


Castle, Large

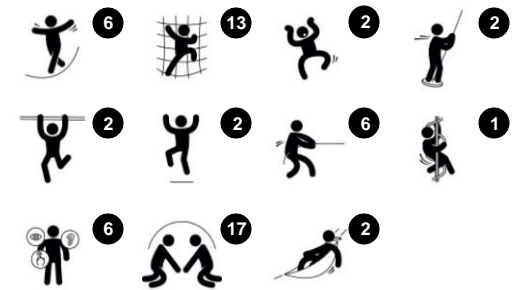
NRO424



Item no. NRO424-1021

General Product Information

Dimensions LxWxH	903x1094x564 cm
Age group	6+
Play capacity (users)	54
Colour options	



The huge, three-wing Castle adds a regal touch to the playground, attracting young knights and princesses again and again. With its great distribution of ground level and elevated play options, the Castle allows for a range of ages playing together and invites the whole family. The elevated and ground level play dens, barred windows and cannons invite dramatic

play. This stimulates children's language and social skills. The multiple, varied accesses, bars, climbing walls, coconut and net bridges and climbers train children's motor and muscle skills, such as the senses of balance and space. These are both fundamental in managing e.g. streets and traffic securely. The banister bars and the fireman's poles add thrill

to the play experience. They also hugely stimulate the child's sense of space and balance.

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All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.



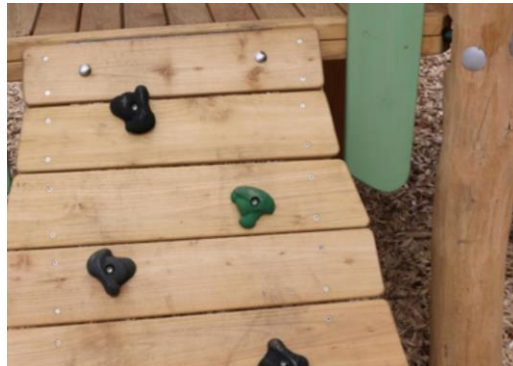
The paint used for coloured components is water based environmentally friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.



The Robinia products are designed with a KOMPAN colour concept with a number of different standard colours. The wood can also be supplied as untreated or with brown painted with a pigment that maintains the wood colour.



Ropes are made of UV-stabilized PES rope strands with inner steel cable reinforcement. The polyester wrapping is inductively melted onto each strand to obtain excellent wear and tear resistance.



The product/activities are preassembled from the factory to ensure all safety requirements are considered.



Corocord ropes of the bridge are special 'Hercules'-type with galvanised six-stranded steel wires and a steel wire core. The PP rope in coconut style has a diameter of 15 cm. The internal steel wire core has thimbles at both ends, which serve as attachments for the rope to existing connecting elements.

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Installation Information

Max. fall height	300 cm
Safety surfacing area	121,4 m ²
Number of installers	2
Total installation time	119.8
Excavation volume	5,78 m ³
Concrete volume	2,90 m ³
Footing depth (standard)	100 cm
Shipment weight	5.309 kg
Anchoring options	In-ground ✓

Warranty Information

Robinia wood	15 years
Stainless steel slide	10 years
Stainless steel components	Lifetime
Ropes & nets	10 years
Spare parts guaranteed	10 years

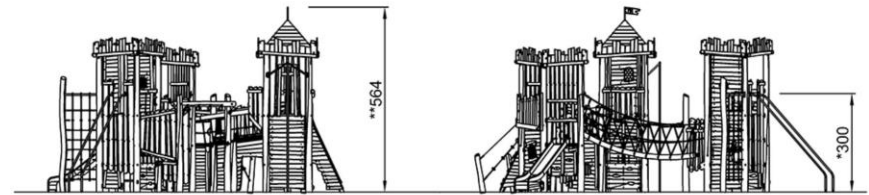
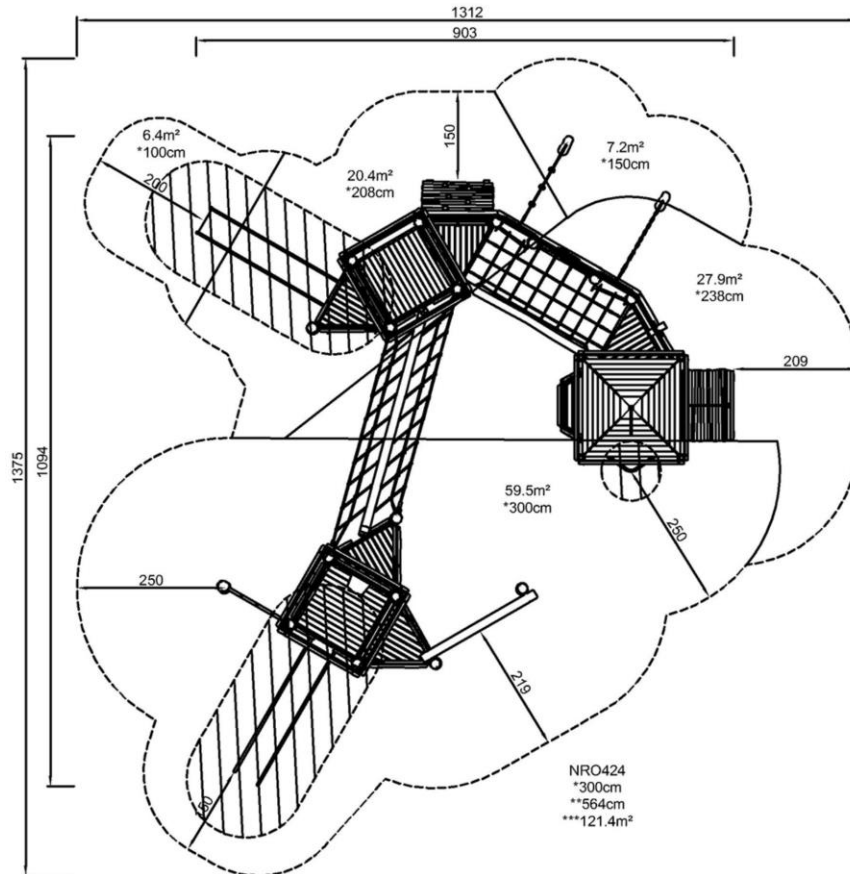


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



NRO424
1:200

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

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

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Draw bridge area

Physical: varied rope rails offer levelled challenge of balance and spatial awareness as well as arm, leg and core muscles.
Social-Emotional: the two rope rails support cooperation, parallel play and positive competition by offering varied difficulty levels in entrance.



Rock climber

Physical: supports cross coordination and leg, arm and hand strength. The hand-holds on top ease entry into platform.
Social-Emotional: the inclination makes climbing feel secure, especially for younger children.



Slide

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



Net bridge

Physical: walking the open net up or downwards develops balance, spatial awareness and cross coordination.
Social-Emotional: interaction with children outside, socializing. Cooperation and consideration, e.g. when passing others.



Fireman's pole

Physical: coordination is supported when going down, as well as arm and core muscles. Landing strengthens bone density, which is built for life in early childhood.
Social-Emotional: turn-taking and risk-taking.



Balcony

Social-Emotional: the balcony invites meetings and interaction with people on ground level.



Crossbar

Physical: the upper body muscles that are under-challenged due to sedentary lifestyles are developed immensely. So does the coordination and trunk stability. This type of training is preventive for backaches and cross coordination supports cooperation between the left and right brain halves, necessary for other skills such as reading.



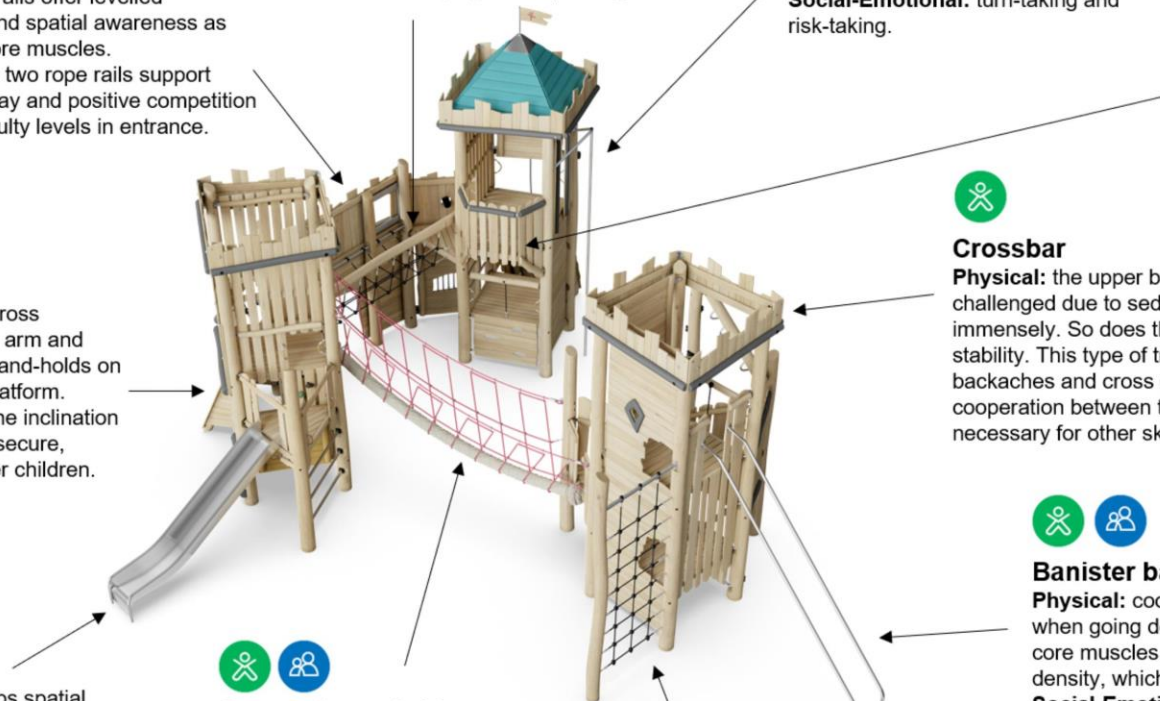
Banister bars

Physical: coordination is supported when going down, as well as arm and core muscles. Landing strengthens bone density, which is built for life in childhood.
Social-Emotional: turn-taking and risk-taking.



Climbing net

Physical: children develop cross-body coordination and muscle strength when climbing. The big meshes allow for climbing and crawling through, supporting proprioception and spatial awareness.
Social-Emotional: the big meshes allow for more children to sit together and talk.



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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.