PCM003421



General Product Information

Dimensions LxWxH 306x200x75 cm
Age group 1+
Play capacity (users) 14
Colour 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 a fundament 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.





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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.





Social-Emotional: cooperating from both

sides on running rings up and down trains

skills. Creative: leaving rings in new positions

leaves a mark in the playground.









Crawl-through hole

through the hole.



Physical: the hole allows for climbing and

awareness. Social-Emotional: cooperation

Cognitive: understanding space, shape and

and turn-taking when passing one another.

measures when seeing if the body can fit

crawling through, developing cross

coordination, proprioception and spatial









Sand scoops

Physical: hand eye coordination and pushpull movements. Social-Emotional: invites cooperation due to the two-sidedness 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.



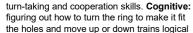


Number panel Cognitive: stimulates understanding of numeracy and mathematics.





Cognitive: supports understanding of measures.



Ring game

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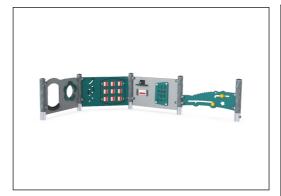
10 years



Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of material produced from +95% recycled post consumer material from food packing waste.



Main posts with hot dip galvanized steel footing are available in different materials: Pressure impregnated pine wood 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 95% post-consumer recycled PE and textile waste.



KOMPAN GreenLine versions are designed with ultimate environmentally friendly materials with lowest possible CO2e emission factor such as EcoCoreTM panels of +95% post consumer recycled ocean waste.

Item no. PCM003421-0950			
Installation Information			
Max. fall height		0 cm	
Safety surfacing area	20	.9 m²	
Total installation time		7.0	
Excavation volume	0.1	13 m³	
Concrete volume	0.0	00 m³	
Footing depth (standard)	8	5 cm	
Shipment weight	14	49 kg	
Anchoring options	In-ground ✓		
	Surface	~	
Warranty Information			
EcoCore HDPE	Lifetime		
Hot dip galvanised steel	Lifetime		
Movable parts	2 years		
Post	10 years		



Spare parts guaranteed

Sustainability Data

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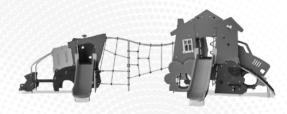




C.F. Tietgens Boulevard 32C DK-5220 Odense SØ Denmark



Verification of CO₂ calculation of: Themed play systems



Data version no. 2023-10-05

The CO_2 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 ${\rm CO_2}$ 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







Cradle to Gate A1-A3	Total CO ₂ emission	CO₂e/kg	Recycled materials
	kg CO₂e	kg CO₂e/kg	%
PCM003421-0950	170.09	1.63	76.93
PCM003421-0901	195.31	2.06	69.86

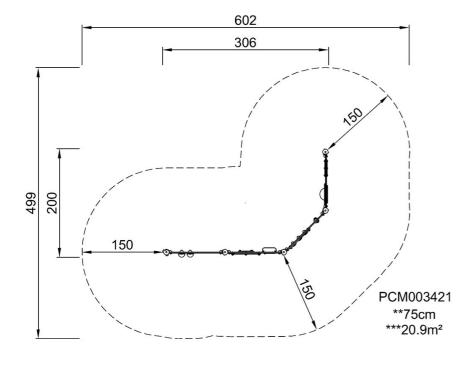
The overall framework applied for these factors is the Environmental Product Declaration (EPD), which quantifies "environmental information on the life cycle of a product and enable comparisons between products fulfilling the same function" (ISO, 2006). This follows the structure and applies a Life-Cycle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

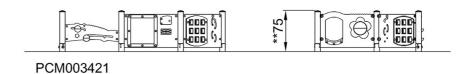
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height





Click to see TOP VIEW

Click to see SIDE VIEW