

# Theatre & Music Cottage

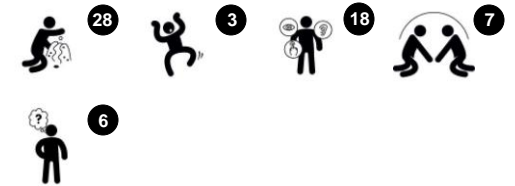
NRO606



Item no. NRO606-1021

### General Product Information

Dimensions LxWxH	373x281x256 cm
Age group	1+
Play capacity (users)	15
Colour options	



The Robinia Theatre & Music Cottage immensely attracts toddlers, preschoolers and adults for hours of varied, creative play. With its richness in detail, the play unit invites dramatic and explorative play as well as solid social interaction and cooperation. The xylophone and drum panels support creative play immensely and invite groups of players due to their

positioning from the house. The clock, bell, flaps, shelf and mirror is dense with cause-and-effect learning and creative play. These stimulate logical thinking and spur dramatic play, which is great for language development. The desk of the house invites social play. The surrounds are used repeatedly for rough-and-tumble, climb over, through and round play.

Apart from stimulating muscles this trains important motor skills such as the cross-body coordination, which is fundamental for later reading skills.



Data is subject to change without prior notice.

# Theatre & Music Cottage

NRO606



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 environmental friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.



Play activities in very strong materials: HDPE-plate with HDPE-clock and hands in conveyer belt rubber, bell in pressed aluminium. Mirror in plexi-glass with a high impact resistant.

Item no. NRO606-1021

### Installation Information

Max. fall height	0 cm
Safety surfacing area	27,0 m <sup>2</sup>
Number of installers	2
Total installation time	15.4
Excavation volume	0,55 m <sup>3</sup>
Concrete volume	0,00 m <sup>3</sup>
Footing depth (standard)	100 cm
Shipment weight	731 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

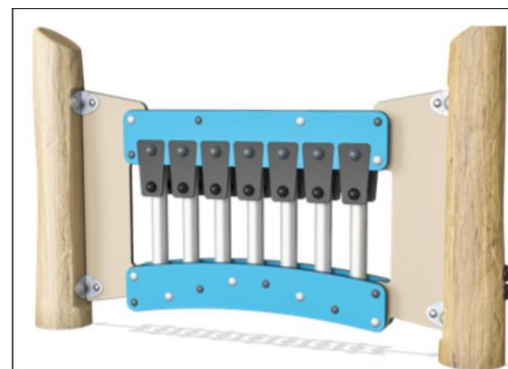
Robinia wood	15 years
Stainless steel components	Lifetime
Stainless steel components	Lifetime
Ropes & nets	10 years
Spare parts guaranteed	10 years



All rubber activities/components are made of conveyer belt rubber that makes it extremely weather resistant and long lasting.



The percussion panel consist of 2 Conga Drums with PP tubes and top in coloured ABS. Babel drum in stainless steel 316L.



The Xylofon music panel consist of HDPE - material in 19mm EcoCore™. EcoCore™ is a highly durable, ecofriendly material. The pipes are made of die-cast aluminium specifically alloyed for outdoor environments.

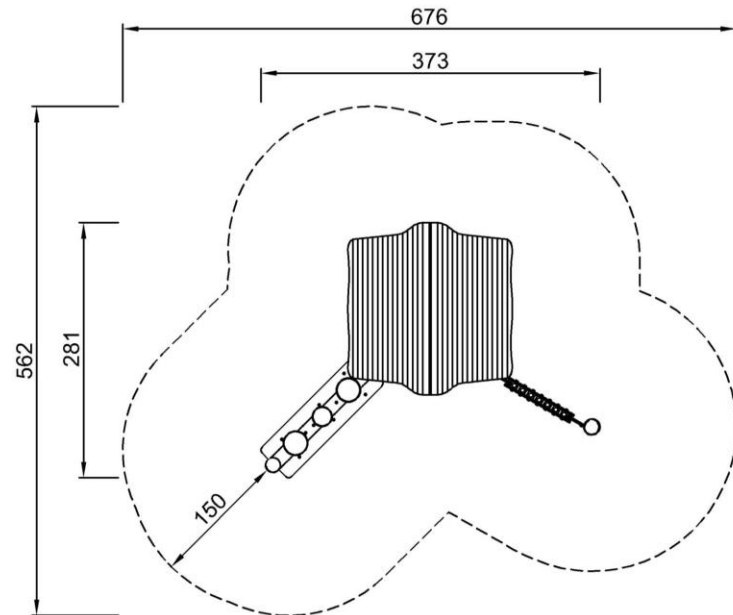


# Theatre & Music Cottage

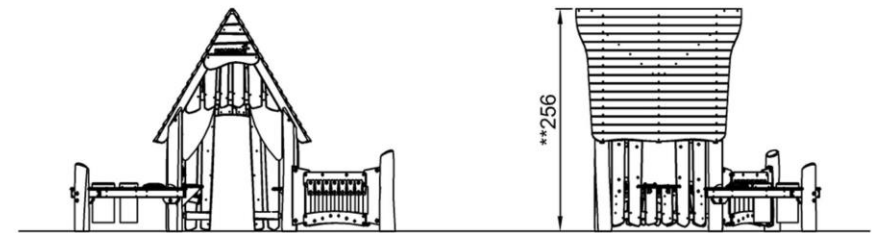
NRO606

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

\* Max fall height | \*\* Total height



NRO606  
\*\*256cm  
\*\*\*27m<sup>2</sup>



NRO606  
1:100

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

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

# Theatre & Music Cottage

NRO606



## Drums

**Social-Emotional:** cooperation and co-creation, parallel and group play.  
**Cognitive:** cause and effect understanding when creating sounds, supporting a sense of rhythm, that is essential for pre-reading skills.  
**Creative:** creating and leaving a mark with sound.



## Clock and bell panel

**Cognitive:** understanding cause and effect when ringing bell, understanding time and measures when playing with clock.  
**Creative:** leaving a mark in creating new positions on clock or with sound creating a rhythm when ringing or knocking the bell.



## Mirror

**Cognitive:** understanding of individuality and self expression. Stimulates dramatic play and thus language and communication development.



## Desk

**Social-Emotional:** fine meeting place and a space creator. Sharing and cooperation from both sides create a social scenario that supports communication and cooperation.



## Percussion

**Social-Emotional:** cooperative play and co-creation when playing from both sides.  
**Cognitive:** understanding cause and effect when figuring out different sounding areas of surface, and practicing with rhythm, that is essential for pre-reading skills.  
**Creative:** creating, combining and leaving a mark of different sounds.



## Shelf

**Cognitive:** suggests a theme and supports dramatic play, which stimulates languages and communication skills. Gives the option of hiding or storing items as part of dramatic play or explorative play.



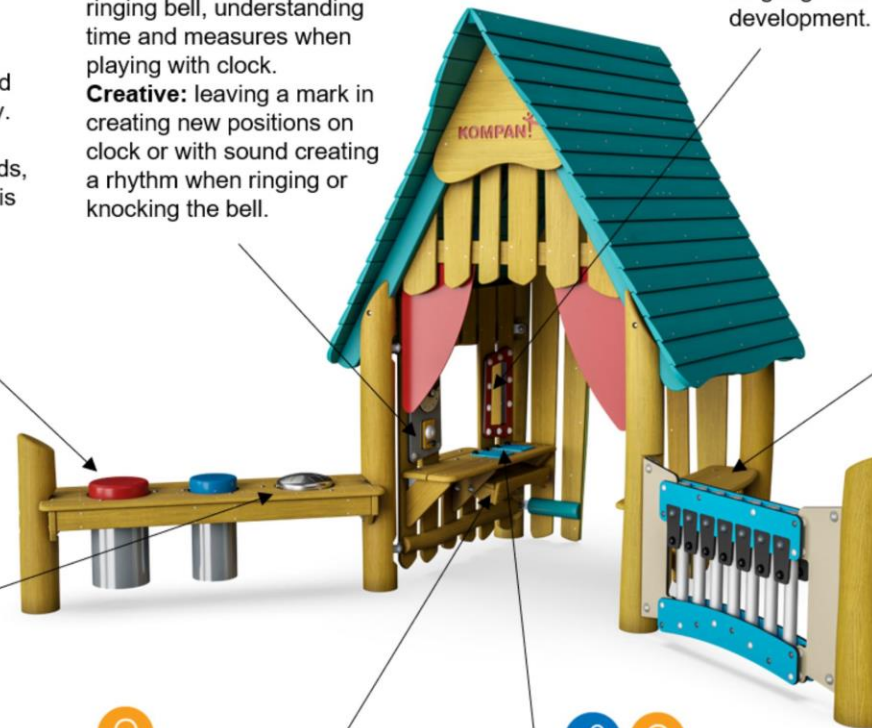
## Desk flaps w. holes

**Social-Emotional:** cooperation, turn-taking and parallel play inspired by the two flaps.  
**Cognitive:** shifting things through holes to shelf supports logical thinking and the understanding of object permanence.



## Xylophone music panel

**Social-Emotional:** invites social interaction and co-creation for more children, on both sides.  
**Cognitive:** understanding of cause and effect when striking tubes and creating sound.  
**Creative:** the creation of different intensity and tonality stimulates creative skills.





# Theatre & Music Cottage

NRO606



**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.