

# Barn

PCM514



The Barn with its farm themed illustrations is a great attractor of dramatic and fun physical play for all younger children. The variety of manipulative and fun physical activities on elevated and ground level support dramatic play scenarios. Varied climb, crawl, sway and slide activities attract hugely and ensure physical activity that trains important motor

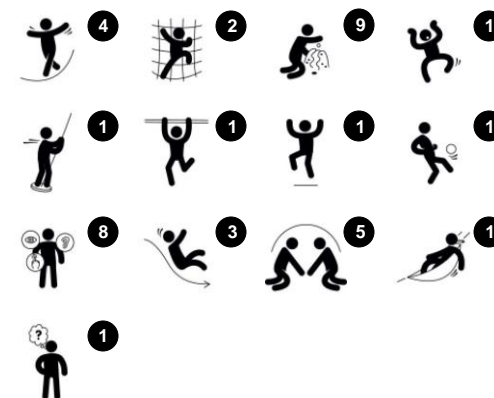
skills and major muscles. Inclined net and stair accesses make for a secure, yet fun climb up. This trains cross-coordination, which builds body confidence and ultimately stimulates the cross-modal perception. This supports for instance reading skills. The slide and double slide vary the choice of going down. And on ground level, around and under the platform, a

nice desk and hammock makes an attractive gathering point, supporting children's social-emotional skills. Dramatic play is the favorite play type for younger children. In the case of the Barn, storytelling themes of house, farm and production can be put to play, again and again.

Item no. PCM514-0901

### General Product Information

Dimensions LxWxH	477x411x338 cm
Age group	2+
Play capacity (users)	17
Colour options	



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Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Main posts with hot dip galvanised steel footing are pre-galvanised inside and outside with powder coated top finish.



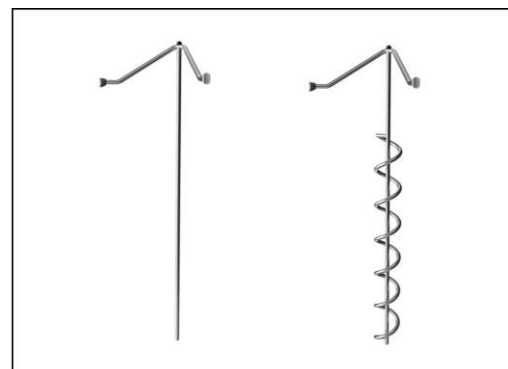
All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure moulded aluminium connectors. The HPL decks with a thickness of 17,8 mm with a very high wearing strength and a unique KOMPAN non skid surface texture.



High-quality polycarbonate with a thickness of 15mm. The graphic prints are added by a unique multi-layer print process where the inner layer is the image and outer transparent layer functions as protection. Both PC panel and the water-based lacquer are UV stabilized to prevent fading.



The slides are available in either moulded PE in different colours or in full stainless steel AISI304 t= 2mm.



The stainless steel activities are made of high quality stainless steel. The steel is glass blasted after manufacturing to ensure a smooth gliding surface.

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### Installation Information

Max. fall height	118 cm
Safety surfacing area	36,4 m <sup>2</sup>
Numbers of installers	2
Total installation time	21.5
Excavation volume	1,00 m <sup>3</sup>
Concrete volume	0,10 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	748 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
HPL decks	15 years
Hollow PE parts	10 years
Spare parts guaranteed	10 years

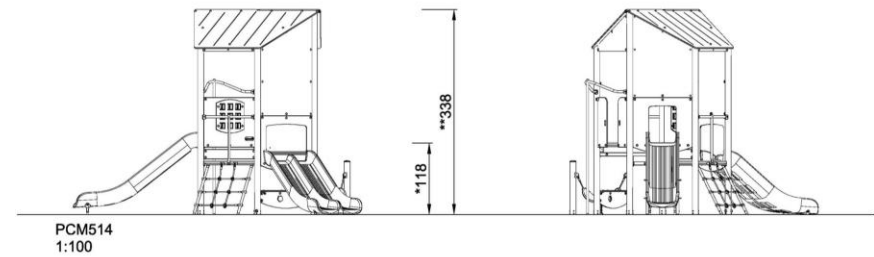
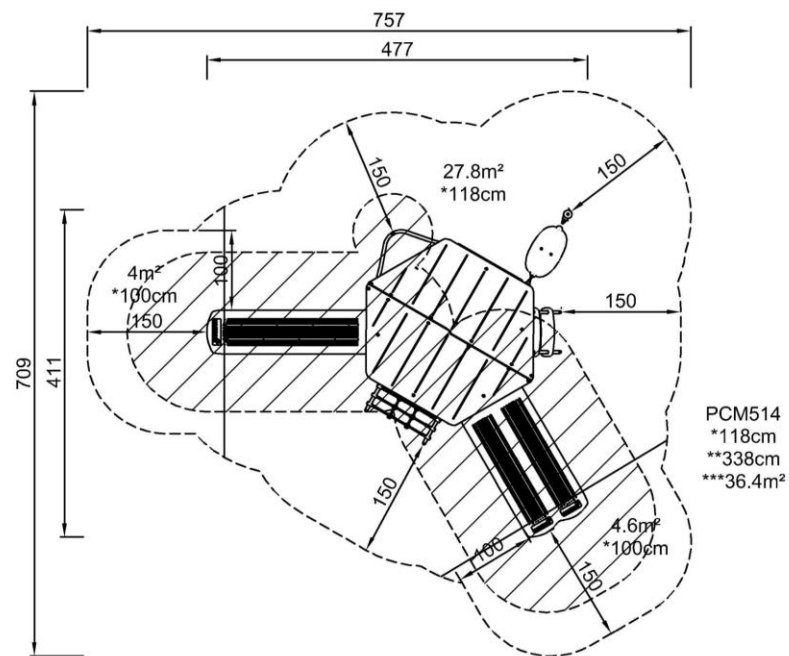


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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

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



## Tic-tac-toe panel

**Social-Emotional:** stimulates communication and turn-taking skills.

**Cognitive:** support rules understanding, strategic thinking.

**Creative:** leaving marks when tumblers are left in new positions.

## Barn

**Cognitive:** suggests a theme and supports dramatic play, which stimulates languages and communication skills.



## 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.

**Cognitive:** young children develop their understanding of space, speed and distances when gliding down fast.



## Climbing net

**Physical:** due to the inclination of the net, the child is supported in climbing. Hand-eye coordination, cross coordination and proprioception are trained. These are fundamental for judging the body in time and space, crucial life skills for navigating the world securely.



## Hammock

**Physical:** coordination and sense of balance when swaying.

**Social-Emotional:** meeting, pushing friends gently back and forth, turn-taking.

**Cognitive:** for toddlers cause and effect understanding.



## Double slide

**Physical:** sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.

**Social-Emotional:** invites socializing, supports parent-child and peer-to-peer play.

**Cognitive:** young children train their understanding of space, speed and distances when sliding down quickly.



## 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.





**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.