

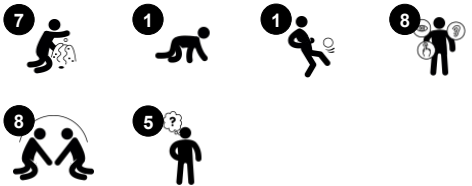
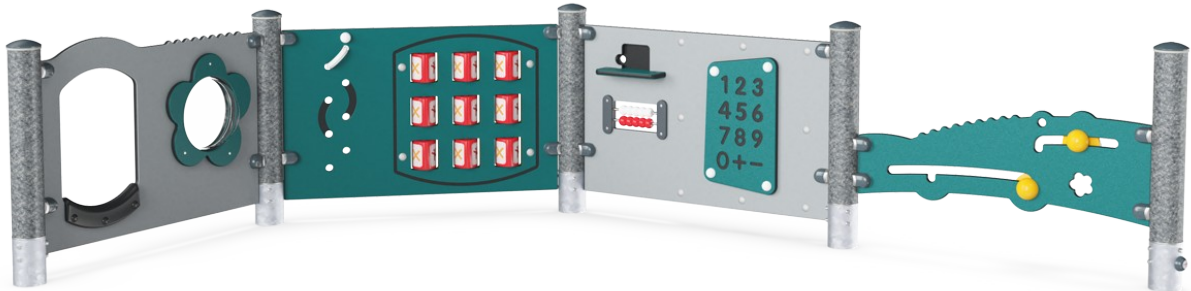
Play Panel 4 - School

PCM003421

Item no. PCM003421-0950

General Product Information

Dimensions LxWxH	10'0"x6'7"x2'6"
Age group	6m - 5
Play capacity (users)	14
Color options	



The School Play Panel 4 is a richly stimulating play invitation for young children. The multiple, varied play events will make them return to the panels again and again. The panel with play scoops can be used from both sides and materials can be transported and shifted, which is great training of logical thinking skills for young children. The blackboard panel with abacus and peephole is great for training fine

motor skills and invites playing school. Dramatic play is a great stimulation of language and communication skills. The Tic-Tac-Toe panel appeals to older children who train strategic thinking when playing games with rules. The Climb through and See-through panel presents two very popular activities: crawling through and peeping through. The cross-coordination trained when crawling and

climbing is foundational for children's understanding of space, shapes, and measures and ultimately mathematics. The bubble window distorts back children's voices when they speak into it. That will keep them coming back repeatedly, for more fun games with friends.



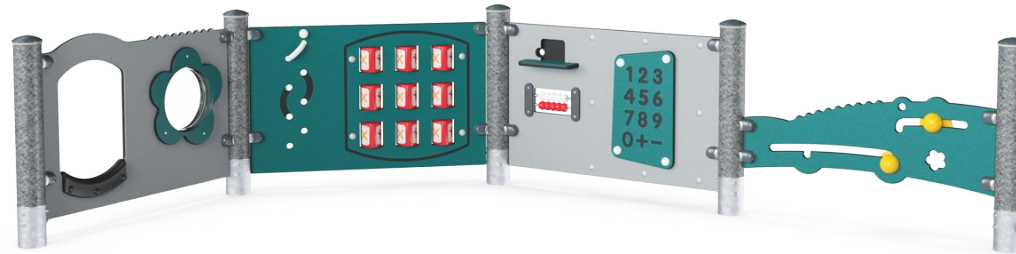
Play Panel 4 - School

PCM003421



Bubble Window

Social-Emotional: invites interaction between outside and inside. **Cognitive:** distorts the sound of the voice, developing logical thinking.



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.



Ring game

Social-Emotional: cooperating from both sides on running rings up and down trains turn-taking and cooperation skills. **Cognitive:** figuring out how to turn the ring to make it fit the holes and move up or down trains logical skills. **Creative:** leaving rings in new positions leaves a mark in the playground.



Crawl-through hole

Physical: the hole allows for climbing and crawling through, developing cross coordination, proprioception and spatial awareness. **Social-Emotional:** cooperation and turn-taking when passing one another. **Cognitive:** understanding space, shape and measurements when seeing if the body can fit through the hole.



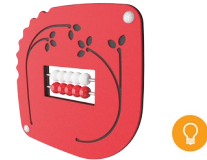
Sand scoops

Physical: hand eye coordination and push-pull movements. **Social-Emotional:** invites cooperation with two sides and provides for parallel play. **Cognitive:** logical thinking: cause and effect understanding when running scoops in grooves or shifting materials from scoop to scoop. **Creative:** shifting scoops, creating new scoop positions.



Number panel

Cognitive: stimulates understanding of numeracy and mathematics.



Abacus

Cognitive: supports understanding of measurement.

Play Panel 4 - School

PCM003421



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 galvanized steel footing are available in different materials: Pressure impregnated pinewood posts. Pre-galvanized inside and outside with powder-coated top finish steel posts. Lead-free aluminum with color anodized top finish. Greenline TexMade posts of 100% post-consumer recycled PE and textile waste.



KOMPAN GreenLine versions are designed with the most environmentally friendly materials with the lowest possible CO2e emission factor such as EcoCore™ panels of 100% post-consumer recycled ocean waste.

Item no. PCM003421-0950	
Installation Information	
Max. fall height	0'0"
Safety surfacing area	0ft²
Total installation time	7.0
Excavation volume	0.17yd³
Concrete volume	0yd³
Footing depth (standard)	2'9"
Shipment weight	306lbs
Anchoring options	In-ground ✓ Surface ✓
Warranty Information	
EcoCore HDPE	Lifetime
Hot dip galvanized steel	Lifetime
Movable parts	2 Years
Post	10 Years
Spare Parts Availability	10 Years

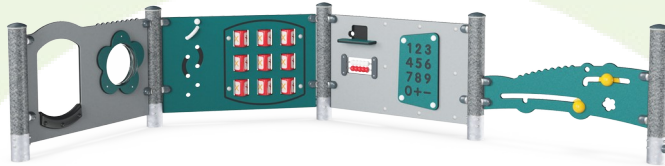
Elevated activities 0	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	4	1
Required	0	4	1

ASTM
F2373
compliant

ASTM
F1487
compliant

Sustainability Data

PCM003421



Cradle to Gate A1-A3	Total CO ₂ emission	CO ₂ e/kg	Recycled materials
	kg CO ₂ e	kg CO ₂ e/kg	%
PCM003421-0950	170.09	1.63	76.93
PCM003421-0901	195.31	2.06	69.86

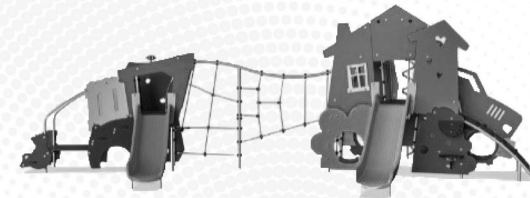
The overall framework applied for these factors is the Environmental Product Declaration (EPD), which quantifies "environmental information on the life cycle of a product and enable comparisons between products fulfilling the same function" (ISO, 2006). This follows the structure and applies a Life-Cycle Assessment approach to the entire Product stage from raw material through manufacturing (A1-A3))

Kompan A/S

C.F. Tietgens Boulevard 32C
DK-5220 Odense SØ
Denmark



Verification of CO₂ calculation of: Themed play systems



Data version no. 2023-10-05

The CO₂ calculation and data are in compliance with the principles of a carbon footprint impact according to the GHG protocol (Greenhouse Gas Protocol), Scope 3, cradle to gate related to all individual components in the product category: "Themed play systems" represented by item no.: MSC641100-3717P.

(Scope 3 emissions include emission sources in the upstream and downstream value chain).

Date: 30. October 2023 | Valid until: 30. October 2025

Verified by:

Julie Marie Vejsgaard Larsen, LCA & EPD Consultant

Verification based on report: Validation of CO₂ calculation of 9 categories of Kompan product line, version 1.0, prepared by: Bureau Veritas HSE, Denmark: Julie M. V. Larsen.

Publication date: 30. October 2023

By Bureau Veritas HSE
www.bureauveritas.dk
+45 7731 1000

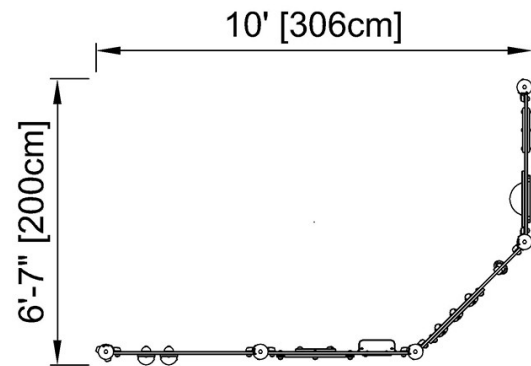


Play Panel 4 - School

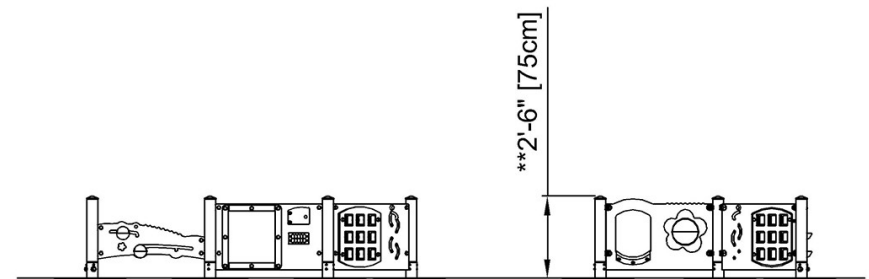
PCM003421

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

* Max fall height | ** Total height



PCM003421
** 2'-6" / 75cm



PCM003421

[Click to see TOP VIEW](#)

[Click to see SIDE VIEW](#)