, understanding and explaining the reasons for the pattern occurrence support logical thinking skills.



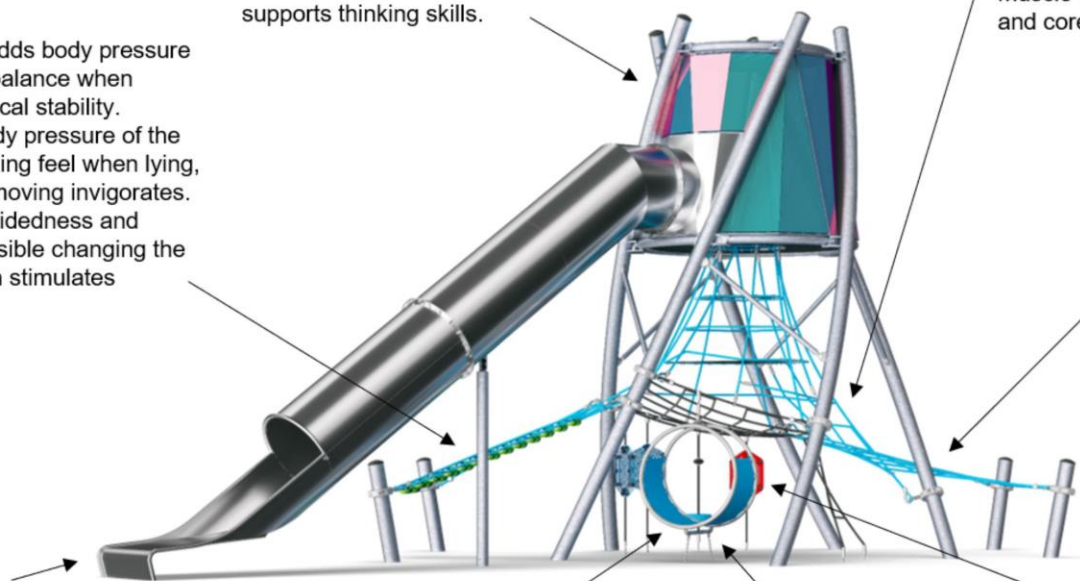
Hangout pod

Physical: sitting and lying enjoying the swaying movements stimulate the sense of balance.
Social-Emotional: meeting, taking a break is invited. Turn-taking supports the skills necessary to learn how to avoid conflicts.



Ropes with rubber discs

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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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, 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, on e.g. 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.



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.