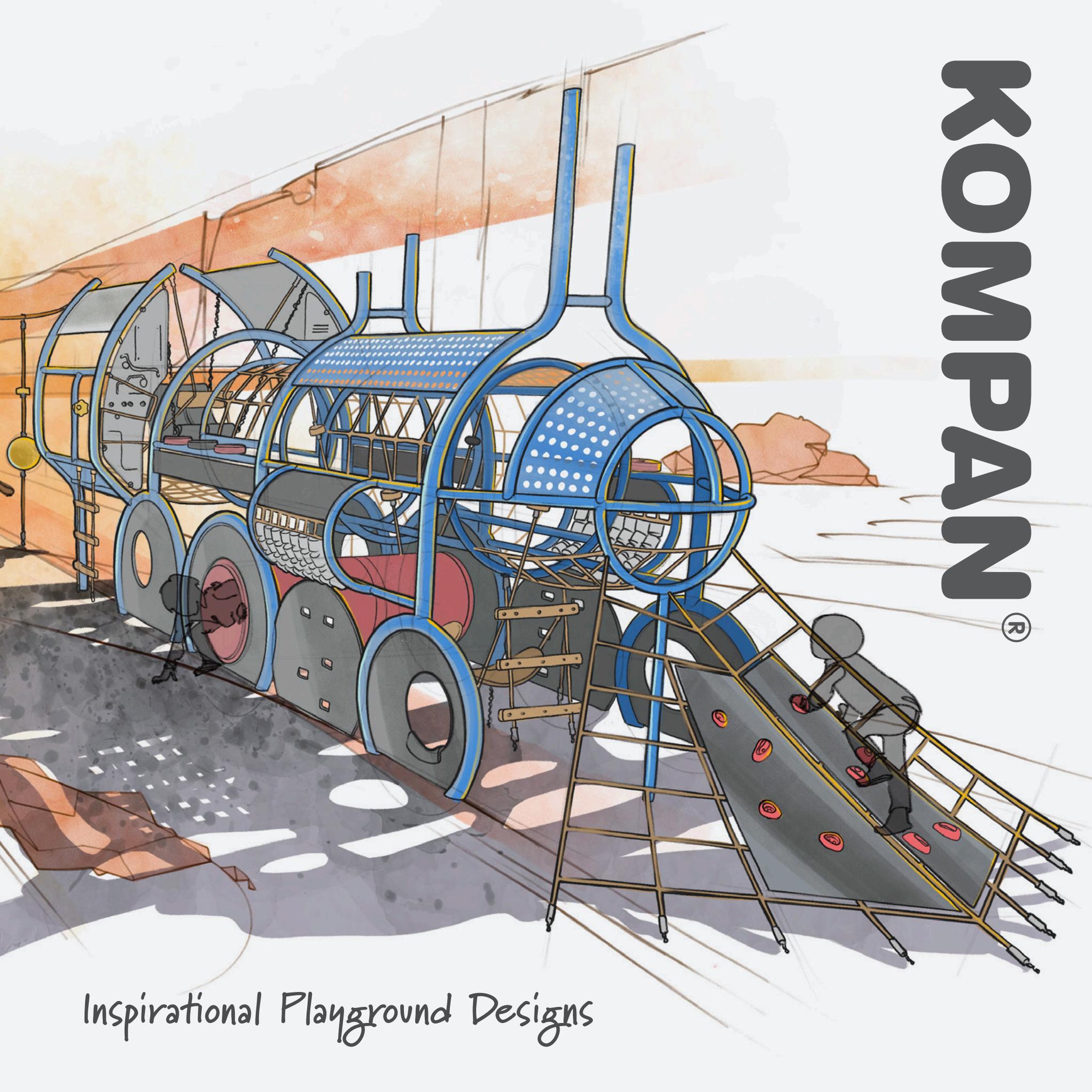


KOMPAN[®]



Inspirational Playground Designs



Publisher: KOMPAN A/S

KOMPAN Group is one of the world's leading play equipment manufacturers.

For more than 50 years, the company has designed, manufactured and marketed an extensive range of high-quality playground equipment, outdoor fitness equipment and outdoor furniture.

KOMPAN® products are sold around the world through KOMPAN subsidiaries, agents and distributors.

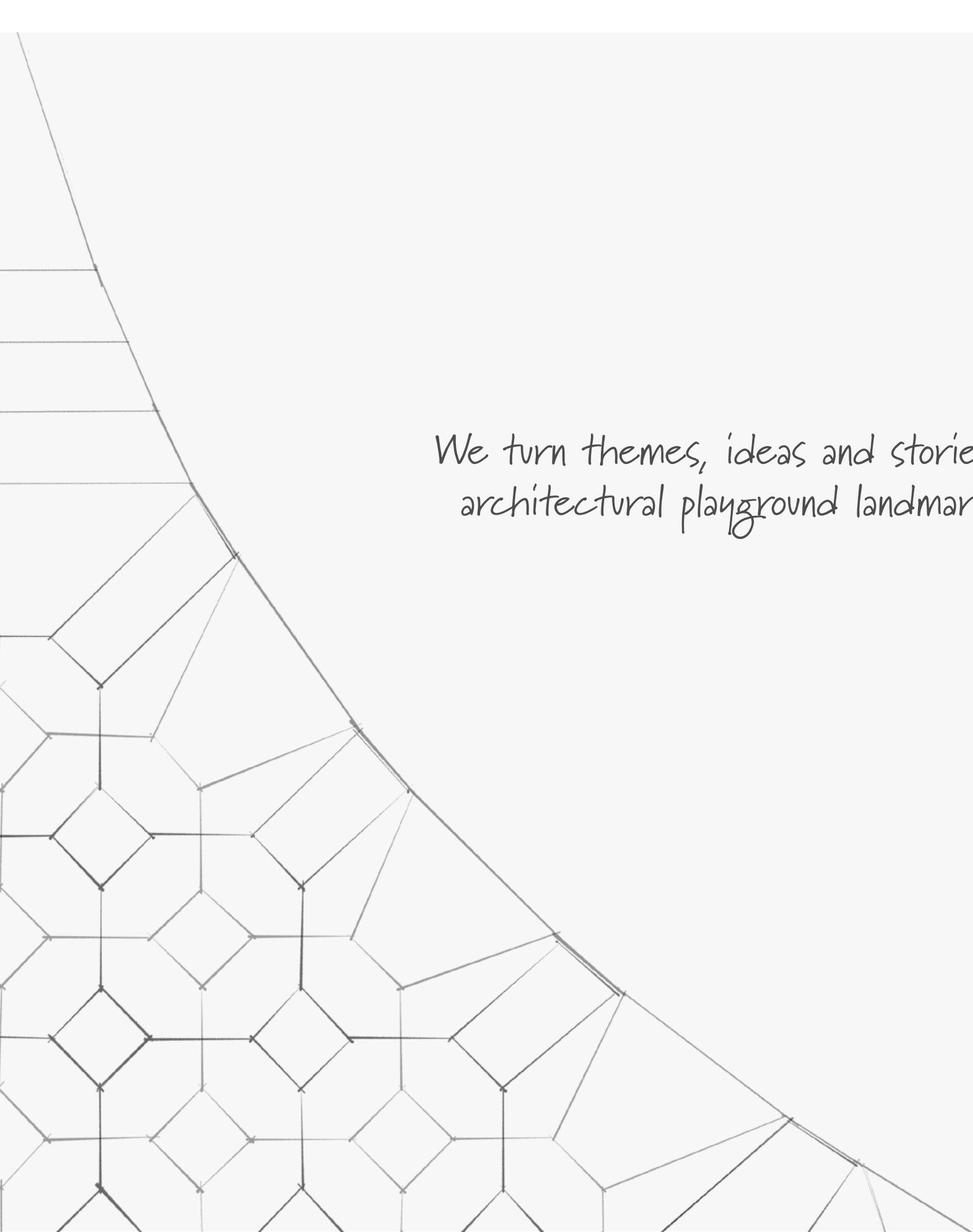
Photos by KOMPAN.

All images are for conceptual purposes only.

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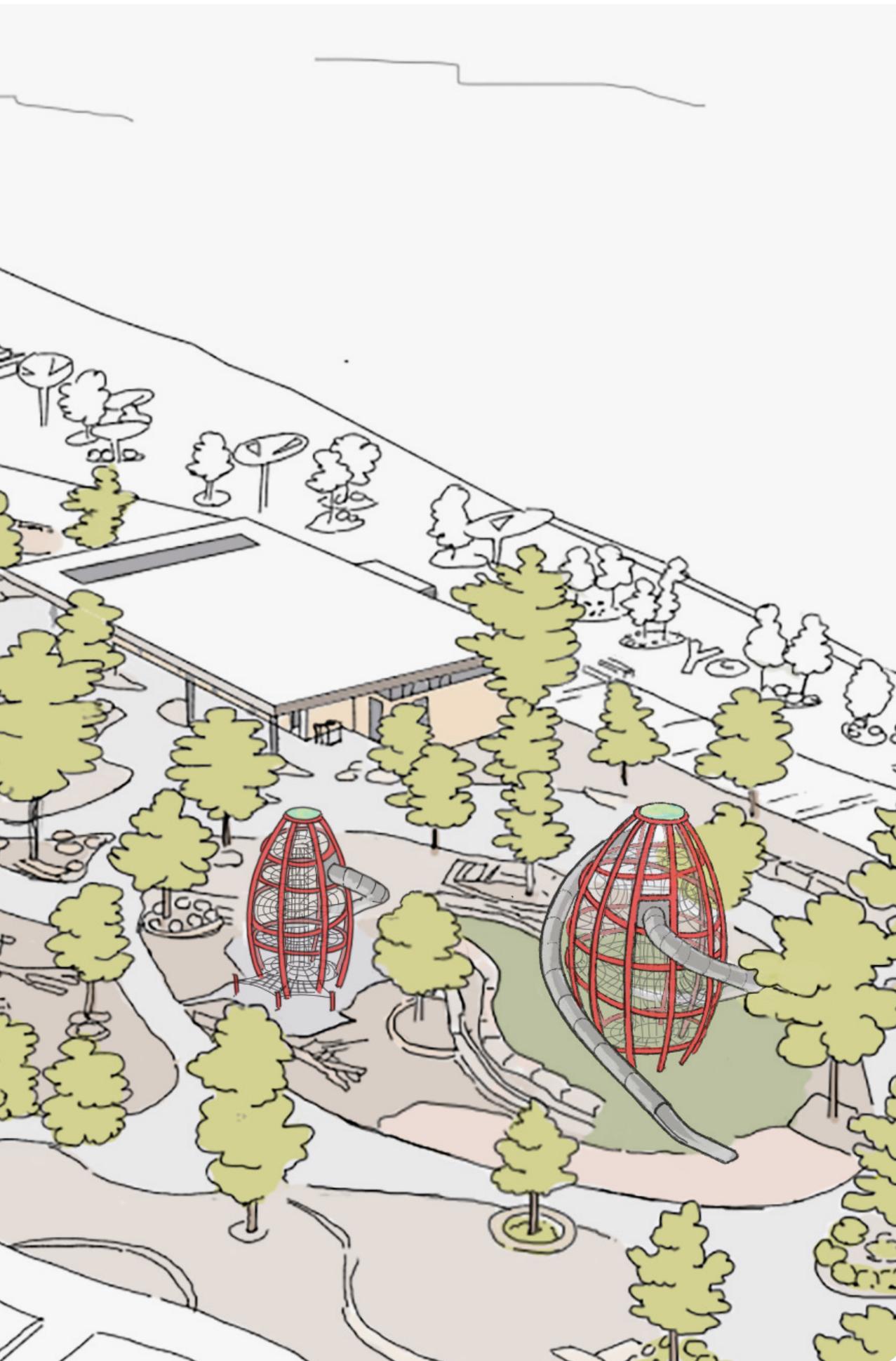
Errors and omissions excepted.

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We turn themes, ideas and stories into
architectural playground landmarks...





Playground designs in urban planning

In urban planning, playground designs are integral to crafting cities and communities with a focus on dynamic social outdoor spaces.

This approach shapes tomorrow's cities by recognising the profound impact public areas have on community well-being.

Meticulously designed playgrounds serve as central hubs, fostering social interaction and active engagement. Tailored spatial compositions reflect the unique lifestyles of the community, promoting inclusivity and a sense of belonging.

Such innovative playground designs contribute not only to physical health but also to vibrant, cohesive urban landscapes, emphasising that urban planning extends beyond infrastructure to the core of communal experience.

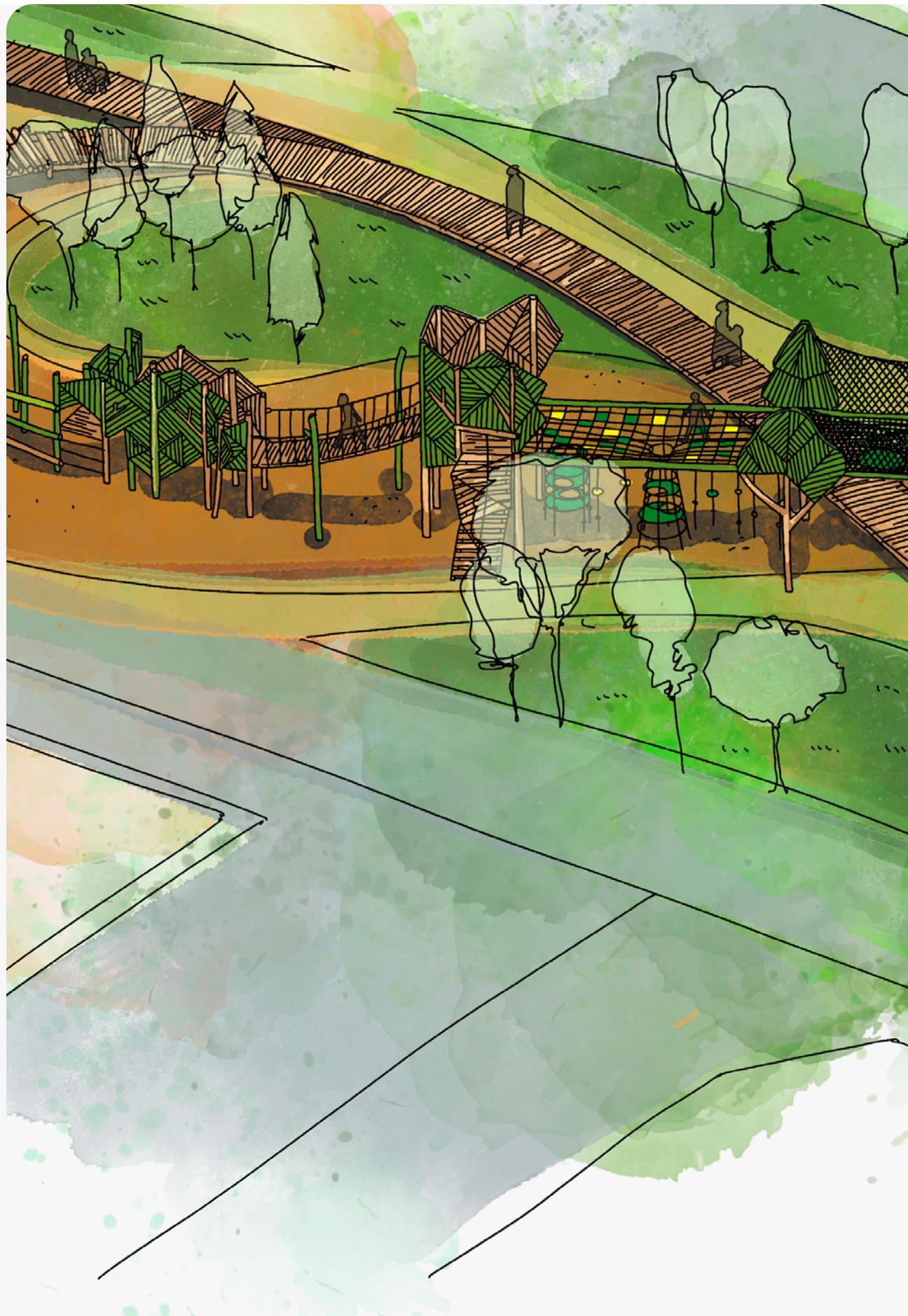
Creative, playful and explorative approaches

Through the expertise of our dedicated experts in the KOMPAN Design Studio, we help transform your wildest imagination into playmazing landmarks.

We are committed to creating unique play experiences through tailored designs, varied colour and material options as well as thematic elements with lots of play values, exceptional craftsmanship and attention to details.

With an artistic mindset, we create unique play monuments that call upon children and adults to come play, and yet do not look like anything anyone has seen before.

Our playground designs can be made to match any location and surrounding. You decide whether it should dominate the scene or add to the existing environment.





How we tailor your playground

Our skilled design team is committed to continuously explore and push the limits of innovative, whimsical and unconventional designs and experimental features that push the boundaries of traditional play structures.

We tailor-make the playground design with you and to you.



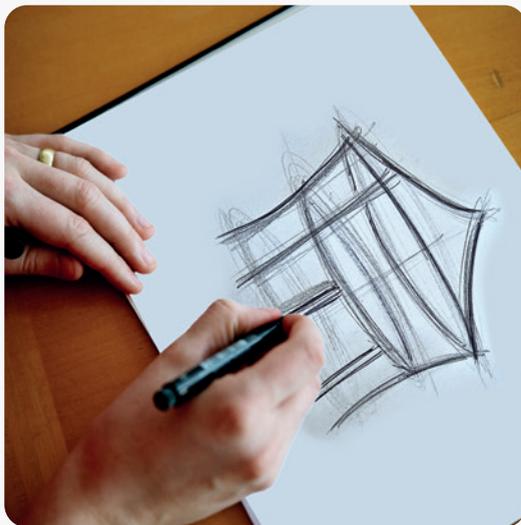
1 Finding the perfect concept

Together we find the perfect concept for the story you want to tell. For a theme park playground, a carousel could be a fun concept to explore.



2 Researching the concept

Next, the design team will study the phenomena in order to find the features that visualise your story the right way.



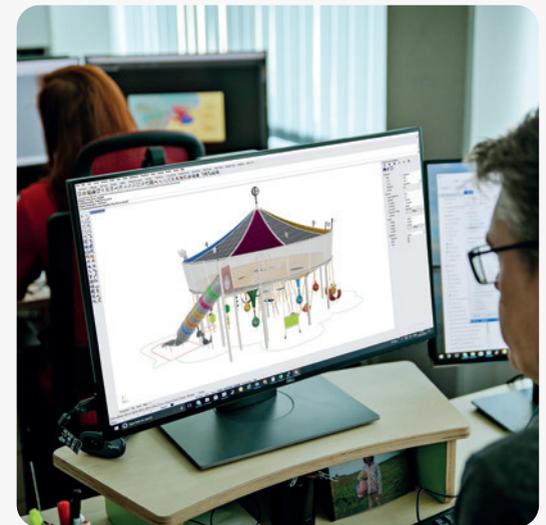
3 Sketching design ideas

The first sketches are made and delivered to you in order to test ideas and together find the perfect design for the site.



4 Loaded with play

Your playground design will be loaded with the portfolio of play features that we have invented throughout half a century.



5 Building the structure

Our engineers make sure through the statics of the structure that it is safe and sound. We use the highest quality materials in order to build a playground that lasts for decades.



6 Installation

Our installers around the world can take on the job of building the playground, so you avoid the pitfalls on the road of construction.

Loaded with play that develops body, mind and friendships

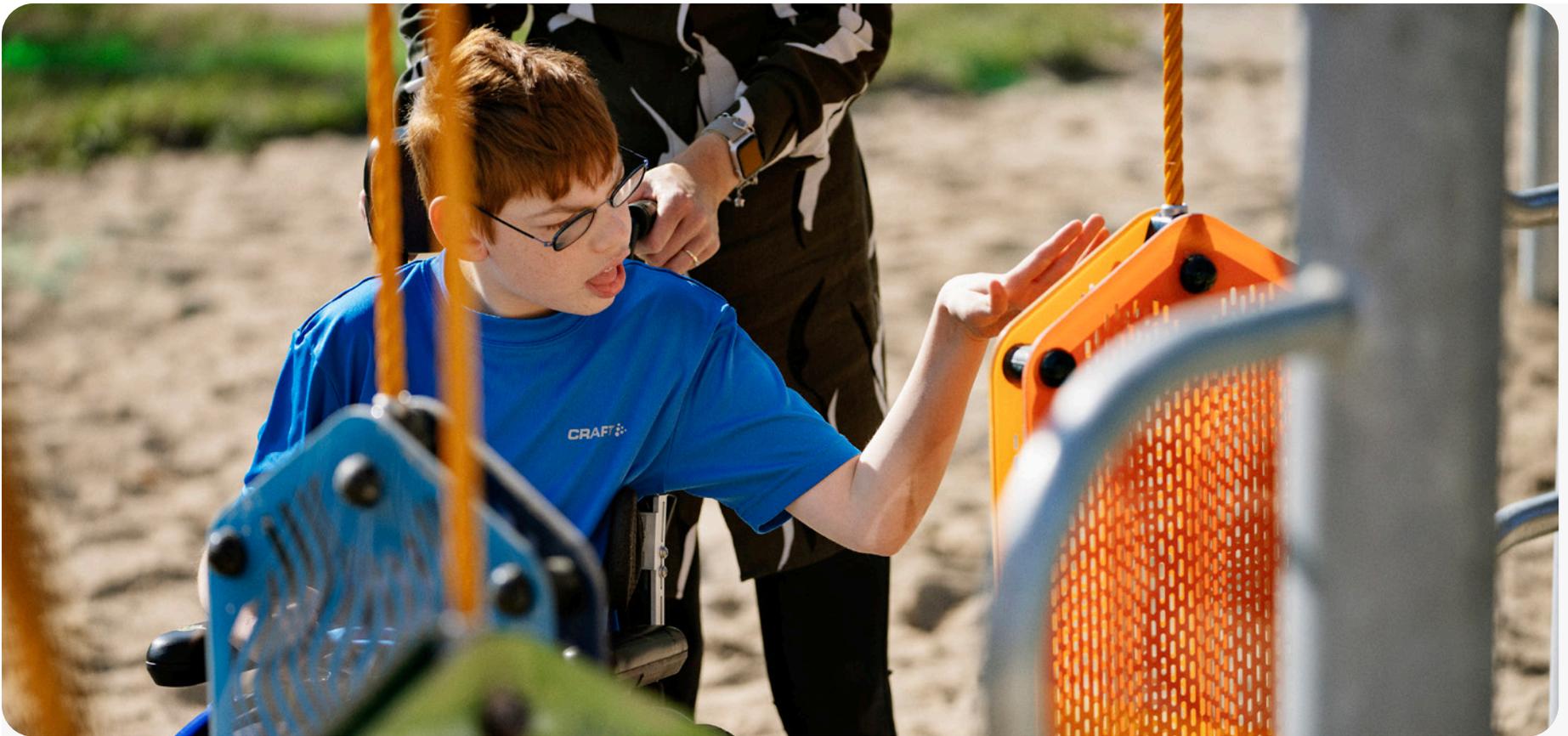
Children used to get their physical excitement and mental stimulation by climbing trees. Today, our three-dimensional play structures trigger the same reaction, but with much more variation than a couple of branches – and with safety guaranteed!

The endless number of ways to climb a net structure develop creativity. The nets also sway and bounce back, developing the senses. The adventure-filled structures and the countless ways of climbing them stimulate social interaction and communication, which again develops social skills, leading to new or stronger friendships.

Our play structures are much more than unique sculptures.







Inclusive play – everyone can take part



Playgrounds should be inclusive and offer play for all, that's the KOMPAN philosophy. We work with universal design to ensure that children of all abilities, including children with disabilities, can participate in the play and enjoy thrilling play.

Our play structures can be designed with a wide variation of ground-level play activities, extending all the way up to the sky. And through customisable ramps that are rich in play activities, all children can have access to socially inclusive play.



Join our green journey – towards playgrounds with lower carbon emissions

Almost 80% of our carbon emissions come from raw materials in the production of playgrounds. We continuously work to reduce usage of raw materials by replacing these with recycled materials that have fewer carbon emissions.

We are well on the way, as many of our playground components are already made from up to 95% post-consumer recycled waste materials as per our new standard. We call them: Made Green.

And our journey continues. Join us and let's play green.

1 Tempered Corocord ropes

in high-quality polyester fibres offer high strength with balanced elongation properties, are very resistant to abrasion and are incredibly durable in all weather conditions. Each strand is tightly wrapped with PES yarn in >95% post-consumer recycled material, which is melted onto each individual strand, making the ropes highly wear- and vandalism-resistant. Tempered Corocord rope is available in 8 colours and six dimensions: 7mm, 16mm, 19mm, 21mm, 22mm and 23mm. Depending on the size, the ropes will have different cores; either a steel or fibre core – Made Green

2 Coloured panels

in EcoCore™ HDPE are made from >95% post-consumer recycled waste, including the coloured cap layer. The panel in Teal colour is made from >95% post-consumer ocean recycled waste collected from the maritime industry, such as fishing nets, ropes and trawl nets – Made Green

3 Rotomoulded components

used for slides and freestanding dynamic products etc. are made from 33% post-consumer recycled waste from, e.g., household waste. Teal colour versions are made from ocean recycled waste – Made Green

4 Extruded aluminium

profiles are low-carbon aluminium produced with renewable energy sources, instead of aluminium profiles made with traditional energy sources. This reduces carbon emissions by 56% CO₂e/kg – Made Green

5 Moulded decks

are made from 75% post-consumer recycled waste – Made Green

6 Robinia wood – Born Green

Born Green means products are made from natural hardwoods like robinia. Robinia is highly durable and does not require any chemical wood preservatives. KOMPAN Robinia products can also come with FSC® certification (FSC®C004450) – Born Green



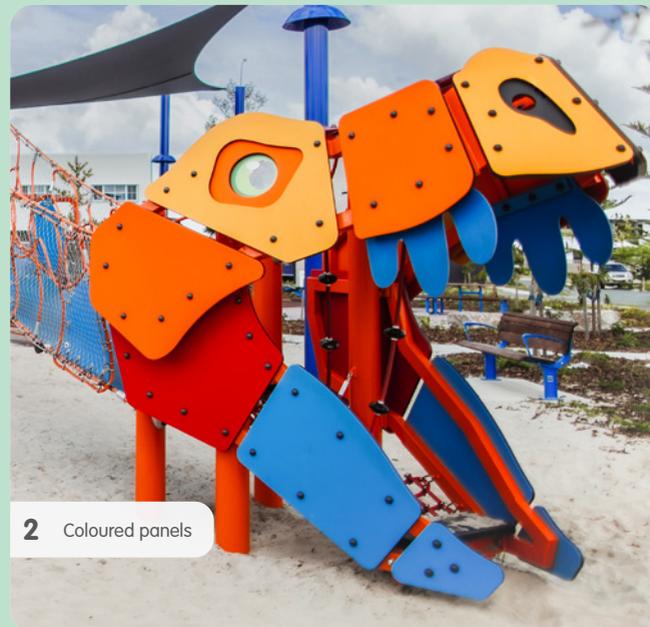
1 Tempered Corocord ropes



Read more about our green journey, and how we use post-consumer recycled waste materials that have fewer carbon emissions.



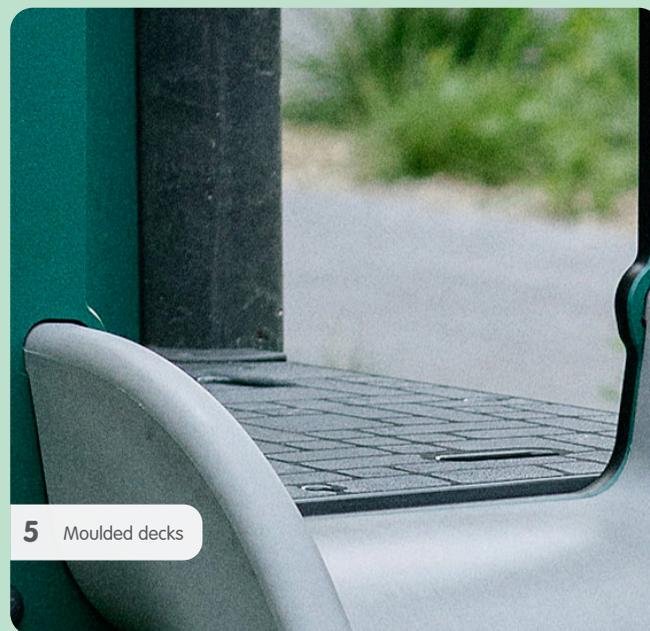
3 Rotomoulded components



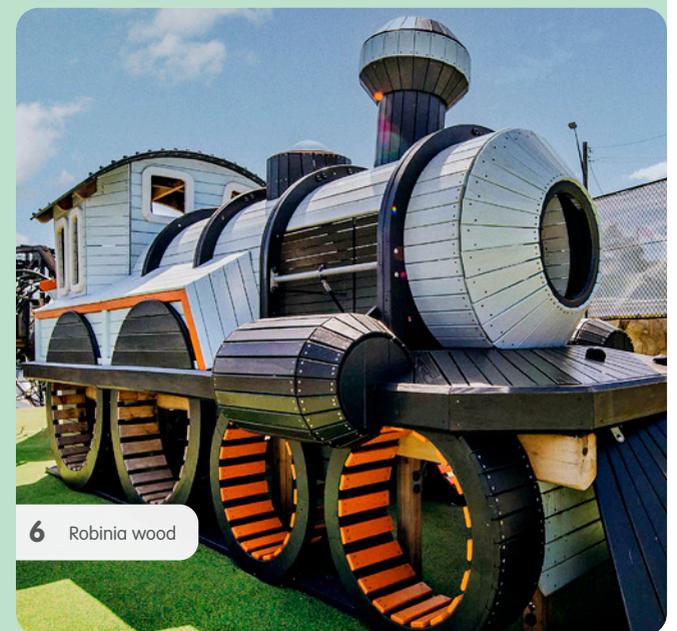
2 Coloured panels



4 Extruded aluminium



5 Moulded decks

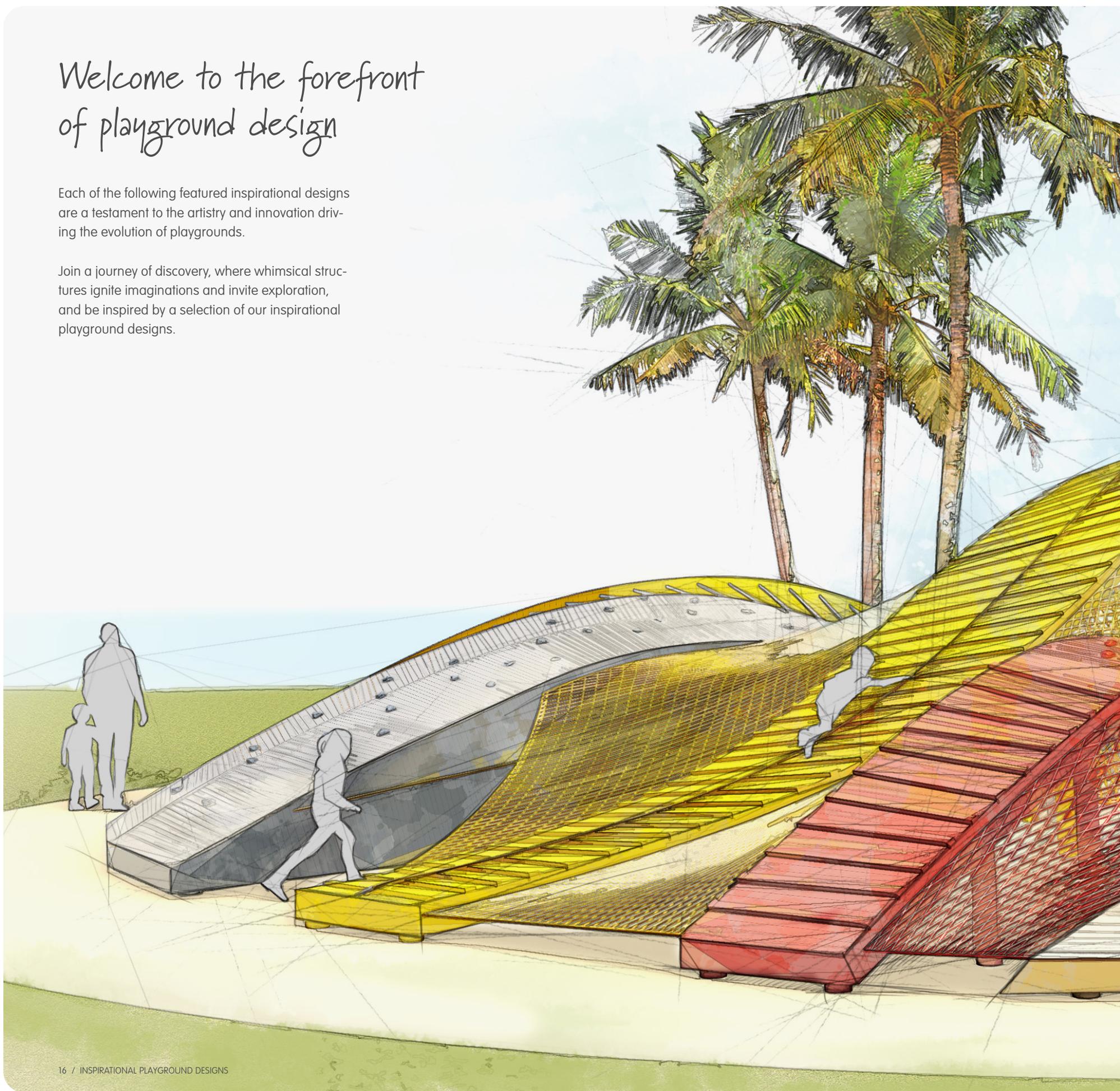


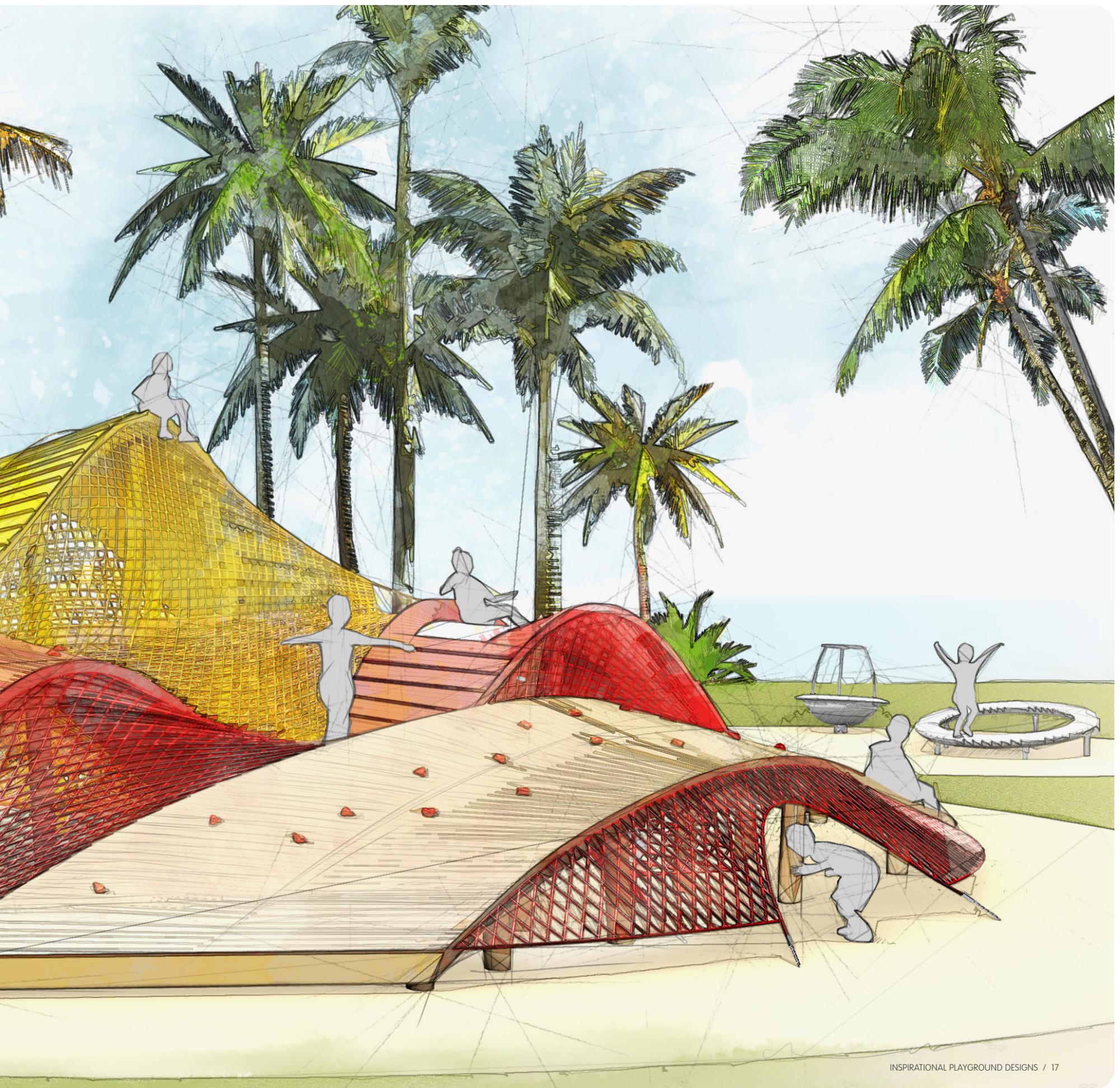
6 Robinia wood

Welcome to the forefront of playground design

Each of the following featured inspirational designs are a testament to the artistry and innovation driving the evolution of playgrounds.

Join a journey of discovery, where whimsical structures ignite imaginations and invite exploration, and be inspired by a selection of our inspirational playground designs.





Dino Sculpture

Playground: Aura Dino Park
Segment: Housing
Location: Nirimba, Queensland

The ambition for this playground was to create an amazing outdoor space to attract residents to a new section of the Aura development.

The dinosaur theme for the playground was chosen to capture the imagination of children, and the many play activities for all ages, in combination with hang-out areas on the site, has contributed to spreading delight and supporting the building and strengthening of a new community.





Dino Sculpture

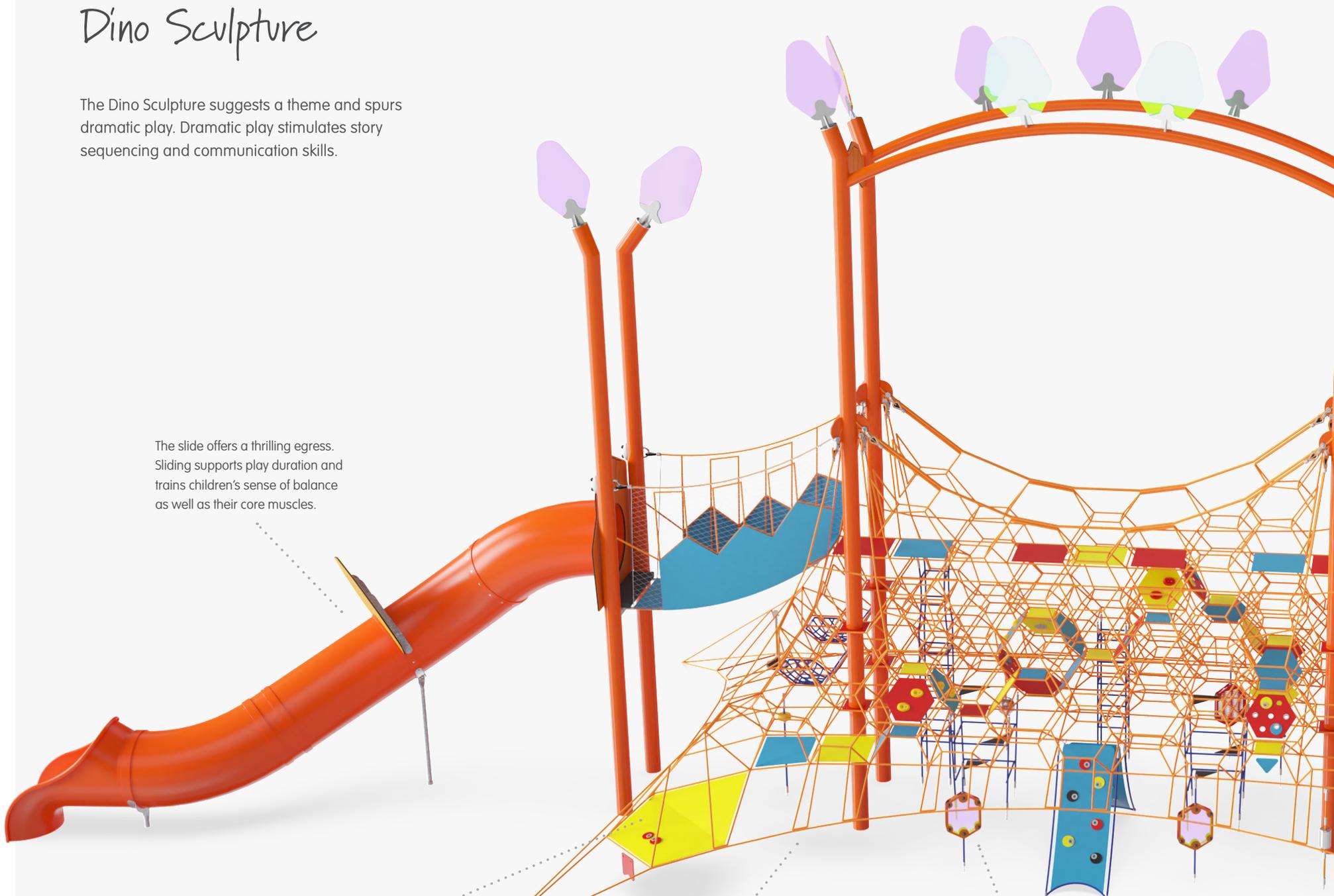
The Dino Sculpture suggests a theme and spurs dramatic play. Dramatic play stimulates story sequencing and communication skills.

The slide offers a thrilling egress. Sliding supports play duration and trains children's sense of balance as well as their core muscles.

The bouncy membranes train the sense of balance and offer a great meeting point to be with friends.

The large net, climbing ropes and climbing grips offer varied opportunities to climb and crawl the structure. When climbing and crawling, children train their cross-coordination, which stimulates cross-modal perception, important for life skills such as reading.

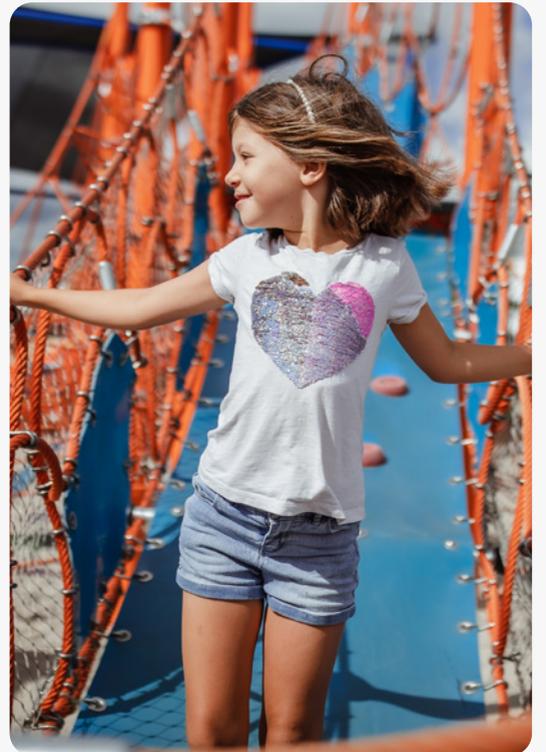
The dichroic features and panels evoke a sense of wonder with their colourful shadows. Wondering about, understanding and explaining the reasons for the colour occurrence supports logical thinking skills.





The bridges offer an intriguing and thrilling movement through the air. The distribution of force it takes to traverse them is a great training of muscle control and motor skills. A rewarding challenge for children's self-esteem and can-do attitude.

The membrane seats provide a swaying meeting point that allows for a break.



Potential specifications	Dino Sculpture
Age	5-12 years
Max. fall height	240cm
Total height	822cm
Fall space dimensions	2600 x 1100cm

Final designs and data depend on regional safety standards.
 About inclusion – see pages 12-13.
 For use of recycled materials – see pages 14-15.

JOYA

Playground: JOYA

Segment: Parks and recreation

Location: City of Farmers Branch, Texas, US

In many areas around the world, rising temperatures in the very warm midday hours present a real challenge. Therefore, the JOYA playground design, with its built-in illumination, is at the forefront of how playgrounds and outdoor spaces can be adapted to prioritise access to play, day and night.

This all-abilities, glowing playground features an eight metres tall sphere with six floors of climbing and sensory play, capped by giant dichroic panels. By following illuminated pathways, children can also find a cableway, a play area for two- to five-year-olds as well as spinning, climbing and swinging features.

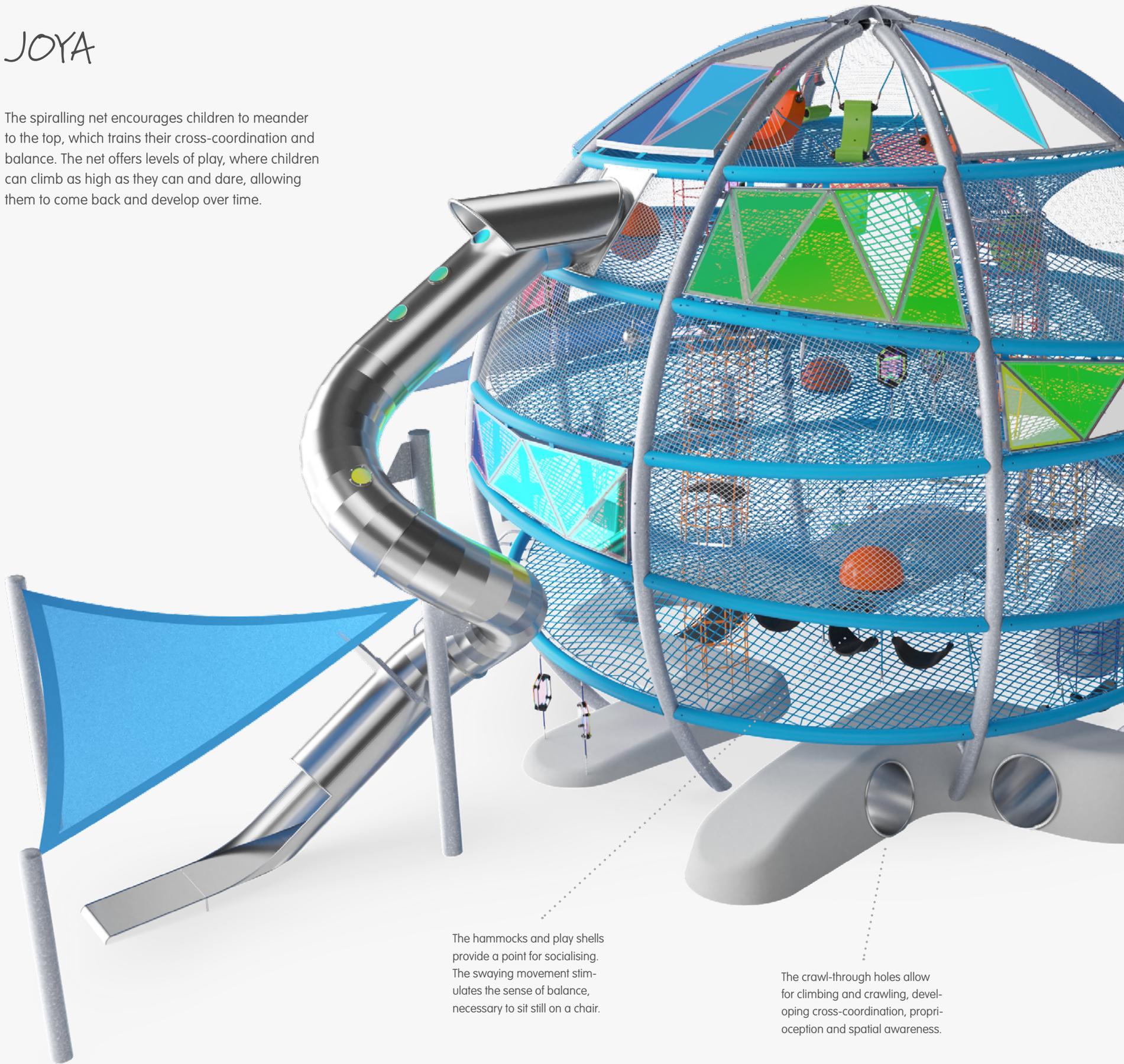
Outside of Dallas, Texas, this gem of a playground shines bright for families to enjoy, as it's not just a play area; it's a space for the whole family to connect, play and create beautiful memories.





JOYA

The spiralling net encourages children to meander to the top, which trains their cross-coordination and balance. The net offers levels of play, where children can climb as high as they can and dare, allowing them to come back and develop over time.



The hammocks and play shells provide a point for socialising. The swaying movement stimulates the sense of balance, necessary to sit still on a chair.

The crawl-through holes allow for climbing and crawling, developing cross-coordination, proprioception and spatial awareness.

The height invites children to climb up high, developing their courage, which positively affects self-confidence.

The dichroic features evoke a sense of wonder with their colourful shadows. The shadows encourage logical thinking and invite cause-and-effect conversations.

The slides enable stomach-tickling rides and train the children's sense of balance and core muscles when sliding down.

The talk tubes encourage communication and social interaction. They evoke curiosity and stimulate an understanding of cause and effect.



Potential specifications	JOYA
Age	5-12 years
Max. fall height	200cm
Total height	850cm
Fall space dimensions	2100 x 2000cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.





Hot Air Balloons

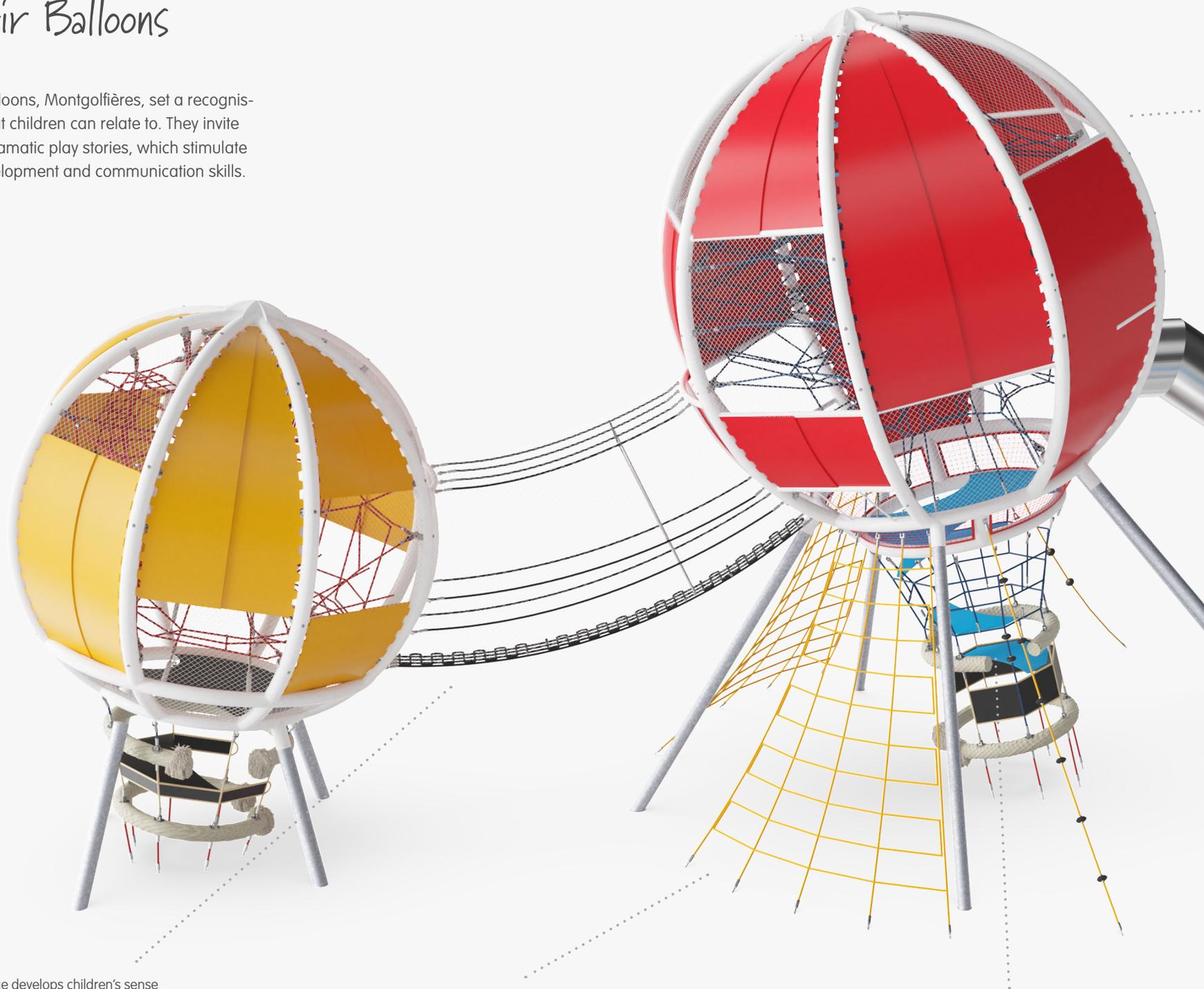
Playground: Montgolfière
Segment: Parks and recreation
Location: Jardin de la Rose des Vents,
Puteaux, France

This public park in the western part of Paris is designed together with the inhabitants in the area. The garden hosts an adjoining cani-park, a rose garden and a playground for children, designed on the theme of wind. Here children can take their imaginations on a journey of discovery in hot air balloons.

The conceptual playground has been custom-built by KOMPAN with three giant hot air balloons, of which the largest is almost eight metres high. The hot air balloons was a wish from the citizens around the park because it's called The Compass Garden.

Hot Air Balloons

The Hot Air Balloons, Montgolfières, set a recognisable theme that children can relate to. They invite a journey of dramatic play stories, which stimulate language development and communication skills.



The bridge develops children's sense of balance, spatial awareness and cross-coordination. It encourages turn-taking skills and empathy, for example when passing each other.

The boarding nets, climbing nets and climbing ropes offer varied climbing opportunities. Children intensely train their agility, balance and coordination, the ABC of age-appropriate motor skills, when they climb.

The bouncy membranes develop their sense of balance when children stand, step or sit here.

The varied heights level the challenge, allowing more children to participate and encouraging them to come back again and again to refine and surpass previous climbing attempts.

The slides offer a stomach-tickling ride and train the children's sense of balance and their core muscles.

The bird nest provides a meeting point that allows for a break. The spaciousness allows for many children standing, lying and sitting together as well as alone.

The dichroic panels evoke a sense of wonder with their colourful shadows and support logical thinking skills, such as cause and effect.



Potential specifications	Hot Air Balloons
Age	5-12 years
Max. fall height	289cm
Total height	783cm
Fall space dimensions	2000 x 2100cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.





Egg Towers

Playground: Lewis and Clark Landing at The RiverFront

Segment: Parks and recreation

Location: Omaha, Nebraska, US

This awesome play area is a huge, fun, immersive and impressive nature play experience. It evokes the local hill formations with a series of beaming play features topped with three massive climbing towers standing 9-15 metres high, full of layered climbing nets, spiced with hammocks and slides for challenging and exciting play experiences.

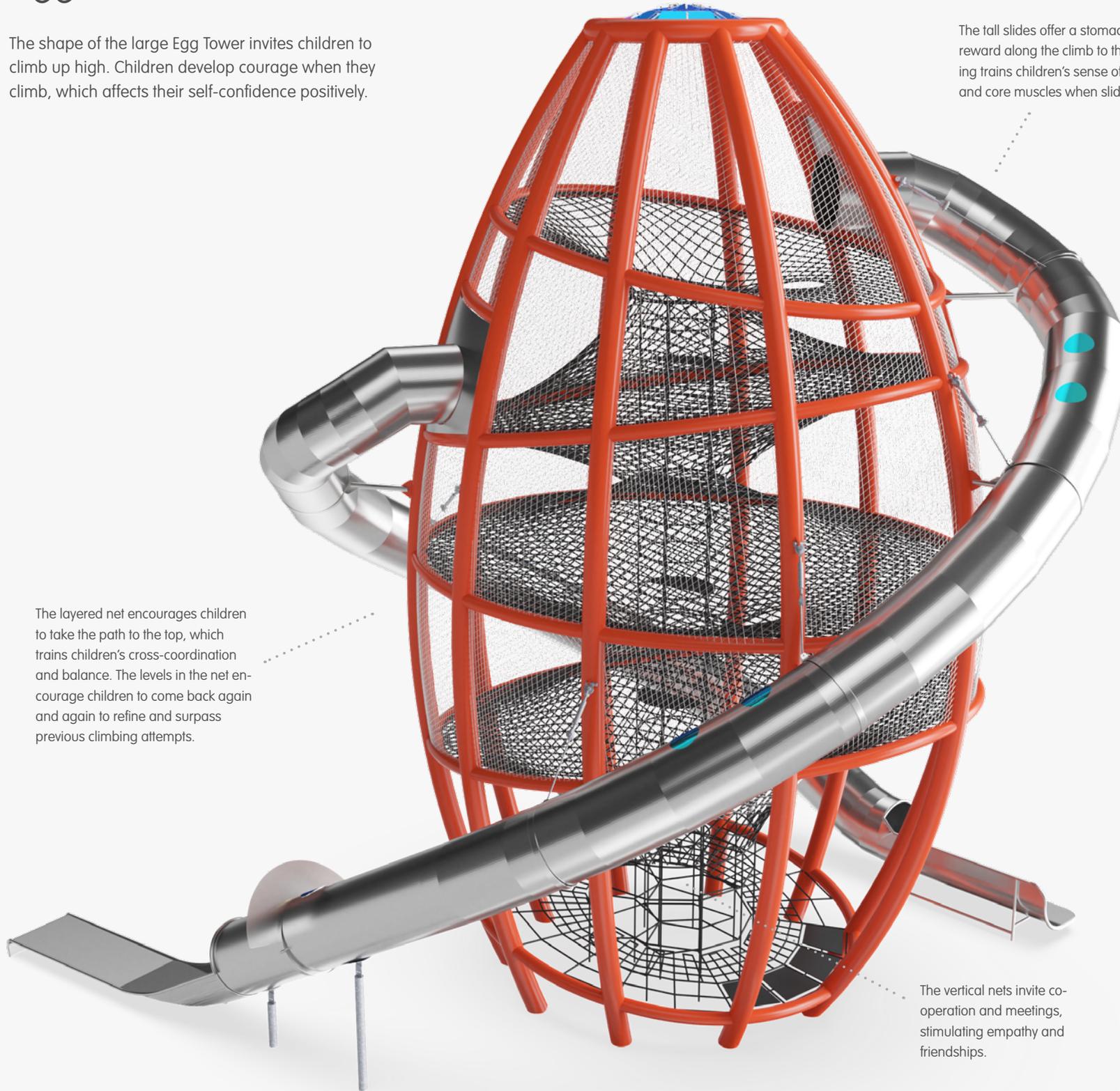
Egg Towers

The shape of the large Egg Tower invites children to climb up high. Children develop courage when they climb, which affects their self-confidence positively.

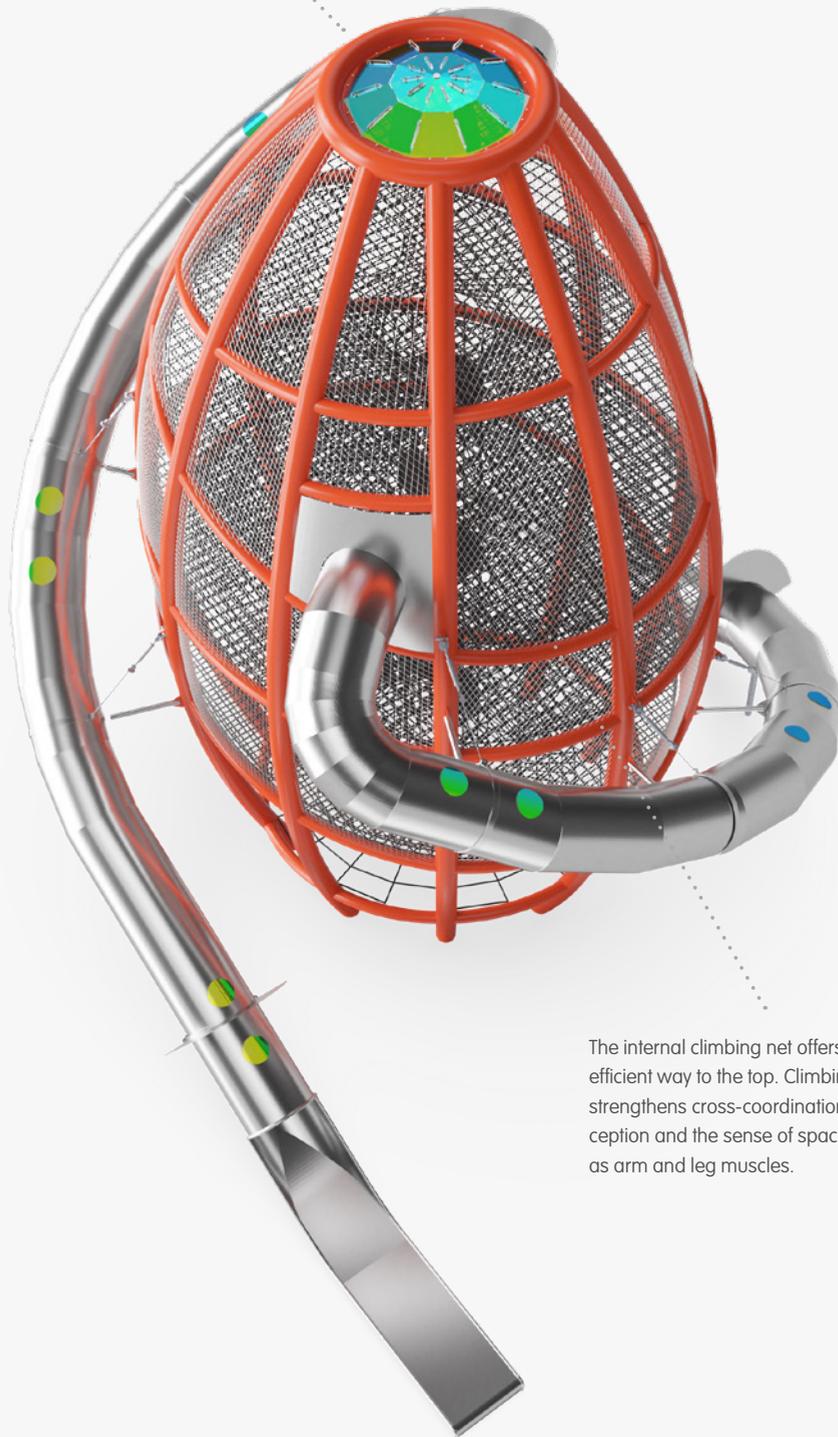
The tall slides offer a stomach-tickling reward along the climb to the top. Sliding trains children's sense of balance and core muscles when sliding down.

The layered net encourages children to take the path to the top, which trains children's cross-coordination and balance. The levels in the net encourage children to come back again and again to refine and surpass previous climbing attempts.

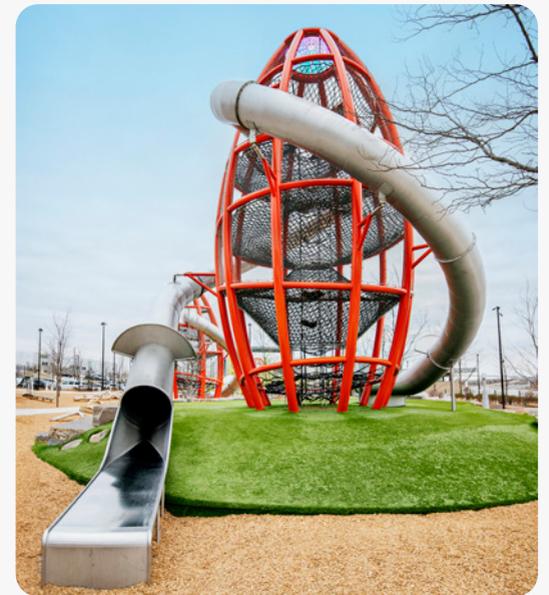
The vertical nets invite cooperation and meetings, stimulating empathy and friendships.



The dichroic top evokes a sense of wonder with its colourful shadows. The shadows encourage logical thinking and invite cause-and-effect conversations.



The internal climbing net offers an efficient way to the top. Climbing here strengthens cross-coordination, proprioception and the sense of space, as well as arm and leg muscles.



Potential specifications	Egg Tower, Large	Egg Tower, Medium
Age	5-12 years	5-12 years
Max. fall height	227cm	226cm
Total height	1113cm	755cm
Fall space dimensions	1100 x 1600cm	900 x 1100cm

Final designs and data depend on regional safety standards.
 About inclusion – see pages 12-13.
 For use of recycled materials – see pages 14-15.





Triceratops Sculpture

Playground: Riverdale Park
Segment: Parks and recreation
Location: Meadowbrook, Queensland

The Triceratops playground design was created to breathe new life into an existing play area and attract visitors and tourists to Logan City.

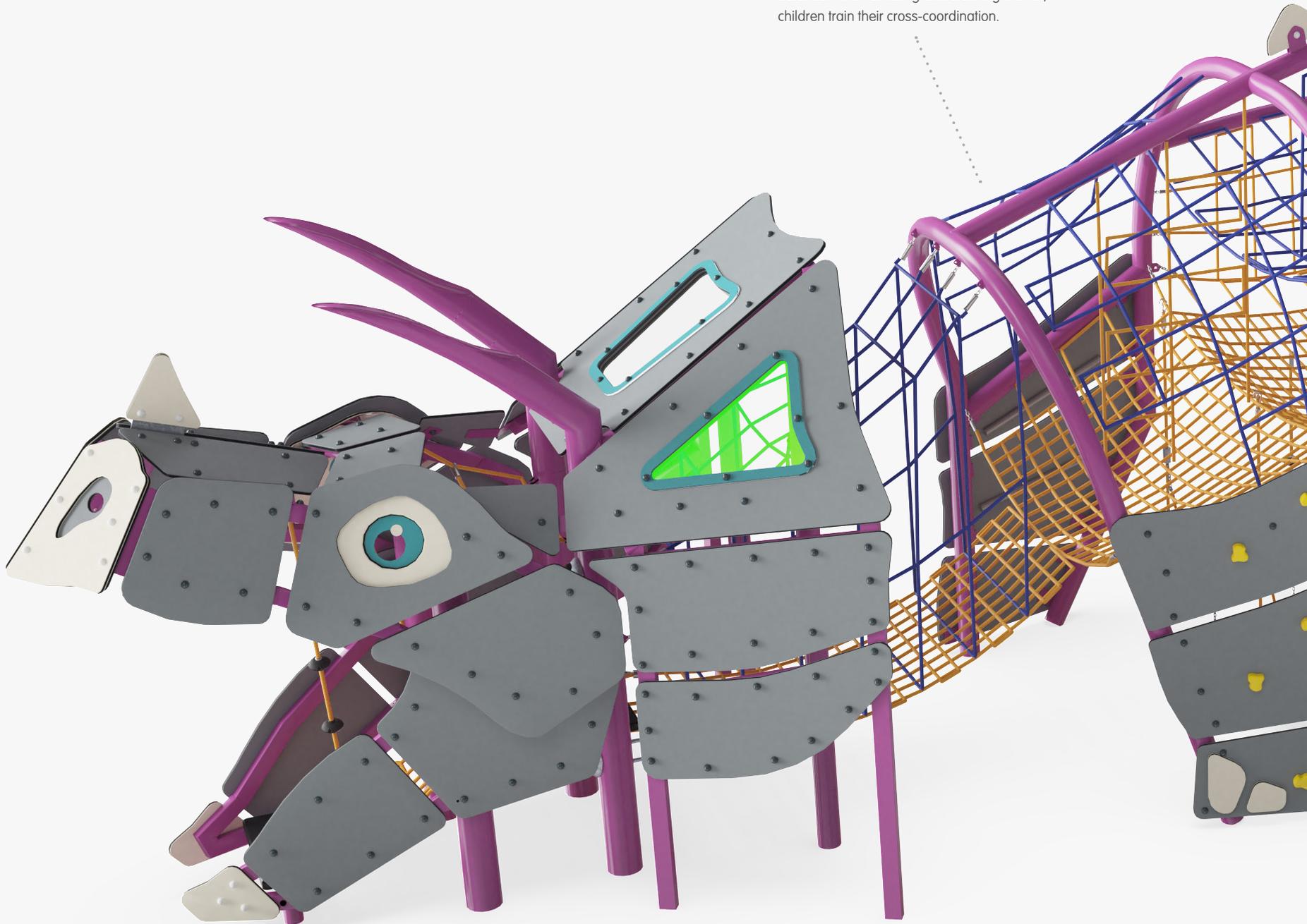
Students from Loganlea High School helped decide the theme for the playground renewal after being invited by Logan City Councillor Tony Hall to be "Councillors for a Day" as a school exercise earlier in 2023.

'Everyone who visits the park will want to go home with a photo next to the dinosaurs. As well as a lot of fun, it's also great tourism promotion for the City of Logan,' said Councillor Hall.

Triceratops Sculpture

The theme spurs children's curiosity and encourages dramatic play and storytelling. This develops children's language, communication skills and story sequencing.

The open climbing net offers thrill and develops spatial awareness and trains the sense of balance. When climbing and crawling the net, children train their cross-coordination.





The slide enables a stomach-tickling reward for climbing the net. Sliding stimulates the sense of balance and trains core muscles.

The varied climbing opportunities are fun challenges that help train children's cross-coordination, which is essential for running and a fundament for reading skills.

The hammocks offer a place to rest and retreat. The gentle swaying movement trains children's sense of balance.

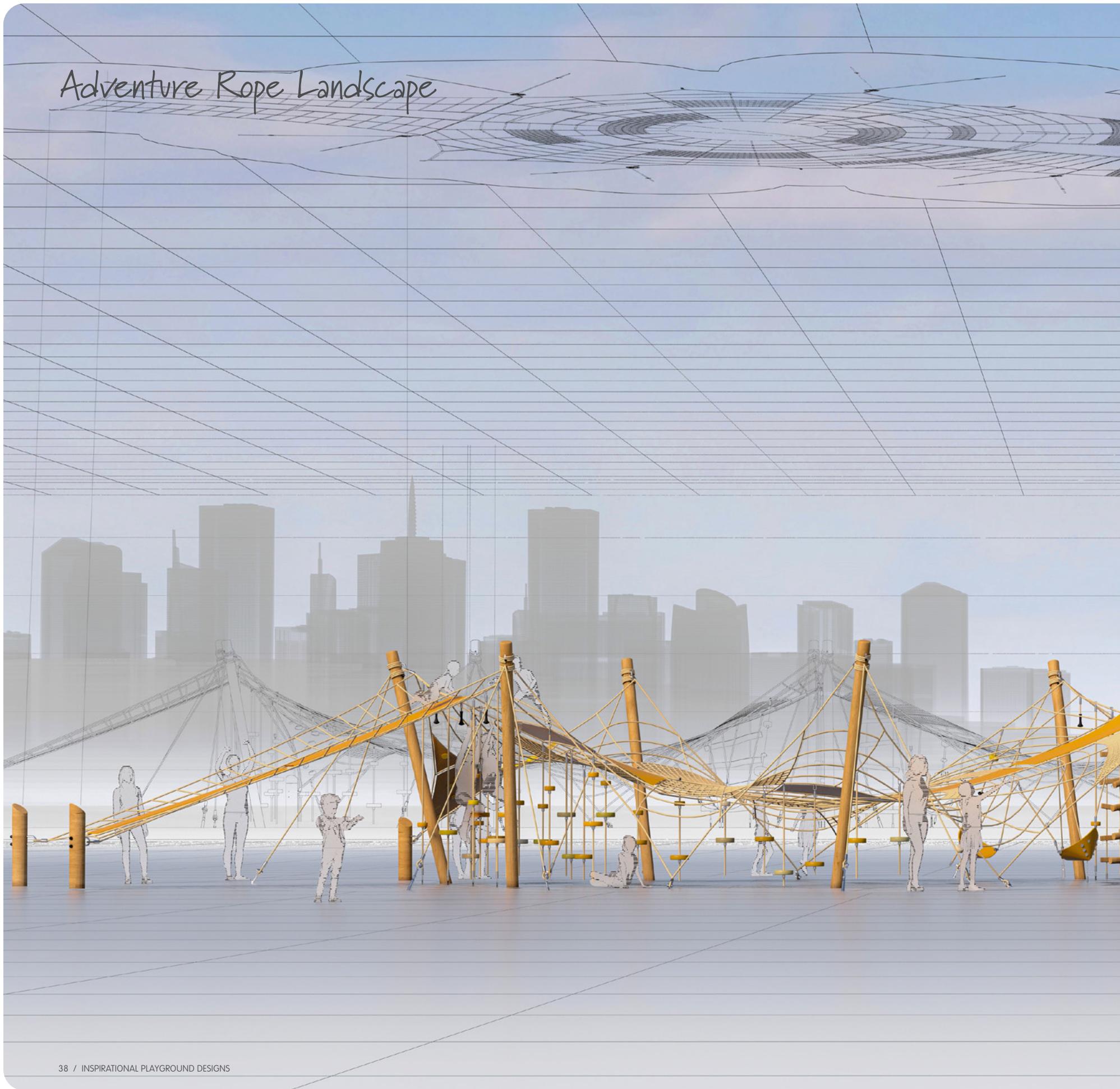
When climbing the ropes with rubber discs, children train their cross-coordination while their sense of balance is strengthened when swaying gently. Children learn how to take turns when deciding who should go next.

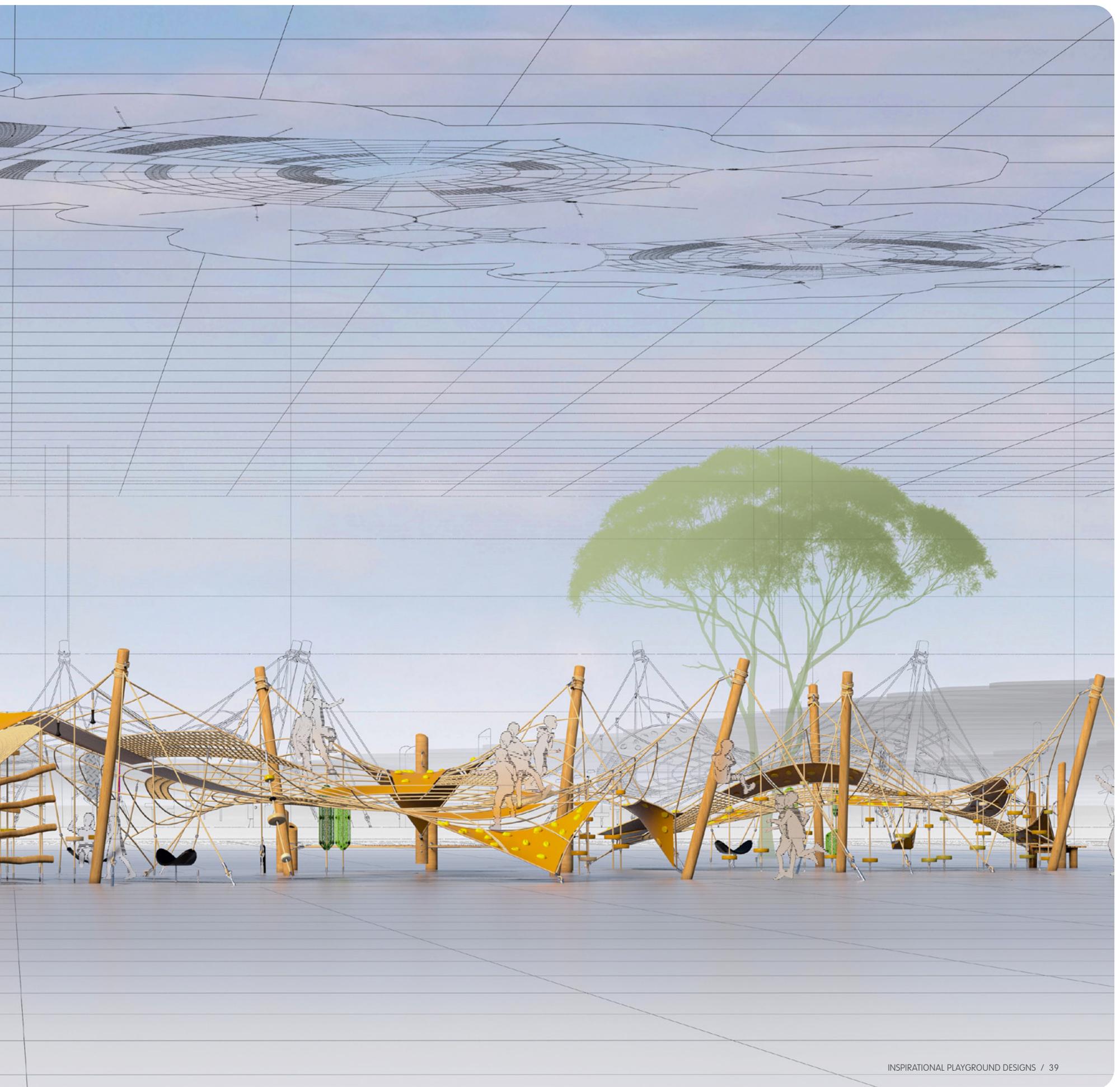
The dichroic panels evoke a sense of wonder with their colourful shadows and support logical thinking. Twisting the panels to create colourful shadows encourages turn-taking and cooperation skills.

Potential specifications	Triceratops Sculpture
Age	5-12 years
Max. fall height	290cm
Total height	400cm
Fall space dimensions	1900 x 900cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

Adventure Rope Landscape



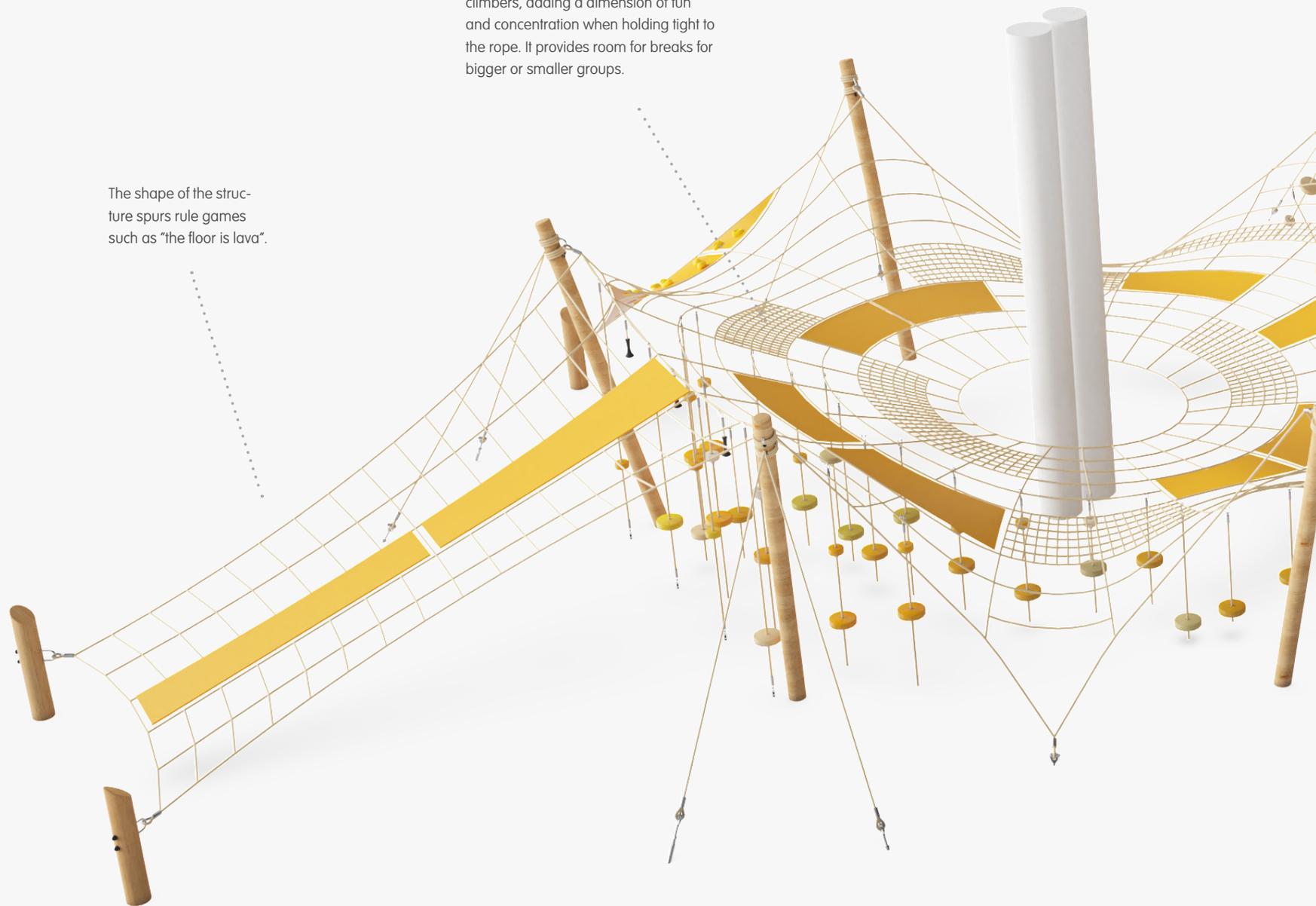


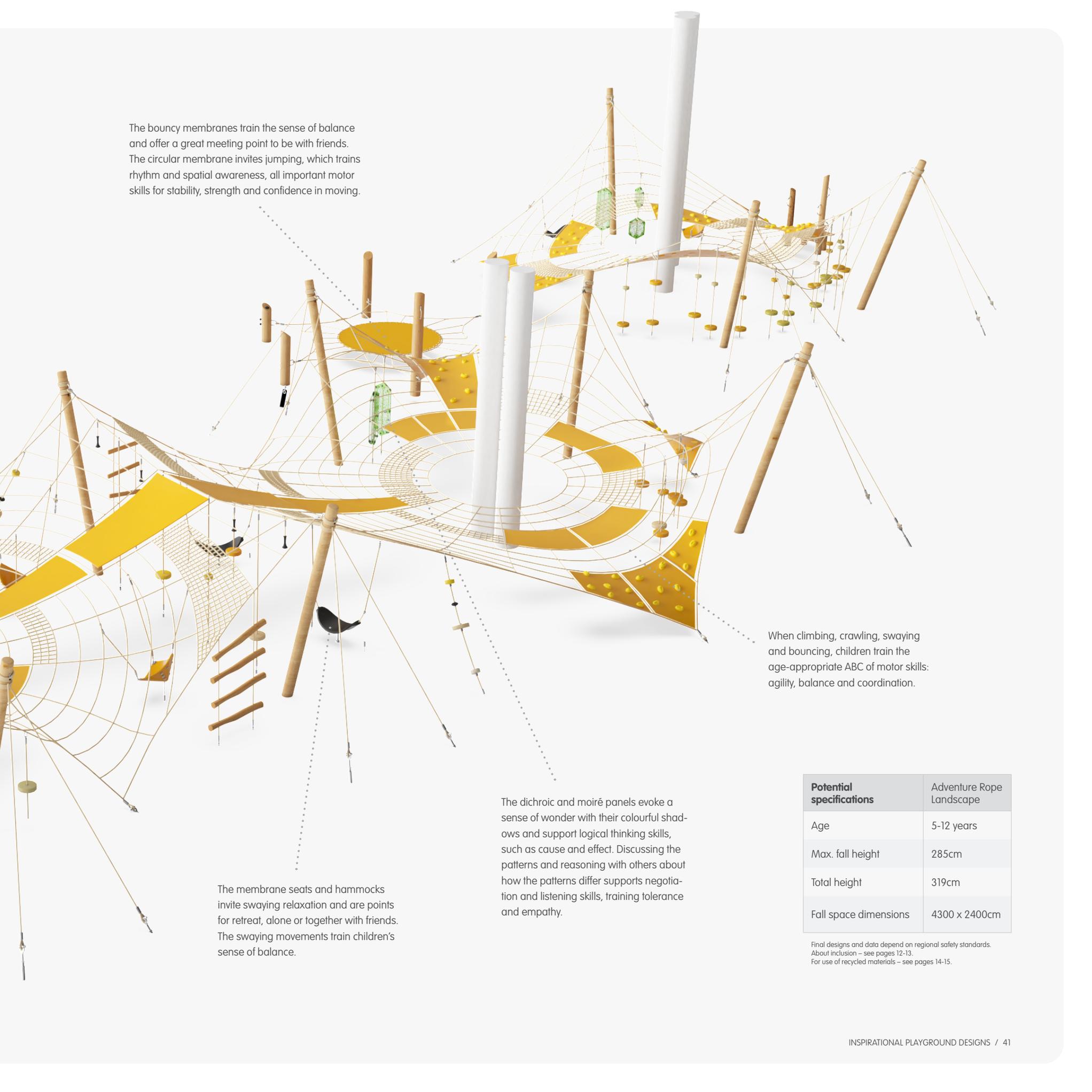
Adventure Rope Landscape

The variety of climbing, swaying, bouncing and tactile elements offer fun play and training of children's muscles, motor skills and social play.

The large climbing nets make the climbers feel the movements of other climbers, adding a dimension of fun and concentration when holding tight to the rope. It provides room for breaks for bigger or smaller groups.

The shape of the structure spurs rule games such as "the floor is lava".





The bouncy membranes train the sense of balance and offer a great meeting point to be with friends. The circular membrane invites jumping, which trains rhythm and spatial awareness, all important motor skills for stability, strength and confidence in moving.

When climbing, crawling, swaying and bouncing, children train the age-appropriate ABC of motor skills: agility, balance and coordination.

The membrane seats and hammocks invite swaying relaxation and are points for retreat, alone or together with friends. The swaying movements train children's sense of balance.

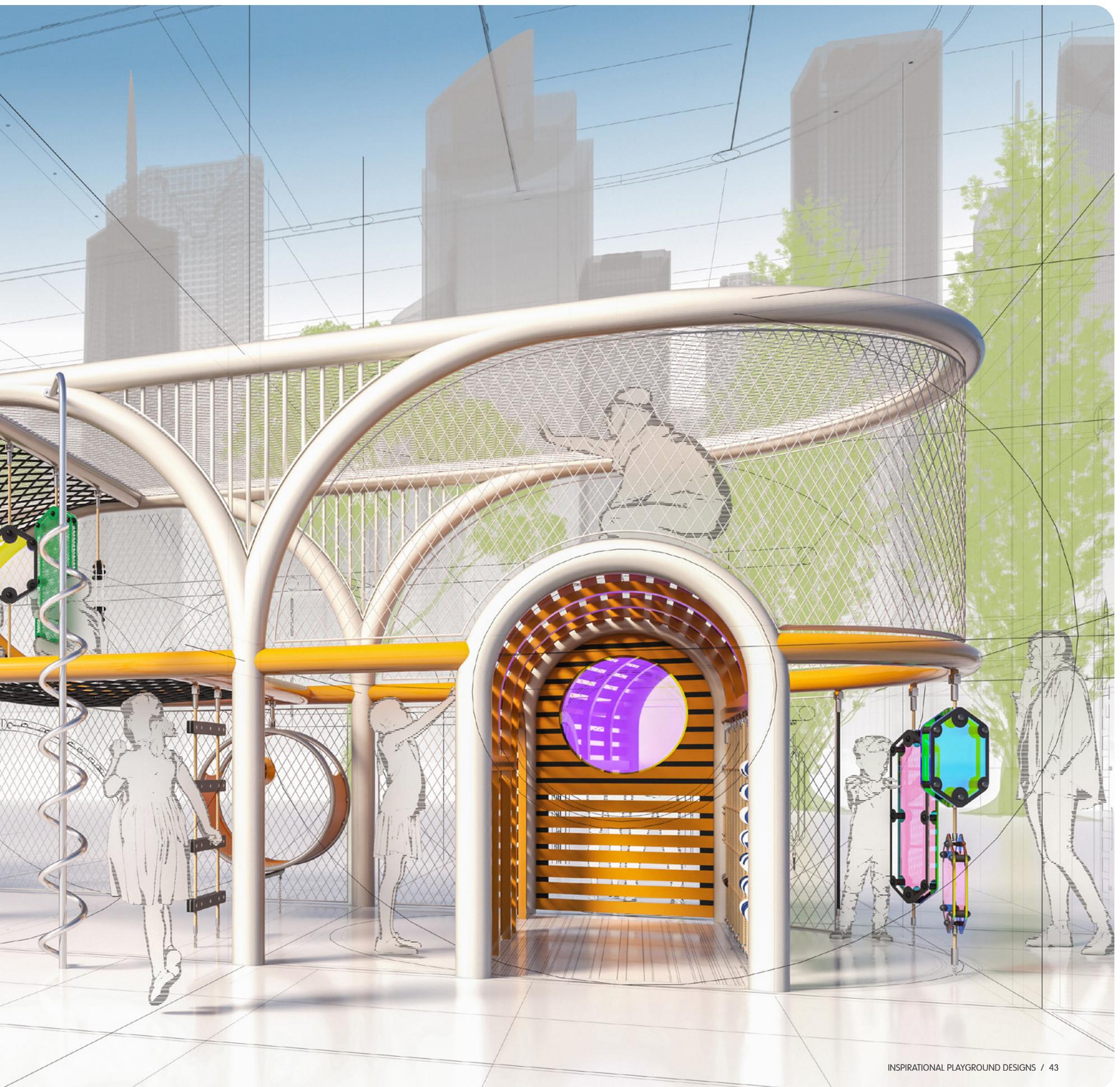
The dichroic and moiré panels evoke a sense of wonder with their colourful shadows and support logical thinking skills, such as cause and effect. Discussing the patterns and reasoning with others about how the patterns differ supports negotiation and listening skills, training tolerance and empathy.

Potential specifications	Adventure Rope Landscape
Age	5-12 years
Max. fall height	285cm
Total height	319cm
Fall space dimensions	4300 x 2400cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

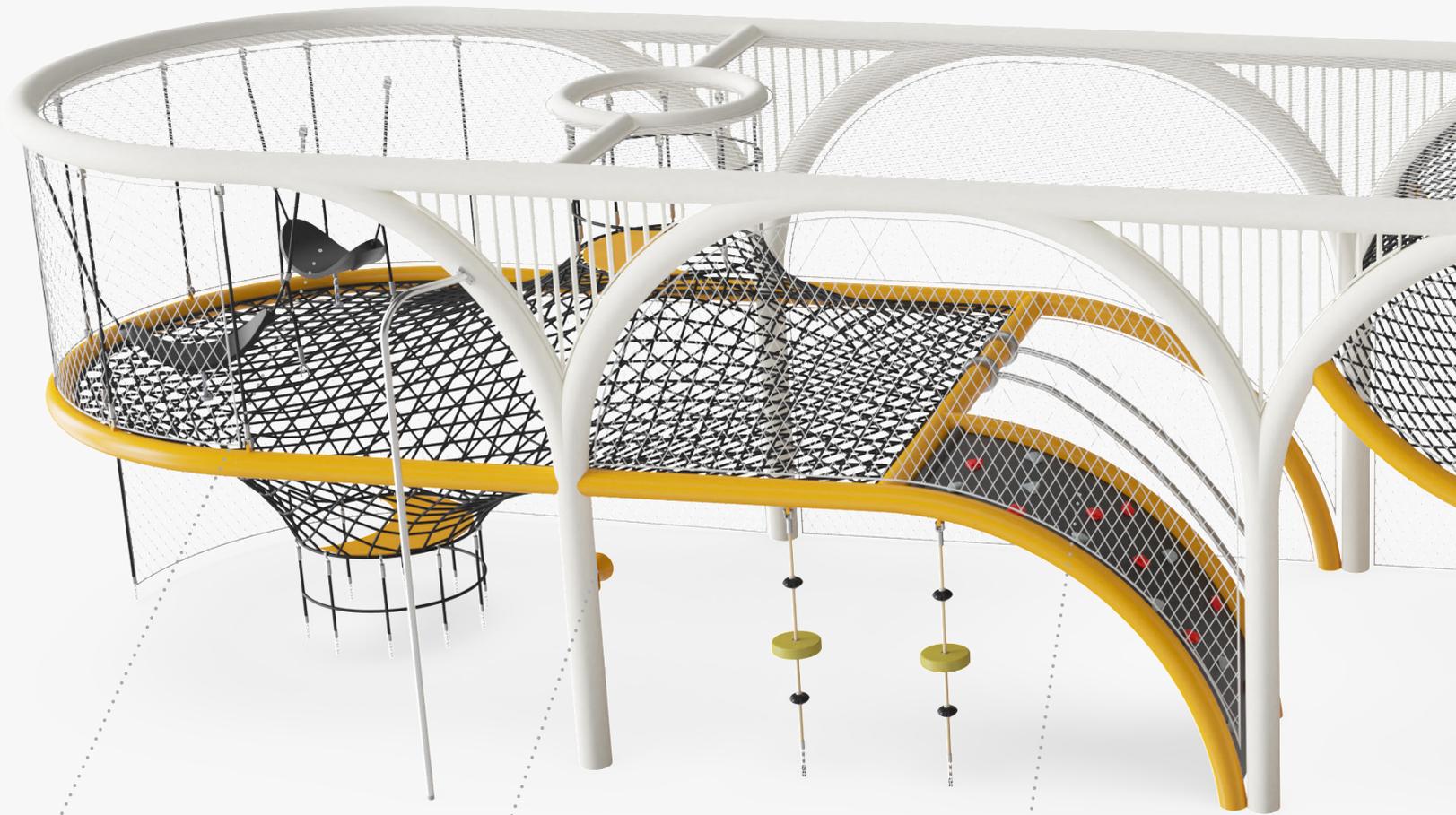
Circus Maximus





Circus Maximus

With opportunities to climb, glide, sway and explore, the play structure offers great fun and thrill as well as a place to socialise and unfold creativity.



The hang-out pod and hammocks invite swaying relaxation and are points of retreat, alone or together with friends. The swaying movements train children's sense of balance.

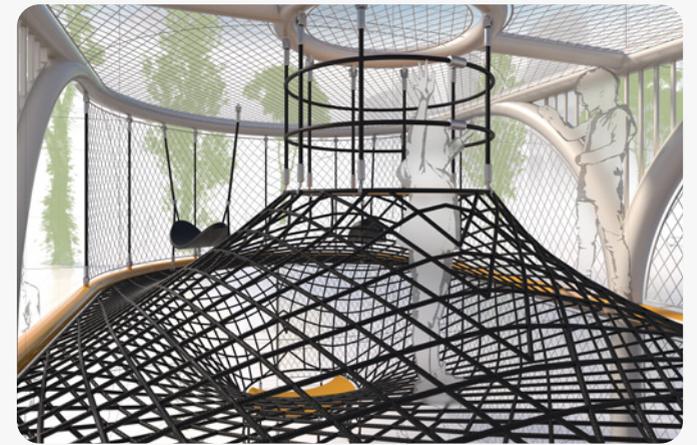
The talk tubes encourage communication and social interaction. They evoke curiosity and stimulate an understanding of cause and effect.

The variety of climbing opportunities, such as climbing walls, climbing nets, ladders and ropes with discs, provide great fun and train children's proprioception, cross-coordination and larger muscle groups.



The curly climber, fireman's pole and banister bars support play duration and provide thrilling opportunities, encouraging risk-taking and turn-taking. When gliding and rotating down, children train their sense of balance, coordination as well as core and arm muscles.

The meeting point with rollers and a slider puzzle offers a place to play more quietly, alone or together with friends. The slider puzzle encourages logical thinking and negotiation, stimulating children's learning skills. The rollers stimulate fine motor skills and inspire creativity with the two-sidedness.



The dichroic and moiré panels evoke a sense of wonder with their colourful shadows and support logical thinking skills, such as cause and effect. Discussing the colours and patterns with others supports negotiation and listening skills, training tolerance and empathy.

Potential specifications	Circus Maximus
Age	5-12 years
Max. fall height	205cm
Total height	319cm
Fall space dimensions	1600 x 500cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

Lighthouse & Octopus





Lighthouse & Octopus



The large climbing net, tall lighthouse destination point and themed tactile details offer fun play and training of children's motor skills, social and creative skills. The space underneath the large climbing net offers accessible ground-level activities, inviting children of different abilities to participate in the play.

The play shell meeting point provides a point of retreat, alone or together with friends. The swaying movement stimulates the sense of balance.

The tall slide enables a stomach-tickling ride and trains children's sense of balance and core muscles when sliding down.

The dichroic panels evoke a sense of wonder and support logical thinking skills with colourful shadows. Discussing the colours and how they change with others supports negotiation and listening skills, training tolerance and empathy.



Children are encouraged to climb up high in the lighthouse. Reaching the top is rewarded with great views, adding to the thrill and training children's sense of balance and proprioception, while being a great place to meet with friends.

When climbing the various climbing opportunities, children train their cross-coordination, which supports cross-modal perception, necessary for other skills such as reading. The large climbing net allows room for breaks for many and supports cooperation and turn-taking skills.

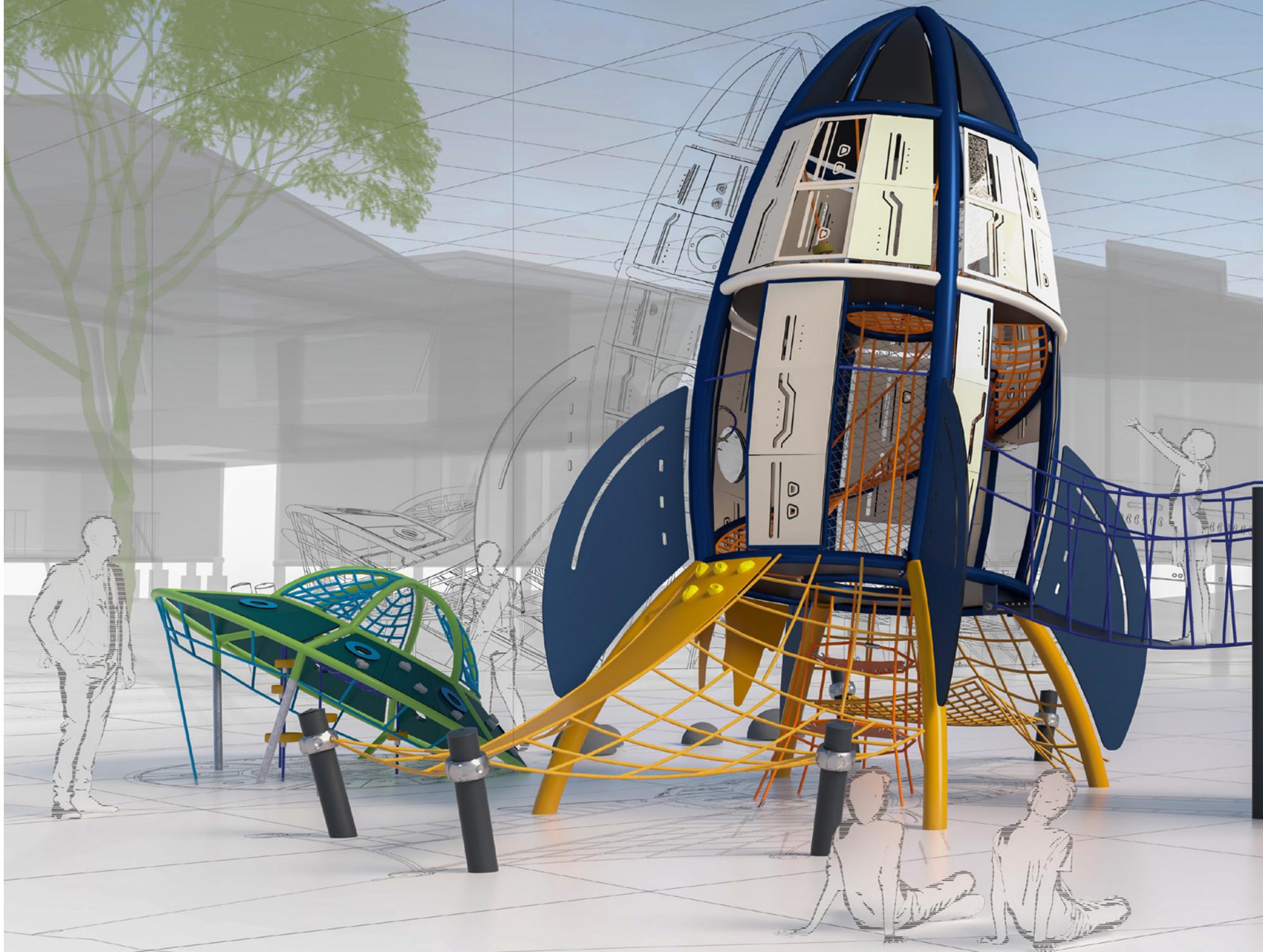
The boat with steering wheel offers a theme-relevant detail where children can engage in dramatic play scenarios. When doing so, children develop their language, communication skills and story sequencing.



Potential specifications	Lighthouse & Octopus
Age	5-12 years
Max. fall height	300cm
Total height	1050cm
Fall space dimensions	2300 x 2900cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

Space Station Rocket & Control Tower



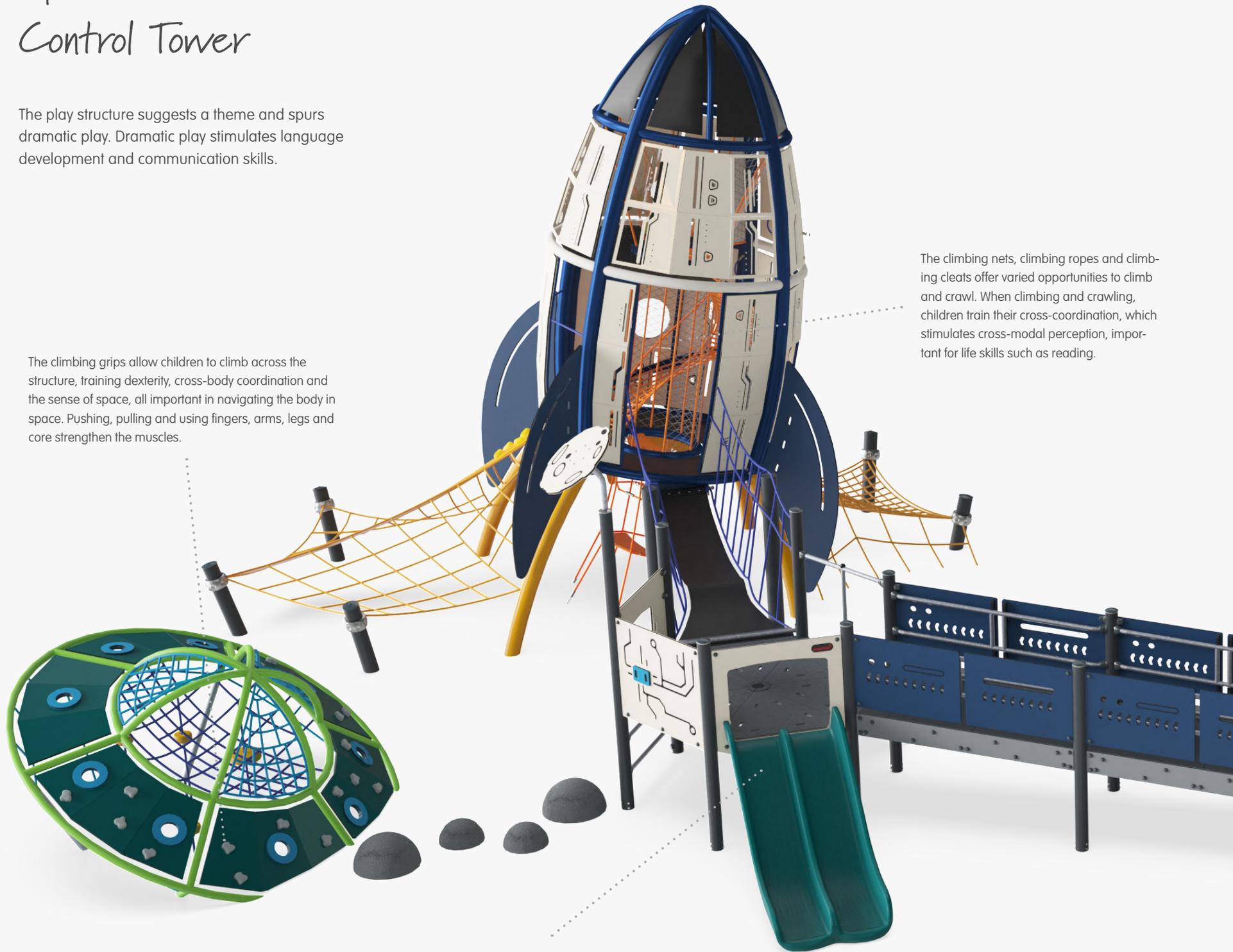


Space Station Rocket & Control Tower

The play structure suggests a theme and spurs dramatic play. Dramatic play stimulates language development and communication skills.

The climbing grips allow children to climb across the structure, training dexterity, cross-body coordination and the sense of space, all important in navigating the body in space. Pushing, pulling and using fingers, arms, legs and core strengthen the muscles.

The climbing nets, climbing ropes and climbing cleats offer varied opportunities to climb and crawl. When climbing and crawling, children train their cross-coordination, which stimulates cross-modal perception, important for life skills such as reading.



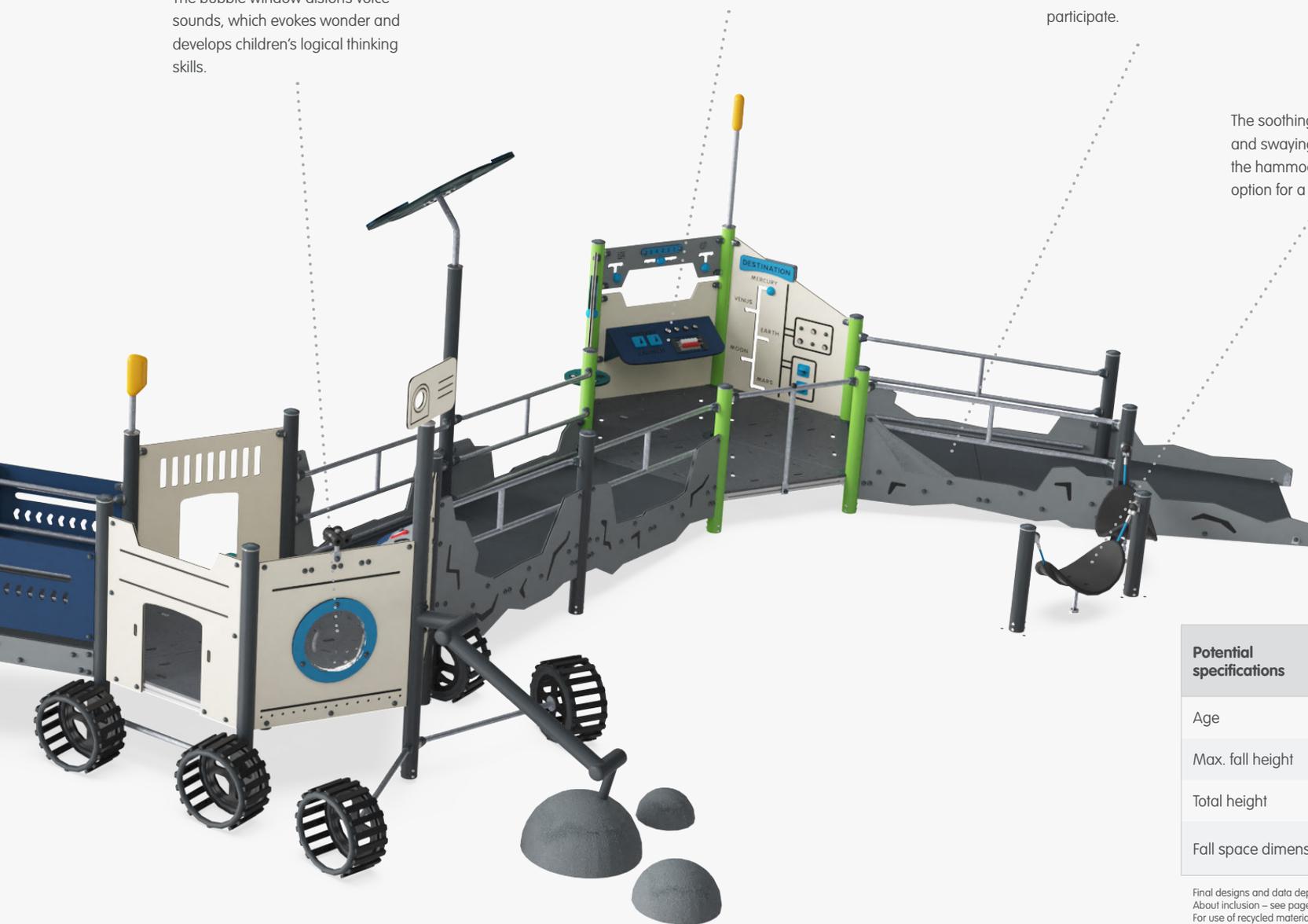
The slides offer stomach-ticking fun. Sliding develops spatial awareness and the sense of balance. Furthermore, the core muscles are trained when sitting upright and going down.

The bubble window distorts voice sounds, which evokes wonder and develops children's logical thinking skills.

The theme-relevant tactile elements, such as gear wheels, switches and spheres support the play duration. The manipulative play elements spur creativity and logical thinking skills, such as cause and effect.

The accessible ramp with play elements along the way to the rocket allows children with all abilities to participate.

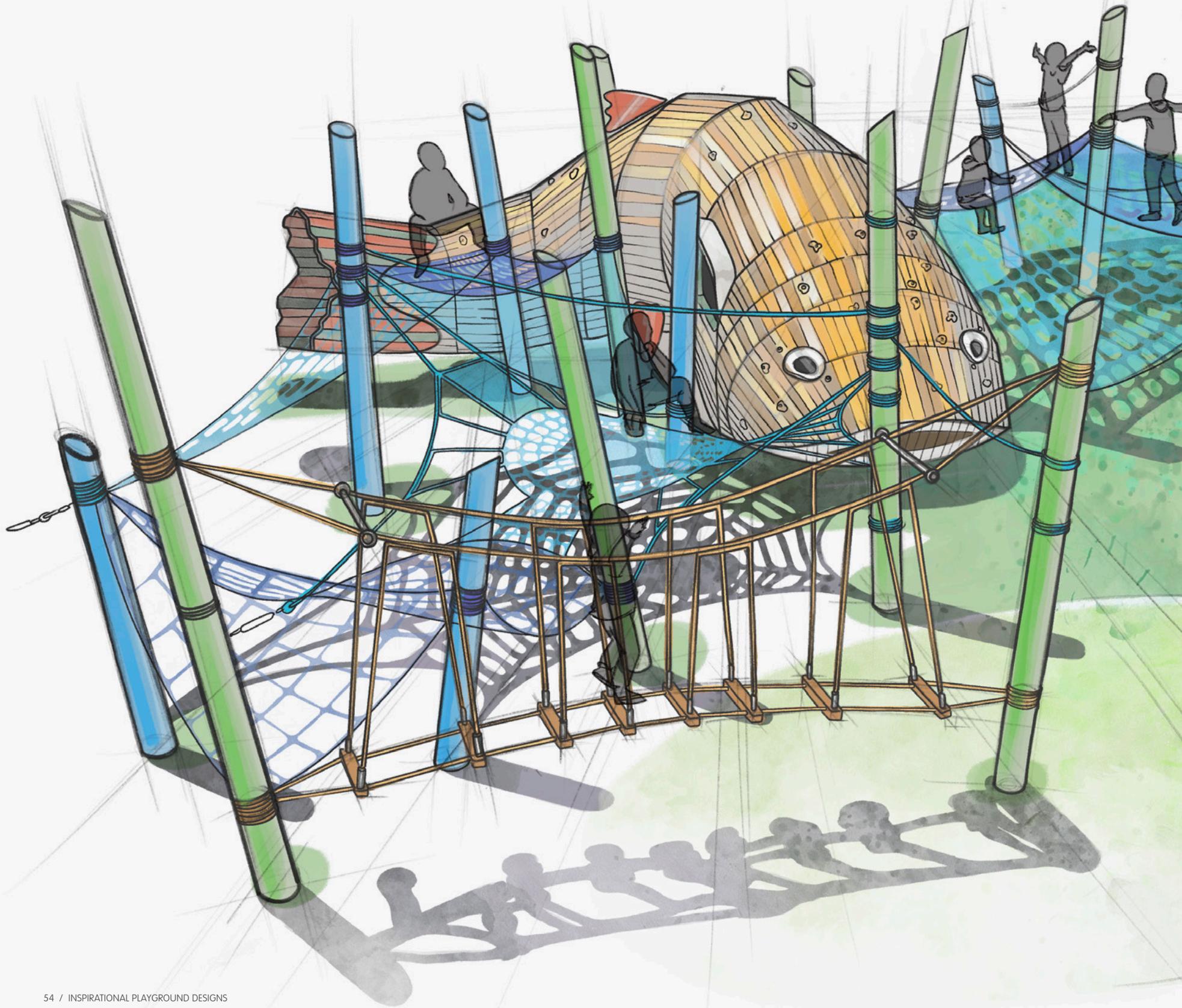
The soothing body pressure and swaying movement of the hammock makes a great option for a relaxing break.

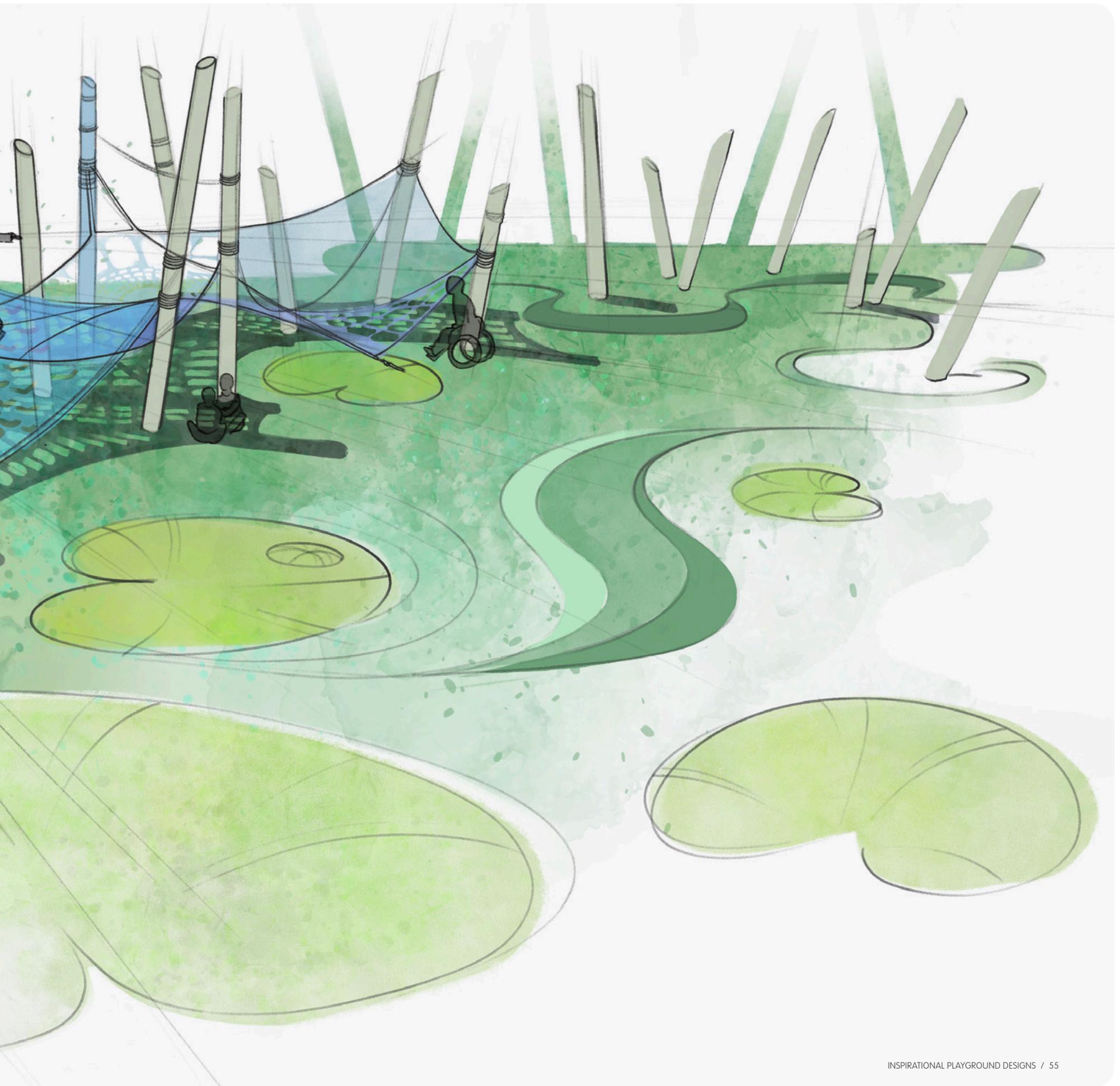


Potential specifications	Space Station Rocket & Control Tower
Age	2-5 years
Max. fall height	156cm
Total height	541cm
Fall space dimensions	2200 x 1400cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

Neptune's Net Sculpture



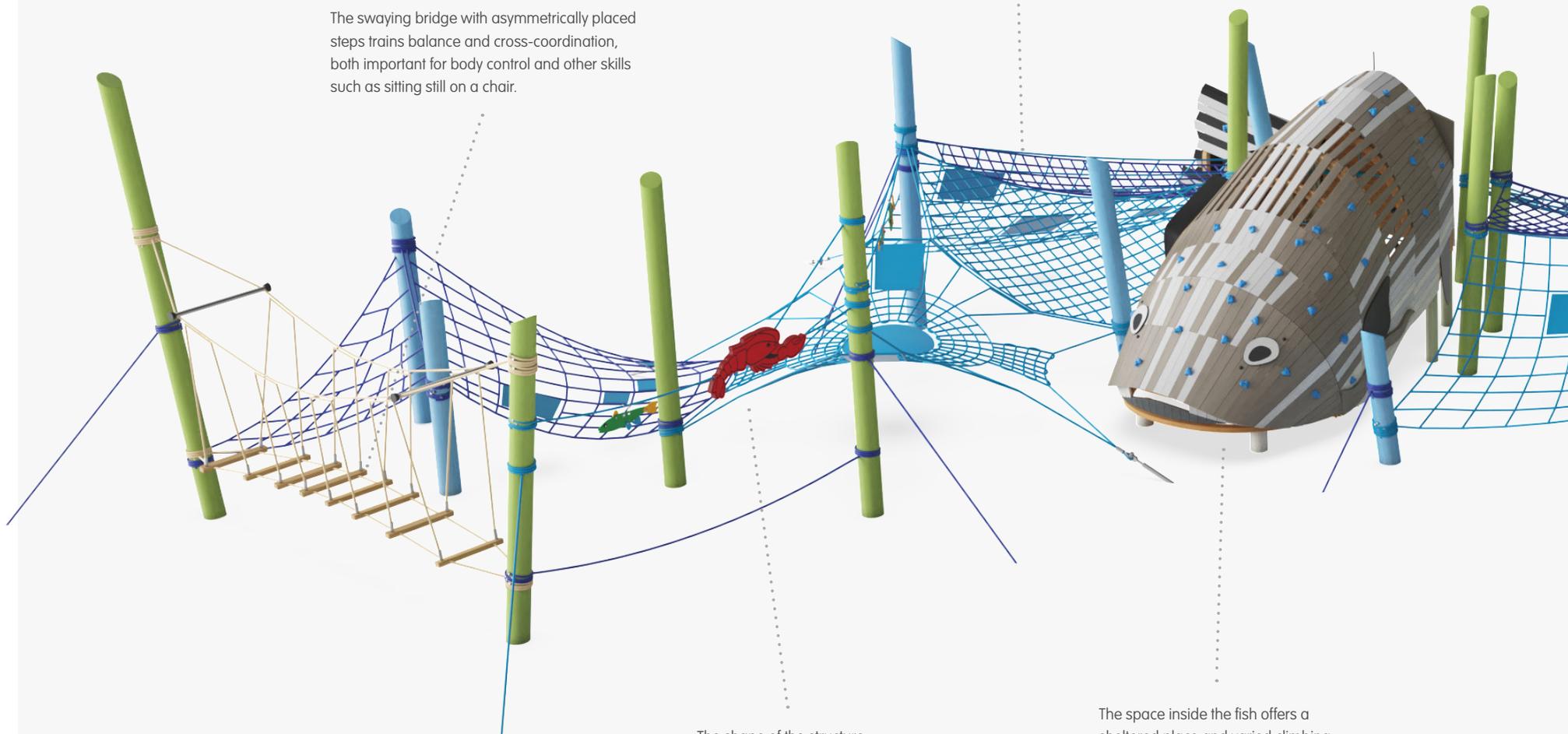


Neptune's Net Sculpture

The variety of large climbing nets, bouncing membranes and themed elements offer fun play and training of children's motor skills, muscles, social play and imagination.

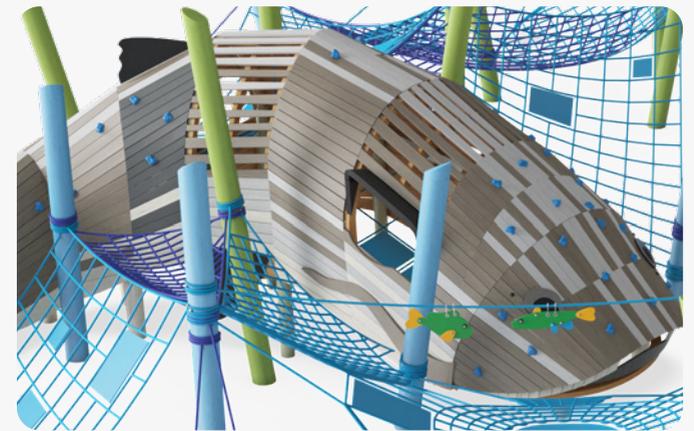
Climbing across and over the structure trains children's large muscle groups and cross-coordination, which supports cross-modal perception, necessary for skills such as reading.

The swaying bridge with asymmetrically placed steps trains balance and cross-coordination, both important for body control and other skills such as sitting still on a chair.

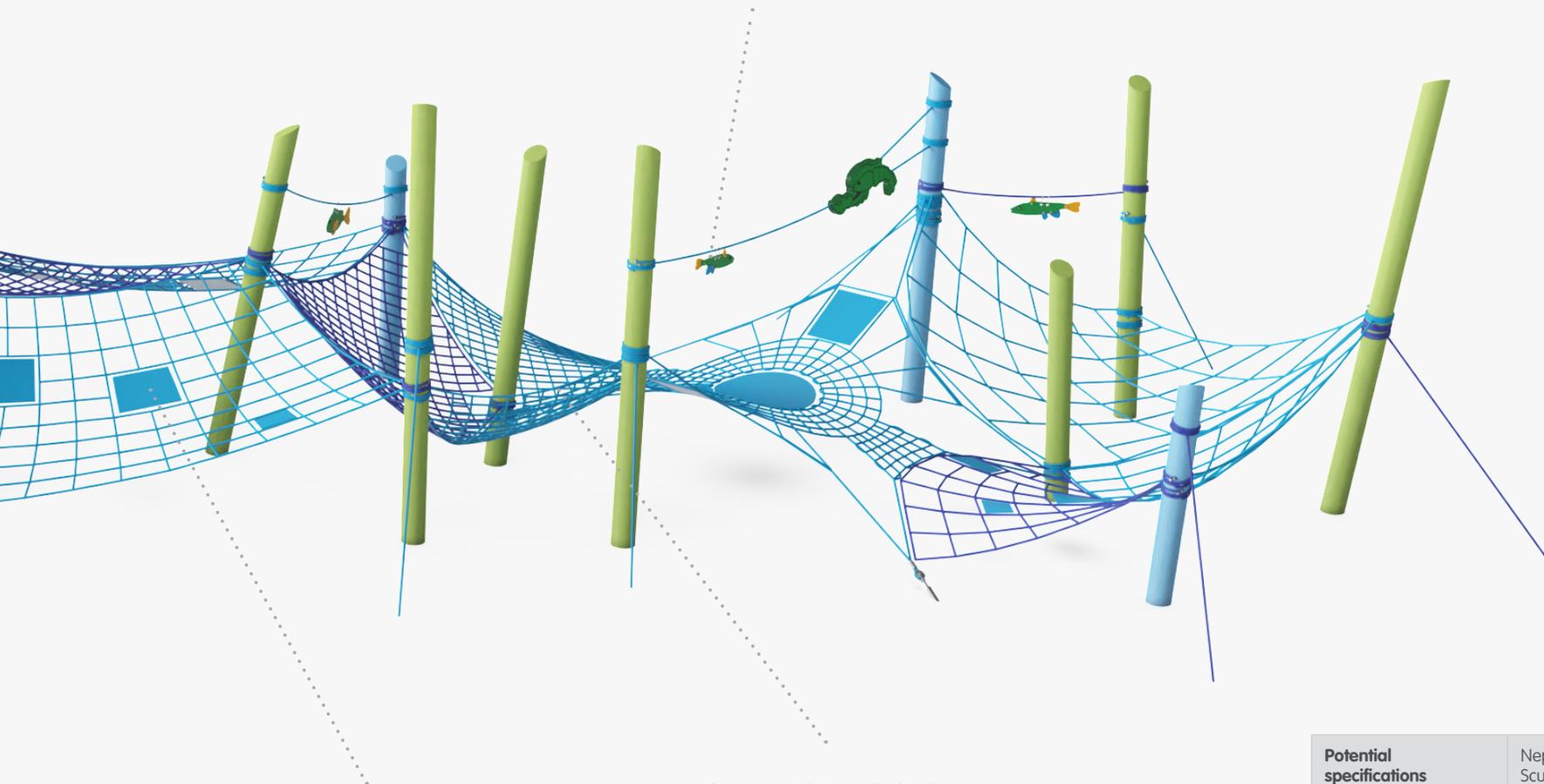


The shape of the structure spurs rule games such as "the floor is lava".

The space inside the fish offers a sheltered place and varied climbing experiences, alone or together with friends.



The theme-relevant tactile details support play duration and inspire dramatic play. Dramatic play develops children's language and communication skills.



The bouncy membranes train the sense of balance and offer a great meeting point to be with friends.

The connected nets make the climbers feel the movements of other climbers, demanding concentration while training all larger muscle groups. The size of the nets invite socialising in smaller and bigger groups.

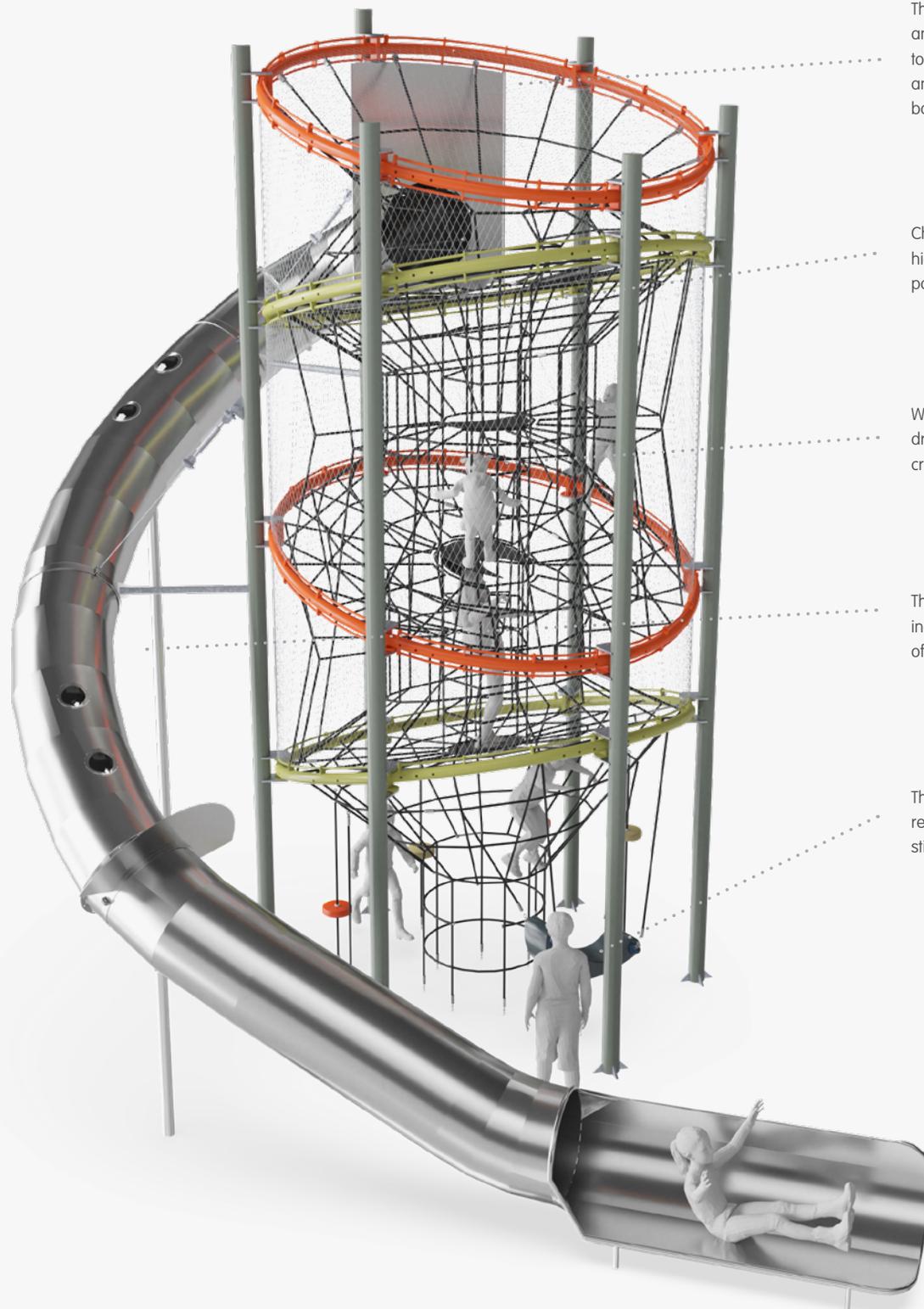
Potential specifications	Neptune's Net Sculpture
Age	5-12 years
Max. fall height	296cm
Total height	395cm
Fall space dimensions	1700 x 3000cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

Coil Tower Wood



Coil Tower Net



The top net provides a great destination point. Spatial awareness and the sense of balance are greatly benefited from climbing to the top. The height also allows for wider views and trains eyesight and an understanding of distances, which is important to navigating the body confidently and securely through the world.

Children are encouraged to climb up high. Climbing high develops courage, positively affecting self-confidence.

When climbing the nets and ropes, children train all muscle groups as well as cross-coordination and spatial awareness.

The tall tube slide is a thrilling reward for climbing the tower. Sliding trains the children's sense of balance and core muscles when sliding down.

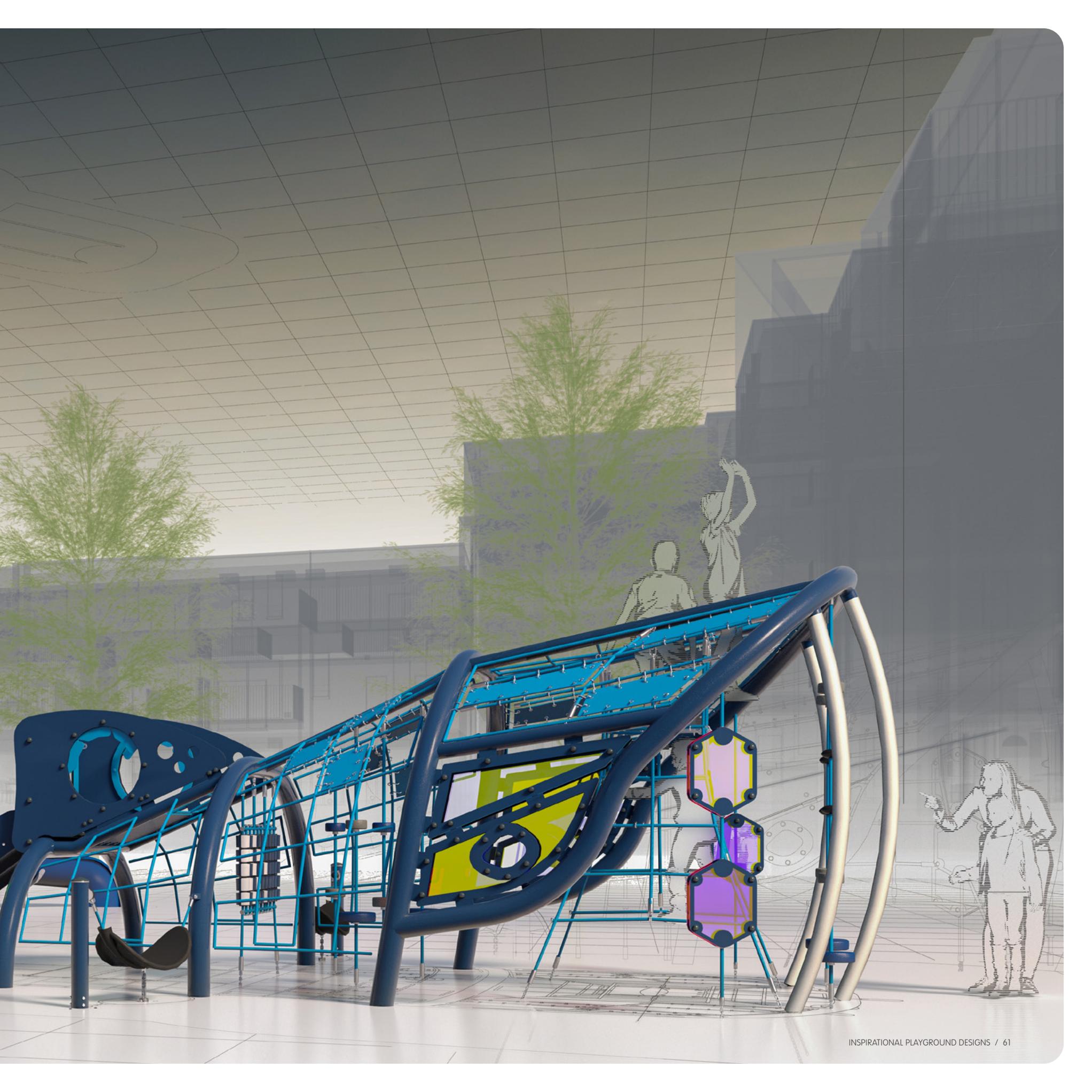
The play shell provides a point of retreat. The swaying movement stimulates the sense of balance.

Potential specifications	Coil Tower Wood	Coil Tower Net
Age	5-12 years	5-12 years
Max. fall height	172cm	172cm
Total height	854cm	857cm
Fall space dimensions	1000 x 1000cm	1000 x 1000cm

Final designs and data depend on regional safety standards.
 About inclusion – see pages 12-13.
 For use of recycled materials – see pages 14-15.

Whale - Head & Tail



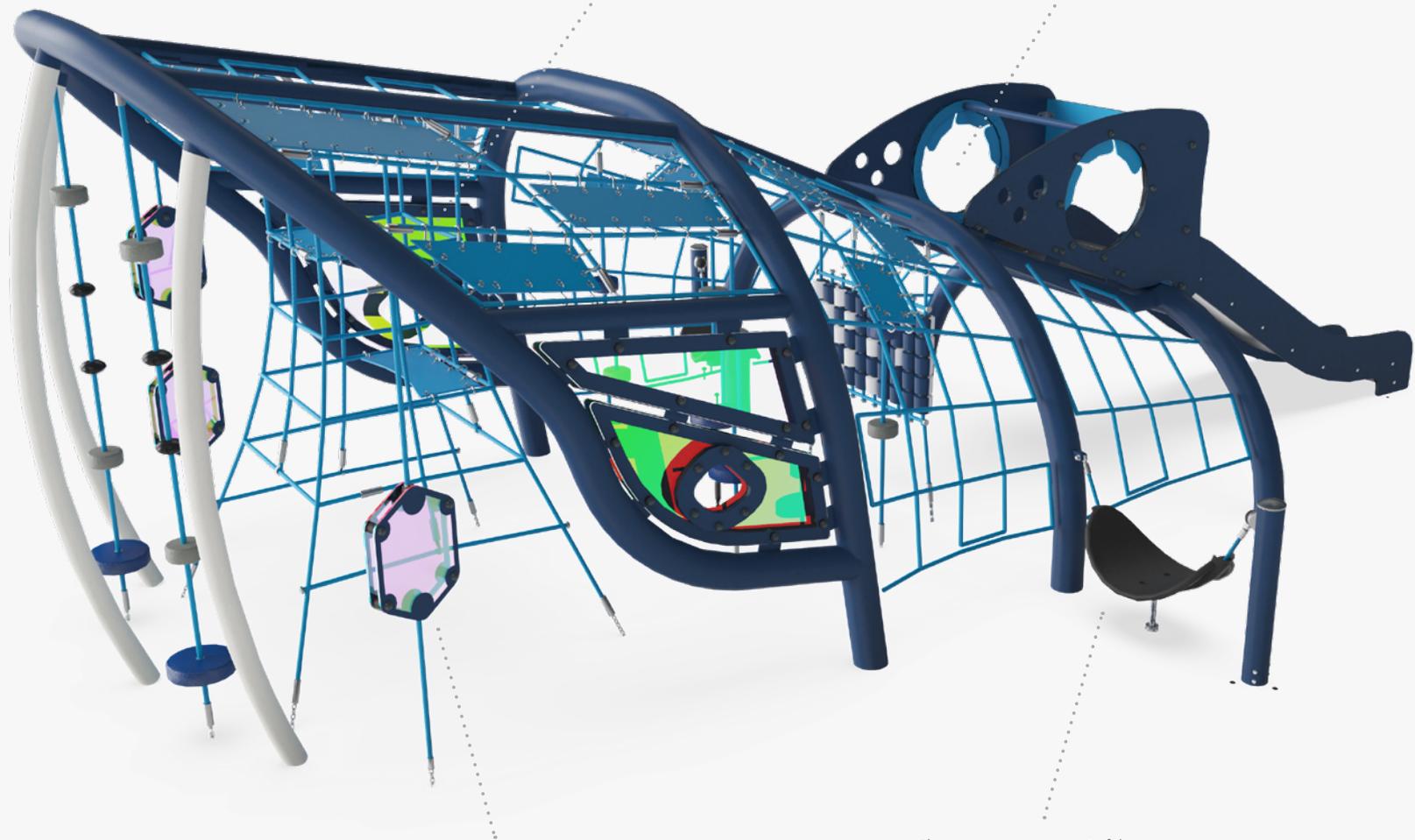


Whale – Head & Tail

The play structures suggest a theme and invite children to engage in dramatic play and storytelling. When doing so, children train their language development and communication skills.

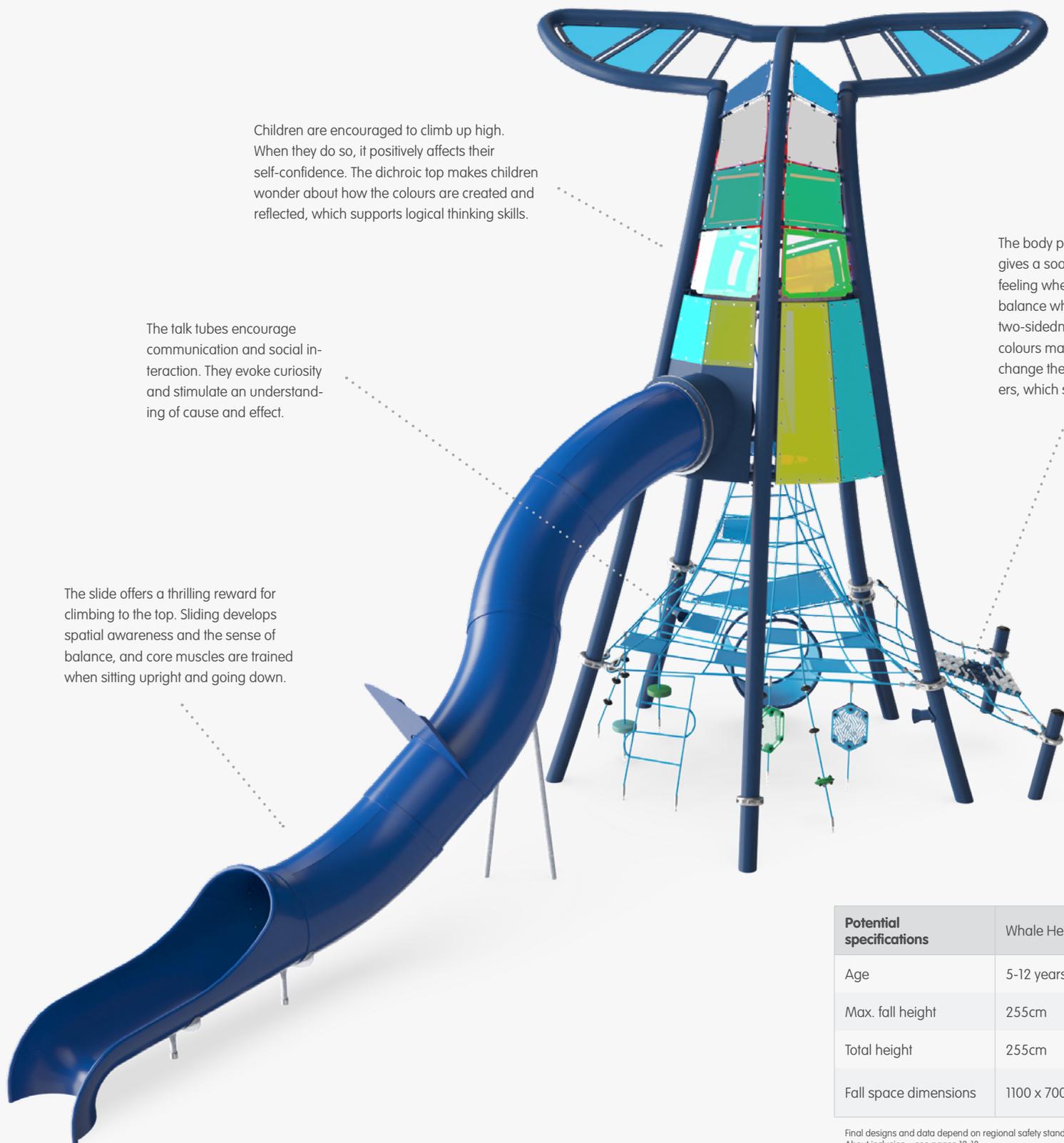
The varied nets and ropes encourage children to climb over, under and across the whale. When climbing, children train their sense of balance, coordination and major muscle groups.

The crawl-through holes allow for climbing and crawling, developing cross-coordination, proprioception and spatial awareness.



The dichroic panels evoke a sense of wonder with their colourful shadows and support logical thinking skills, such as cause and effect.

The swaying movement of the hammock makes a great option for a relaxing break. Swaying trains the sense of balance.



Children are encouraged to climb up high. When they do so, it positively affects their self-confidence. The dichroic top makes children wonder about how the colours are created and reflected, which supports logical thinking skills.

The talk tubes encourage communication and social interaction. They evoke curiosity and stimulate an understanding of cause and effect.

The slide offers a thrilling reward for climbing to the top. Sliding develops spatial awareness and the sense of balance, and core muscles are trained when sitting upright and going down.

The body pressure of the rollers gives a soothing, relaxing feeling when lying and trains balance when sitting up. The two-sidedness and different colours make it possible to change the patterns of the rollers, which stimulates creativity.

Potential specifications	Whale Head	Whale Tail
Age	5-12 years	5-12 years
Max. fall height	255cm	270cm
Total height	255cm	703cm
Fall space dimensions	1100 x 700cm	1200 x 1100cm

Final designs and data depend on regional safety standards.
 About inclusion – see pages 12-13.
 For use of recycled materials – see pages 14-15.

Piggly



The dense climbing net makes the climbers feel the movements of others, adding a dimension of fun and demanding concentration when holding tight to the rope. It provides room for breaks for bigger or smaller groups. The transparent structure and areas in, on and under the net support social interaction as well as cooperation and turn-taking skills.

The membrane seats and hang-out pod invite swaying relaxation and are points of retreat. The swaying movements train children's sense of balance.

The dichroic panels evoke a sense of wonder with their colourful shadows and support logical thinking skills, such as cause and effect.

The slide offers a thrilling reward for traversing the net. Sliding is stomach-tickling fun and trains children's sense of balance and trunk muscles.



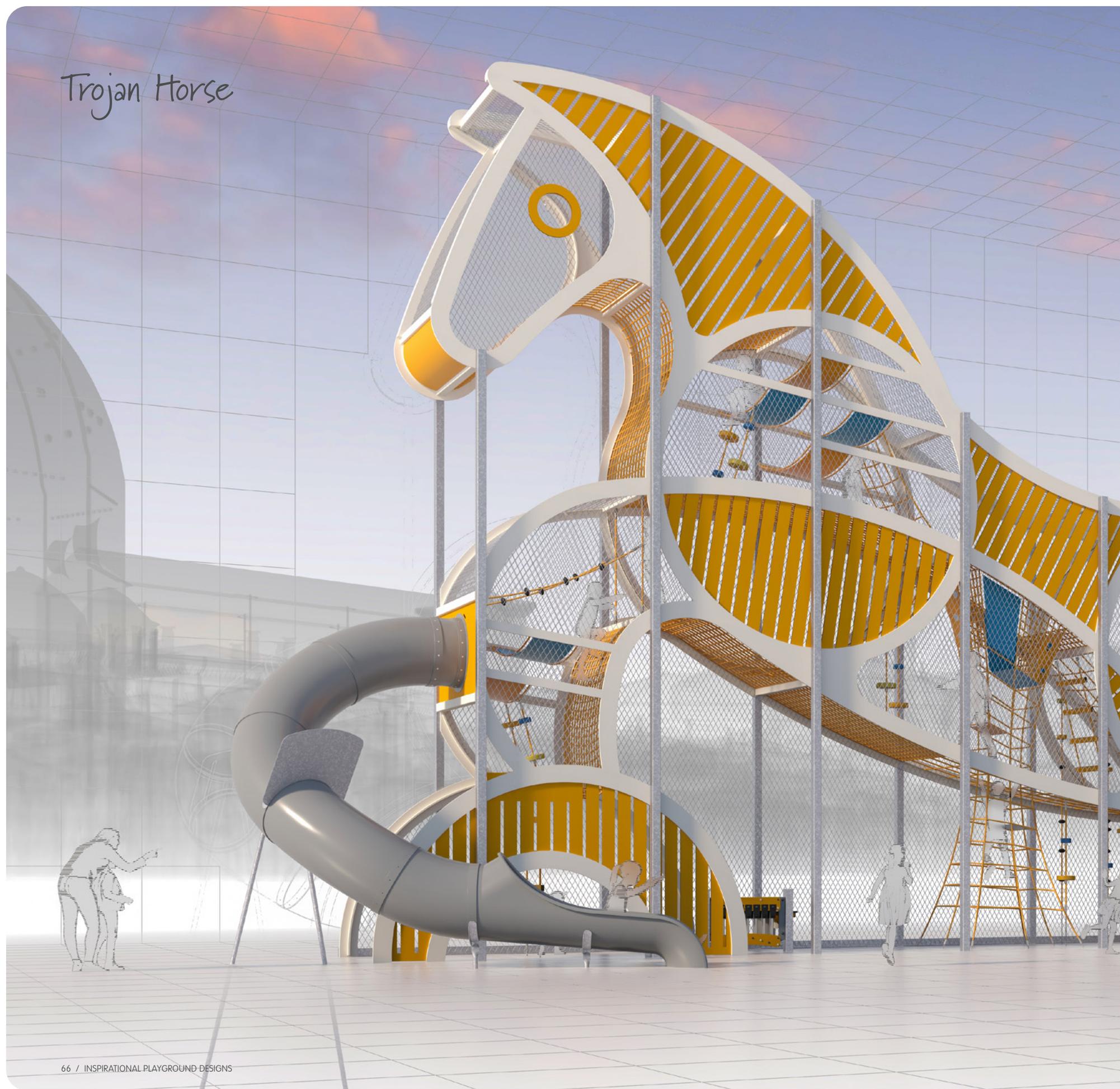
The thrilling Cliff Rider trains major muscle groups when children push and pull with their feet and arms. The force of movement needs to be calibrated to make a smooth ride to the other side, which trains proprioception. The thrill of stepping into the air physically supports a sense of overcoming challenges. Helping others overcome their hesitation trains empathy and consideration.

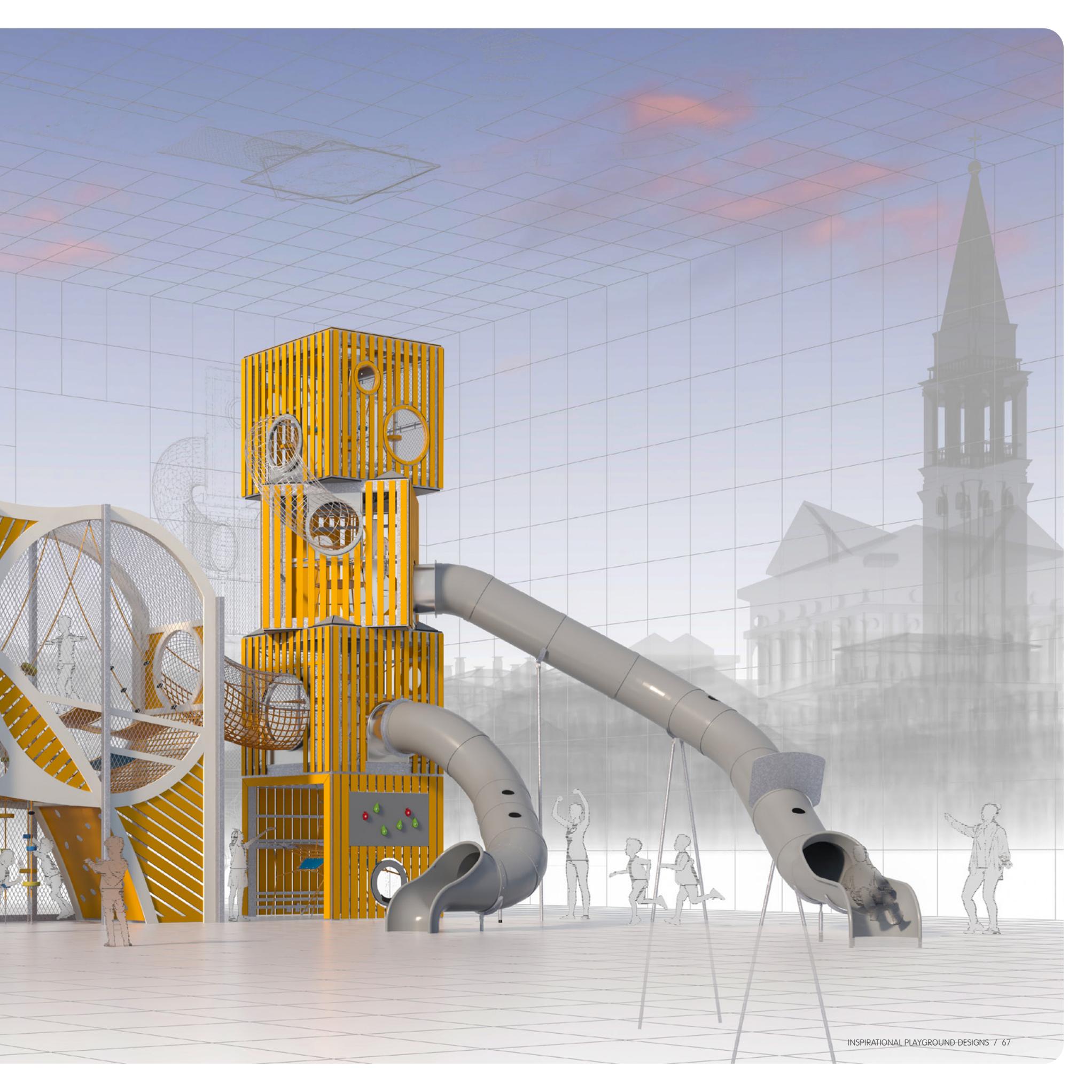
When climbing the nets and climbing walls, children train their cross-coordination, which supports cross-modal perception, necessary for other skills such as reading. Children further train leg, arm and hand strength.

Potential specifications	Piggly
Age	5-12 years
Max. fall height	280cm
Total height	518cm
Fall space dimensions	1400 x 1300cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

Trojan Horse





Trojan Horse

The various climbing, sliding and exploring opportunities offer thrilling play and training of children's motor skills while encouraging social and creative play.

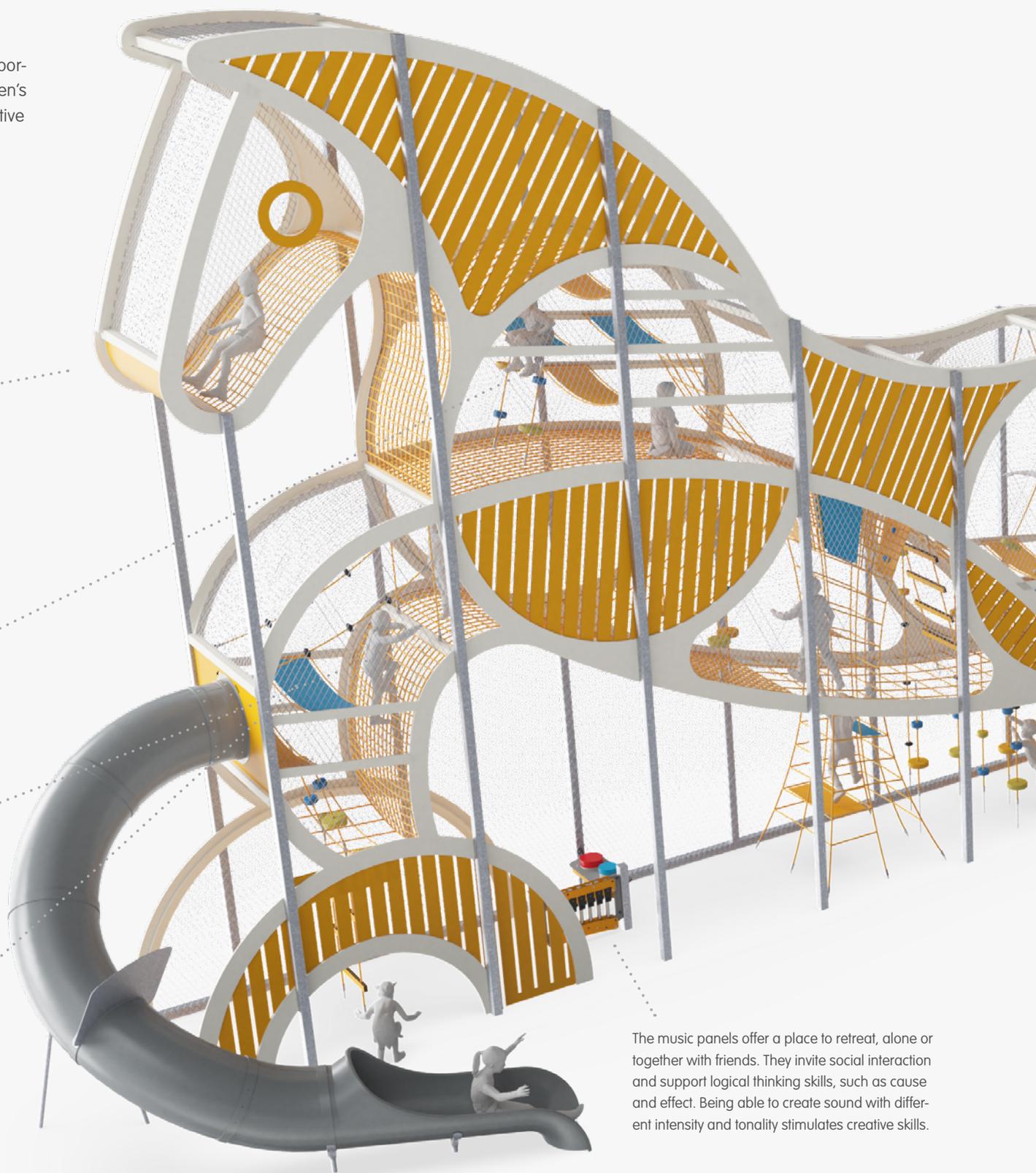
The height offers thrill and levels of play. Children can climb as high as they dare and come back to surpass previous climbing attempts, thus supporting play duration. Children develop courage when they climb, which affects their self-confidence positively.

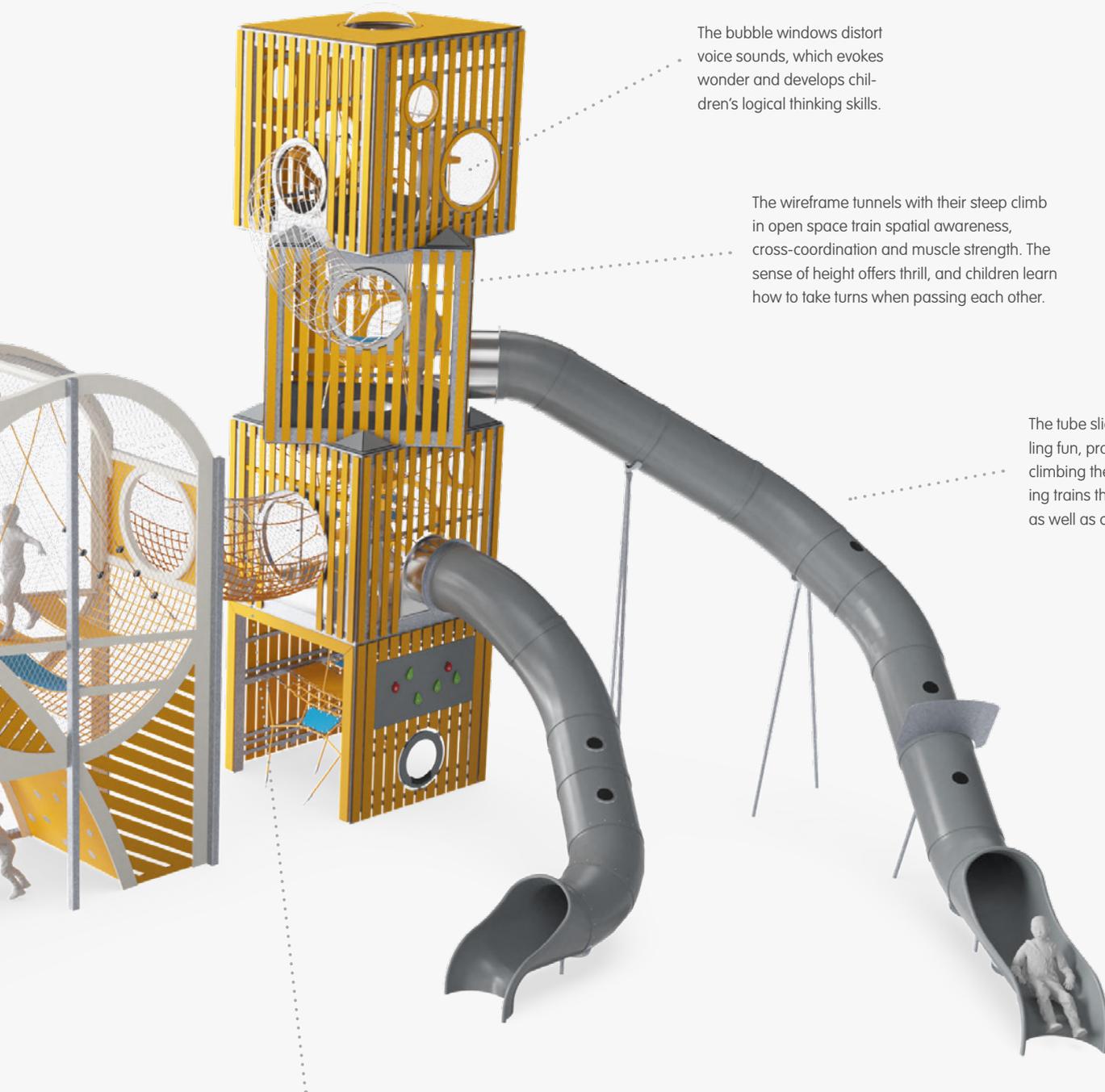
When climbing up, down and across, children intensely train their agility, balance and coordination, the ABC of age-appropriate motor skills.

The transparency makes cooperation and communication possible throughout while adding to the thrill of being up high.

The bouncy membranes train the sense of balance and offer a great meeting point to take a break and be with friends.

The music panels offer a place to retreat, alone or together with friends. They invite social interaction and support logical thinking skills, such as cause and effect. Being able to create sound with different intensity and tonality stimulates creative skills.





The bubble windows distort voice sounds, which evokes wonder and develops children's logical thinking skills.

The wireframe tunnels with their steep climb in open space train spatial awareness, cross-coordination and muscle strength. The sense of height offers thrill, and children learn how to take turns when passing each other.

The tube slides are stomach-tickling fun, providing a reward for climbing the different levels. Sliding trains the sense of balance as well as core muscles.

The bridge offers an intriguing and thrilling movement through the air. The distribution of force it takes to traverse it is a great training of muscle control and motor skills. A rewarding challenge for children's self-esteem and can-do attitude.

Potential specifications	Trojan Horse
Age	5-12 years
Max. fall height	248cm
Total height	1014cm
Fall space dimensions	2300 x 1400cm

Final designs and data depend on regional safety standards.
 About inclusion – see pages 12-13.
 For use of recycled materials – see pages 14-15.

Digger

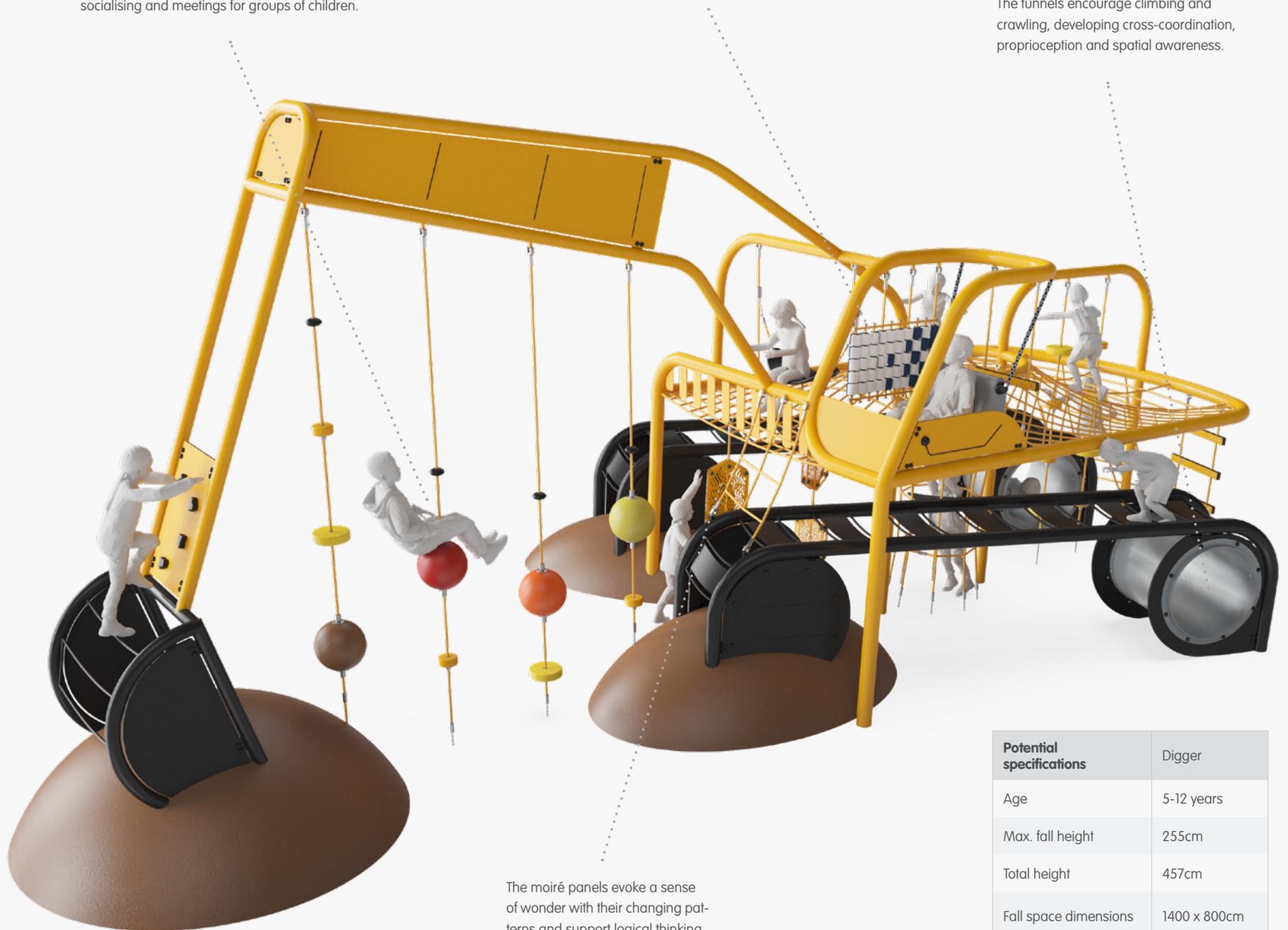
The structure suggests a theme that children can relate to, encouraging dramatic play and storytelling. This develops children's language, communication skills and story sequencing.



The orbital hang-out steps invite swaying, balancing and bouncing, both seated and standing. This supports children's proprioception and trains their core and arm muscles. Children cooperate, take turns and consider each other when they balance from one step to the next. This supports playful socialising and meetings for groups of children.

The cabin with play shell, tumblers and drawing wall are theme-relevant elements, which support play duration. When sitting or lying on the play shells, children train their sense of balance, while their creativity is spurred by the two-sidedness and colours of the drawing wall.

The tunnels encourage climbing and crawling, developing cross-coordination, proprioception and spatial awareness.

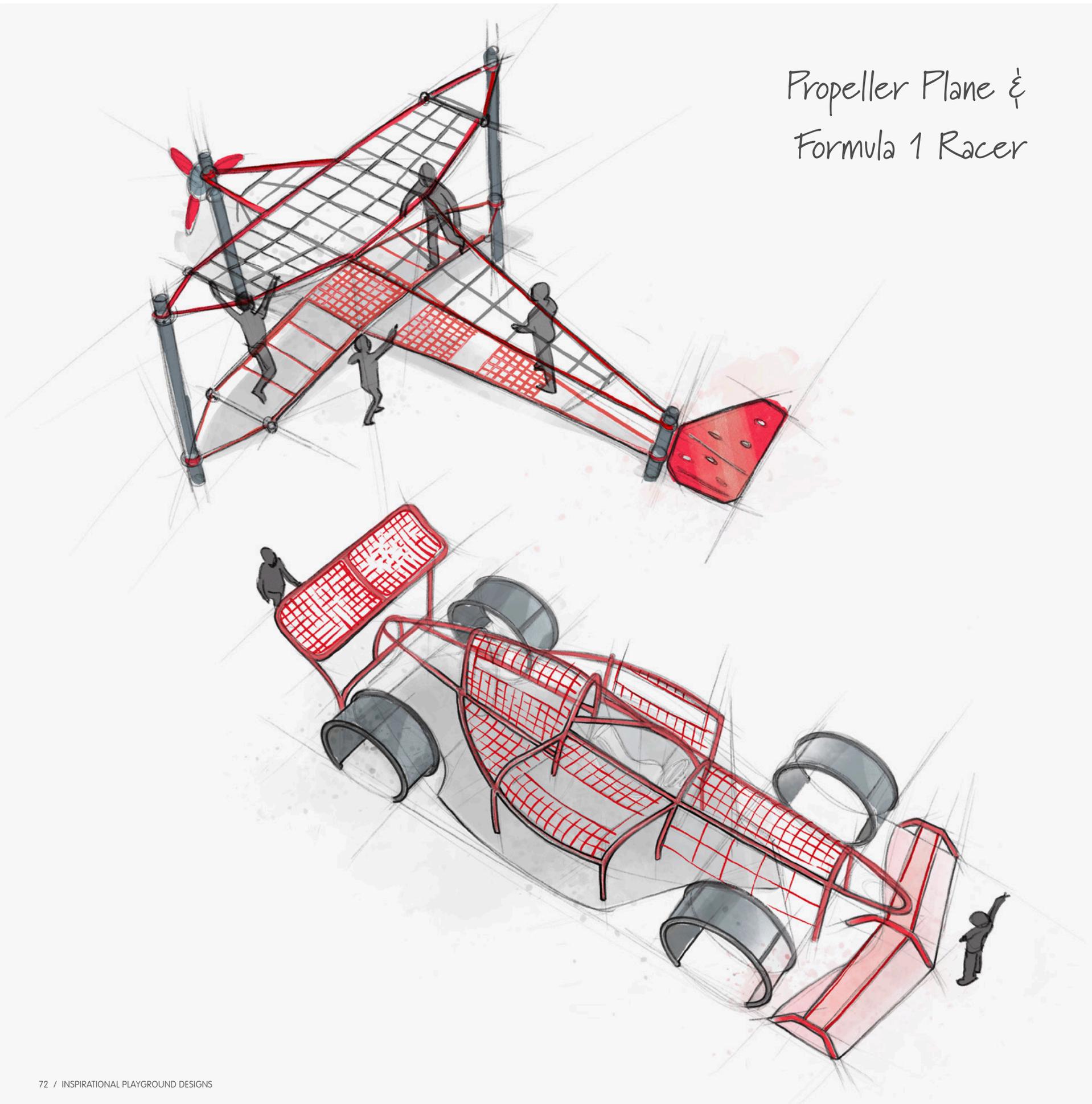


The moiré panels evoke a sense of wonder with their changing patterns and support logical thinking skills, such as cause and effect.

Potential specifications	Digger
Age	5-12 years
Max. fall height	255cm
Total height	457cm
Fall space dimensions	1400 x 800cm

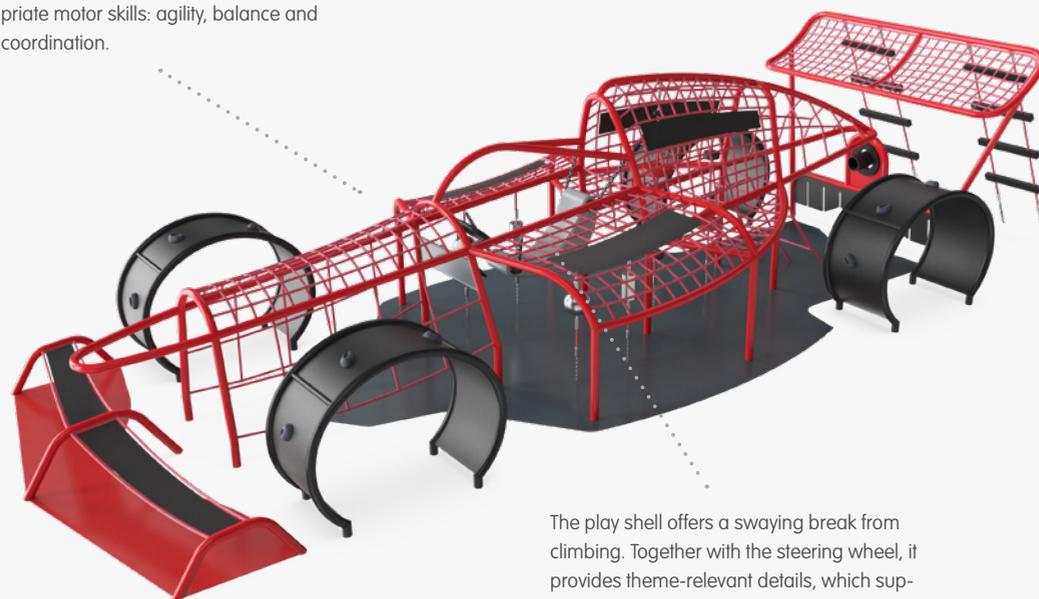
Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

Propeller Plane &
Formula 1 Racer

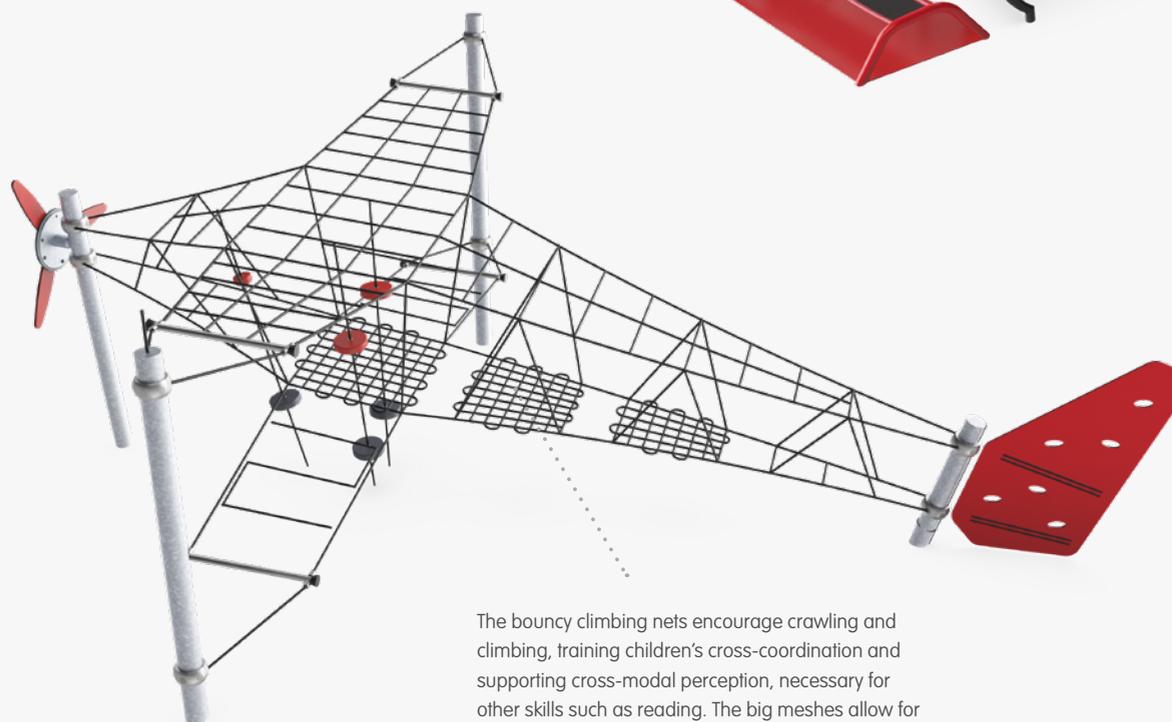




Climbing over, under and across, children train their ABC of age-appropriate motor skills: agility, balance and coordination.



The play shell offers a swaying break from climbing. Together with the steering wheel, it provides theme-relevant details, which support play duration and spur imagination.

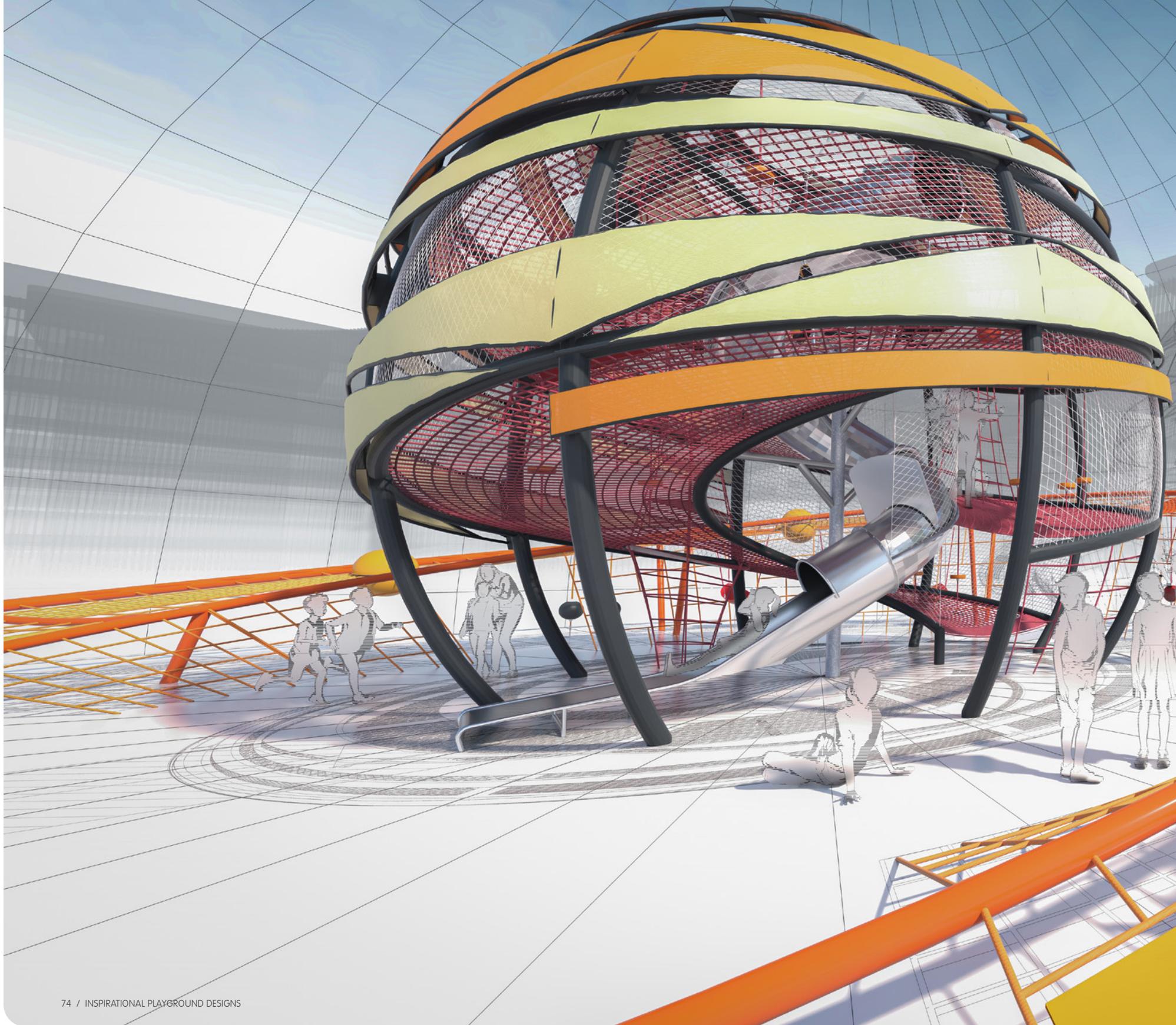


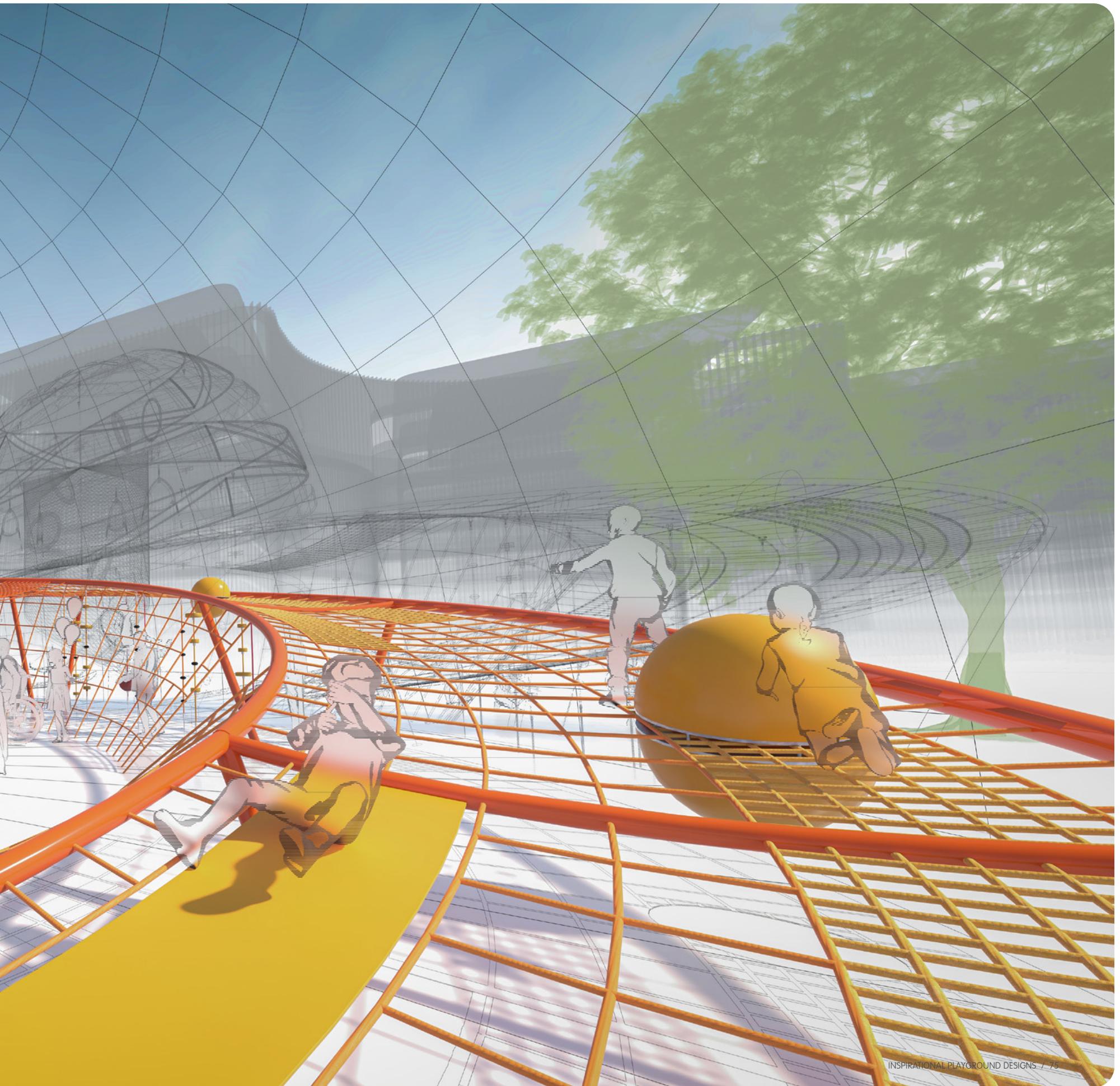
The bouncy climbing nets encourage crawling and climbing, training children's cross-coordination and supporting cross-modal perception, necessary for other skills such as reading. The big meshes allow for more children to be seated together, thus sharing.

Potential specifications	Propeller Plane	Formula 1 Racer
Age	5-12 years	5-12 years
Max. fall height	299cm	Contact us
Total height	314cm	Contact us
Fall space dimensions	970 x 1200cm	Contact us

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

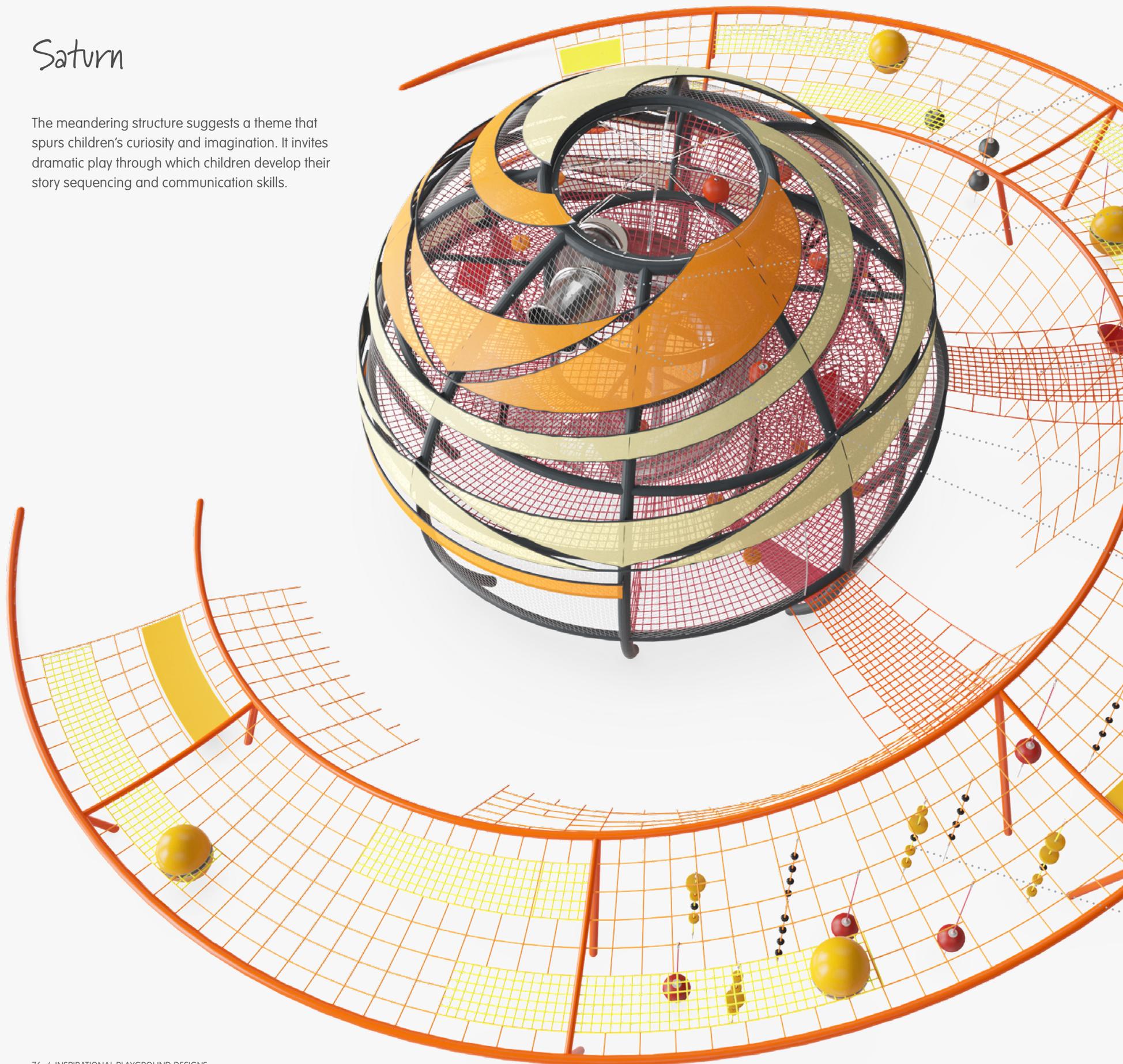
Saturn





Saturn

The meandering structure suggests a theme that spurs children's curiosity and imagination. It invites dramatic play through which children develop their story sequencing and communication skills.



The Saturn encourages children to climb, crawl and take the path to the top, which trains cross-coordination and balance. The various nets offer levels of play, where children can climb as high as they can and dare, allowing them to come back and develop over time.

The tube slide offers a rewarding thrill for climbing to the top. Children train their sense of balance and core muscles when sliding down.

Traversing the horizontal access net from the large climbing net to the Saturn structure is an intriguing and thrilling movement through the air. The distribution of force it takes to climb or crawl across is great as training of muscle control and motor skills.

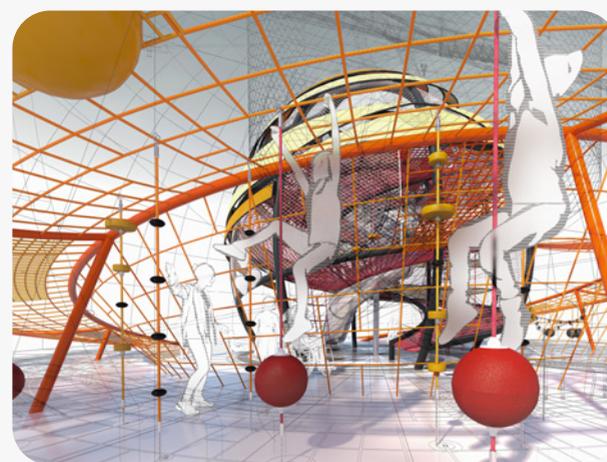
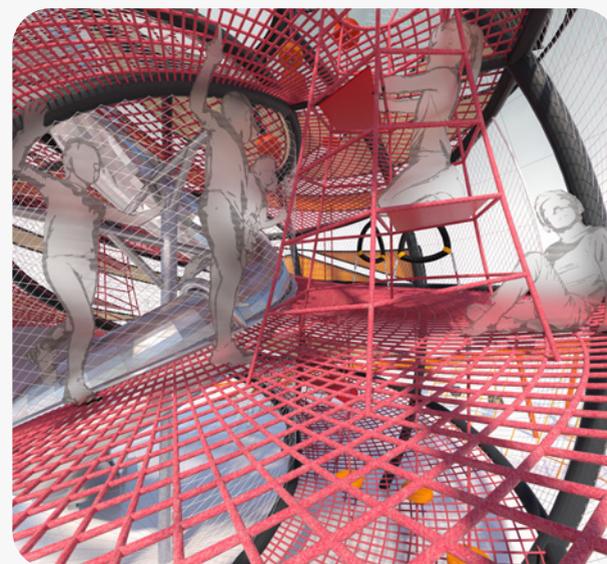
The membrane seats provide a swaying meeting point where children can take a break from climbing.

The vertical climbing tunnels with membrane steps offer an efficient way to the top, developing children's cross-coordination, proprioception and sense of space, as well as arm and leg muscles.

The triangle plate offers a swaying seat for a break, inviting socialising and turn-taking. Arm, leg and core muscles are developed when climbing up and through.

The membranes and smaller net meshes offer bouncing fun and are great meeting points for being with friends.

The ropes with discs and orbital hang-out steps are theme-relevant elements that support dramatic play while training children's balance and cross-coordination when they climb and move between them. When children pass each other, they learn how to cooperate, take turns and consider each other. All important life skills.



Potential specifications	Saturn
Age	5-12 years
Max. fall height	295cm
Total height	658cm
Fall space dimensions	2400 x 2300cm

Final designs and data depend on regional safety standards.
About inclusion – see pages 12-13.
For use of recycled materials – see pages 14-15.

Quality materials – to withstand decades of weather and usage

Our engineers carefully calculate the static strength of each play structure, and our production uses only the highest quality materials.

More than fifty years of testing through play around the world has given us extensive knowledge on how to achieve extreme durability. This results in minimal downtime and a low total cost of ownership. For generations of children, this means endless hours of play.

1 Slides

Slides are curved or straight tunnel slides of either PE or stainless-steel material, supported by multiple steel rods to a central steel post. Both materials ensure superior durability in all locations.

2 Metal parts

Metal parts are made of high-quality steel and are hot-dip galvanised inside and outside with lead-free zinc. On the outside, there is an optional layer of coloured powder coating. This ensures both excellent corrosion resistance and colourful design expression.

3 Ropes

Our unique tempered Corocord ropes are made from high-quality polyester fibres and offer high strength with balanced elongation properties. They are very resistant to abrasion and incredibly durable in all weather conditions. Each strand is tightly wrapped with PES yarn in >95% post-consumer recycled material, which is melted onto every individual strand, making the ropes highly wear- and vandalism-resistant.

4 EcoCore™ panels

19mm EcoCore™ panels are made from a highly durable and eco-friendly material that is not only recyclable after use but also made from >95% post-consumer recycled waste, including the coloured cap layer.

5 Corocord “S” clamps

Corocord “S” clamps, in stainless steel with an 8mm diameter, are used as universal connections. Ends are rounded off, and the whole clamp is pressed around the rope, using a special hydraulic press. Therefore, they cannot be removed using conventional tools, making them highly vandalism-resistant.

6 Corocord membranes

Corocord membranes are made of abrasion- and UV-resistant rubber with a four-ply reinforcement polyester fabric. Products with armoring and two surface layers have a total thickness of 7.5mm. Due to the design, the membranes are cut-resistant and virtually indestructible.

7 Polycarbonate panels

Transparent polycarbonate panels with multi-layer graphic print (on the outside) have a vandalism-resistant and protective lacquer top layer. Both panels and lacquer are UV-stabilised to prevent fading.

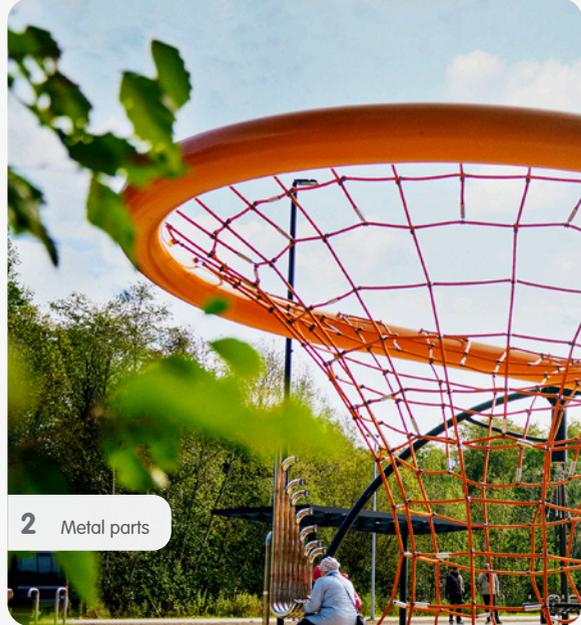
8 Aluminium clamps

Corocord aluminium smart clamps are used as connectors between steel posts and rope. Two aluminium castings are screwed together. The height of the clamps is thus variable.

9 Coconut rope

PP coconut rope in coconut style has a diameter of 150mm. The internal steel wire core has thimbles at both ends, which serve as attachments for the rope to existing connecting elements.

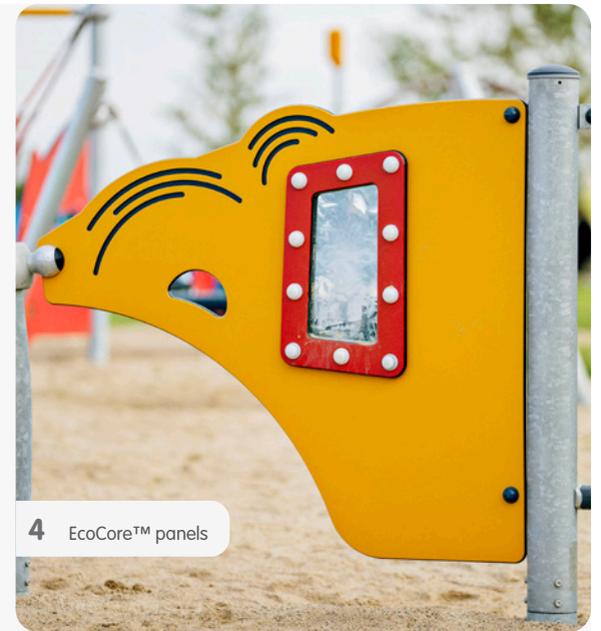




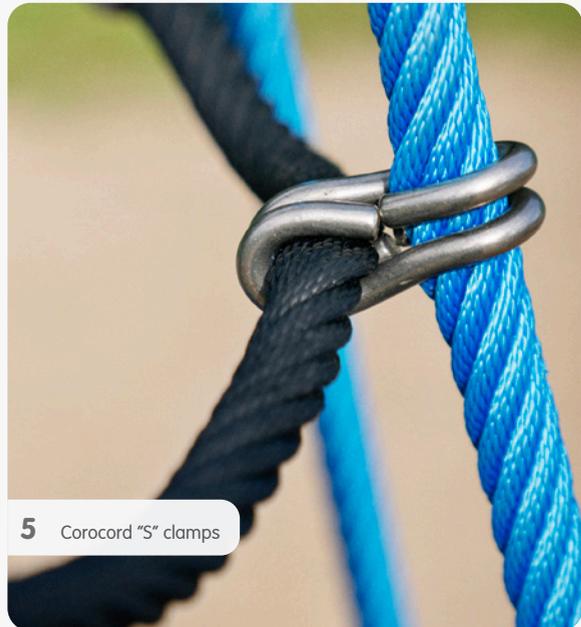
2 Metal parts



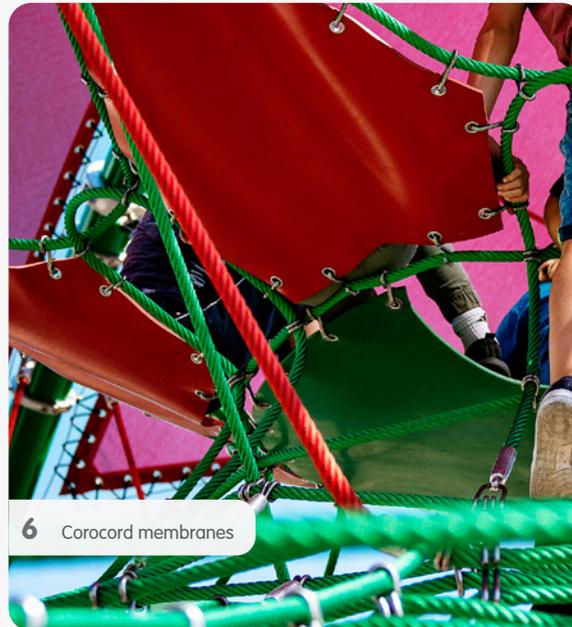
3 Ropes



4 EcoCore™ panels



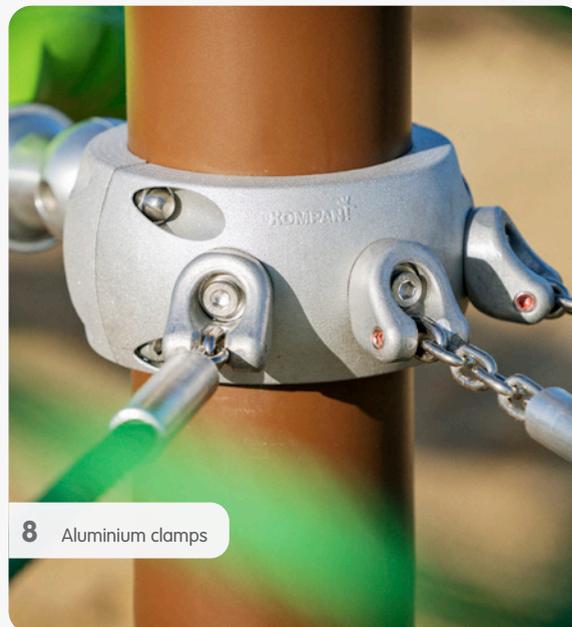
5 Corocord "S" clamps



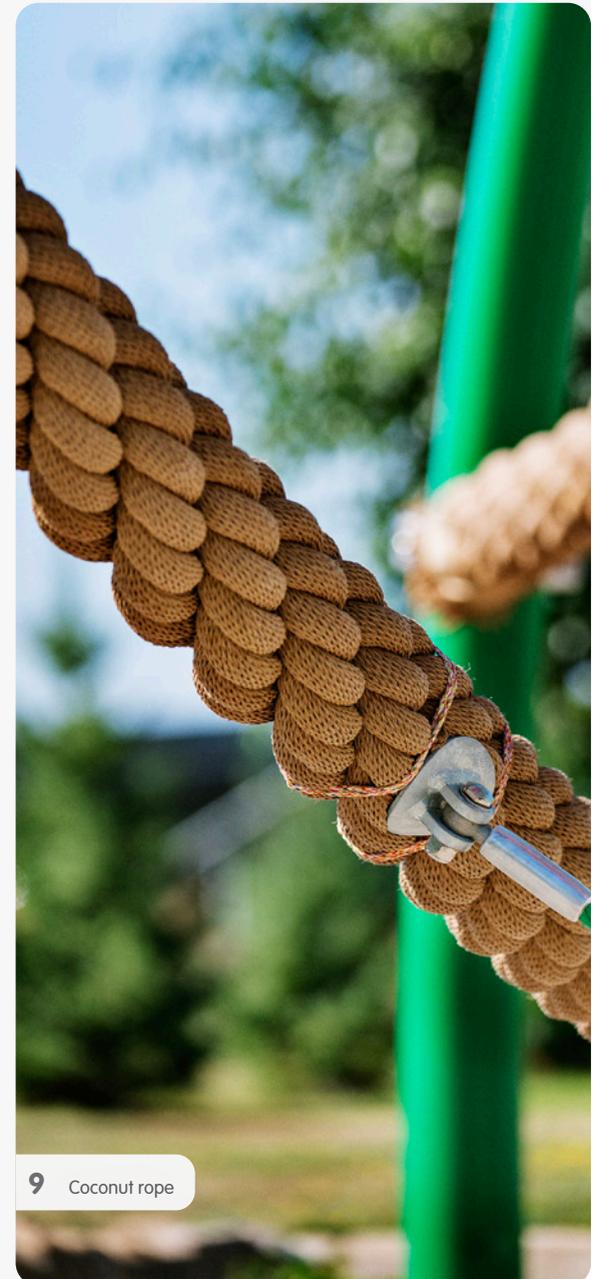
6 Corocord membranes



7 Polycarbonate panels



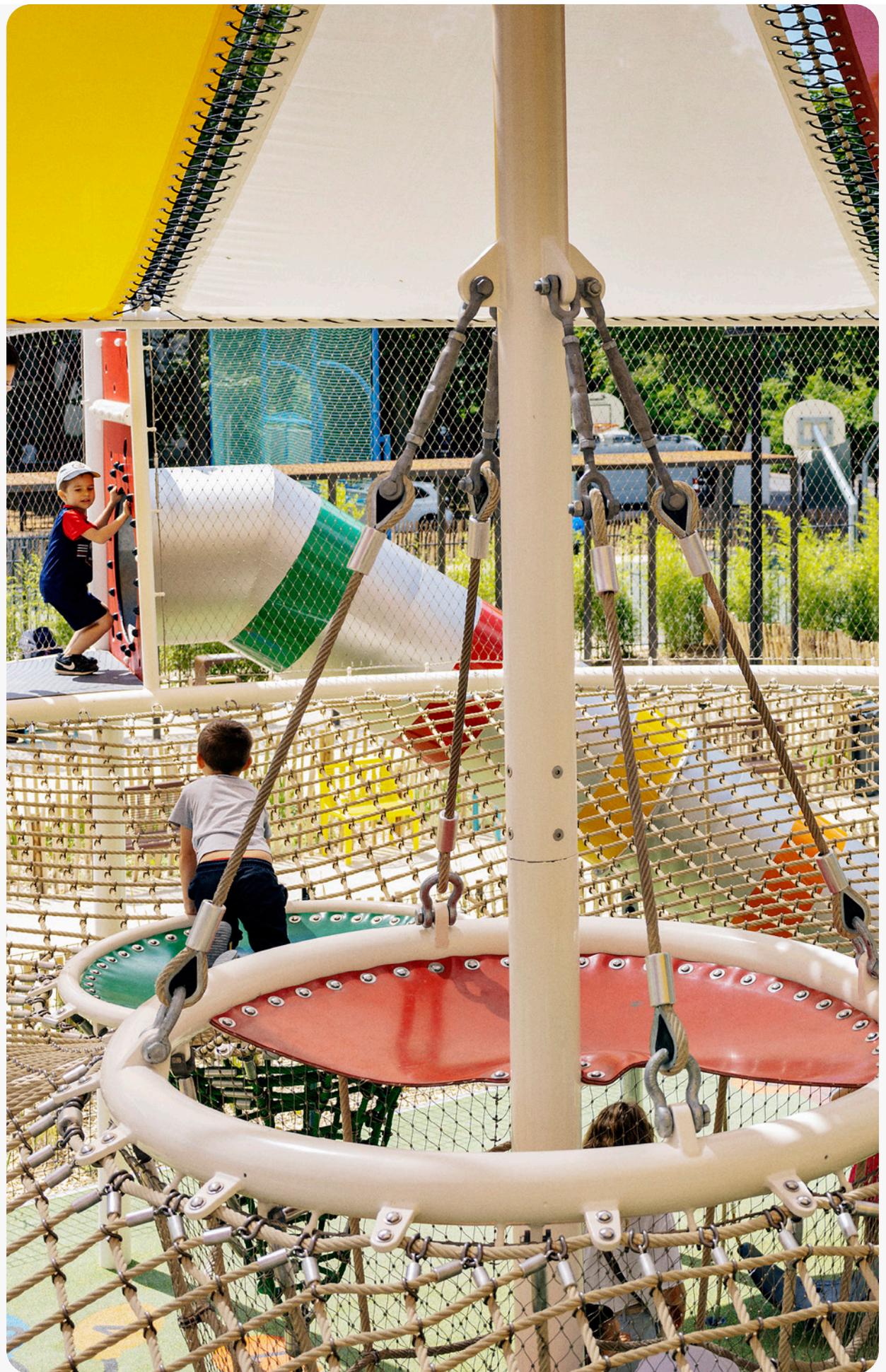
8 Aluminium clamps



9 Coconut rope

Safe and certifiable,
as with every
product we have
designed since
1970

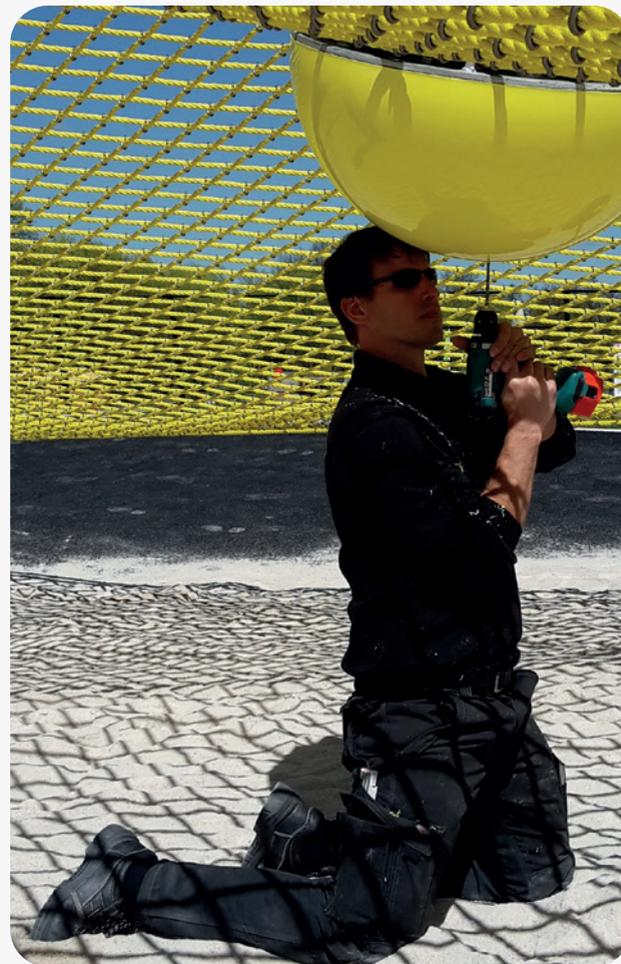
At KOMPAN, since 1970, we have developed outdoor play equipment that stimulates and challenges children, with safety as the paramount consideration. Every part of the design, engineering, production and construction process is geared to ensure safety in the final products, which are certified by TÜV.





Turning ideas into reality

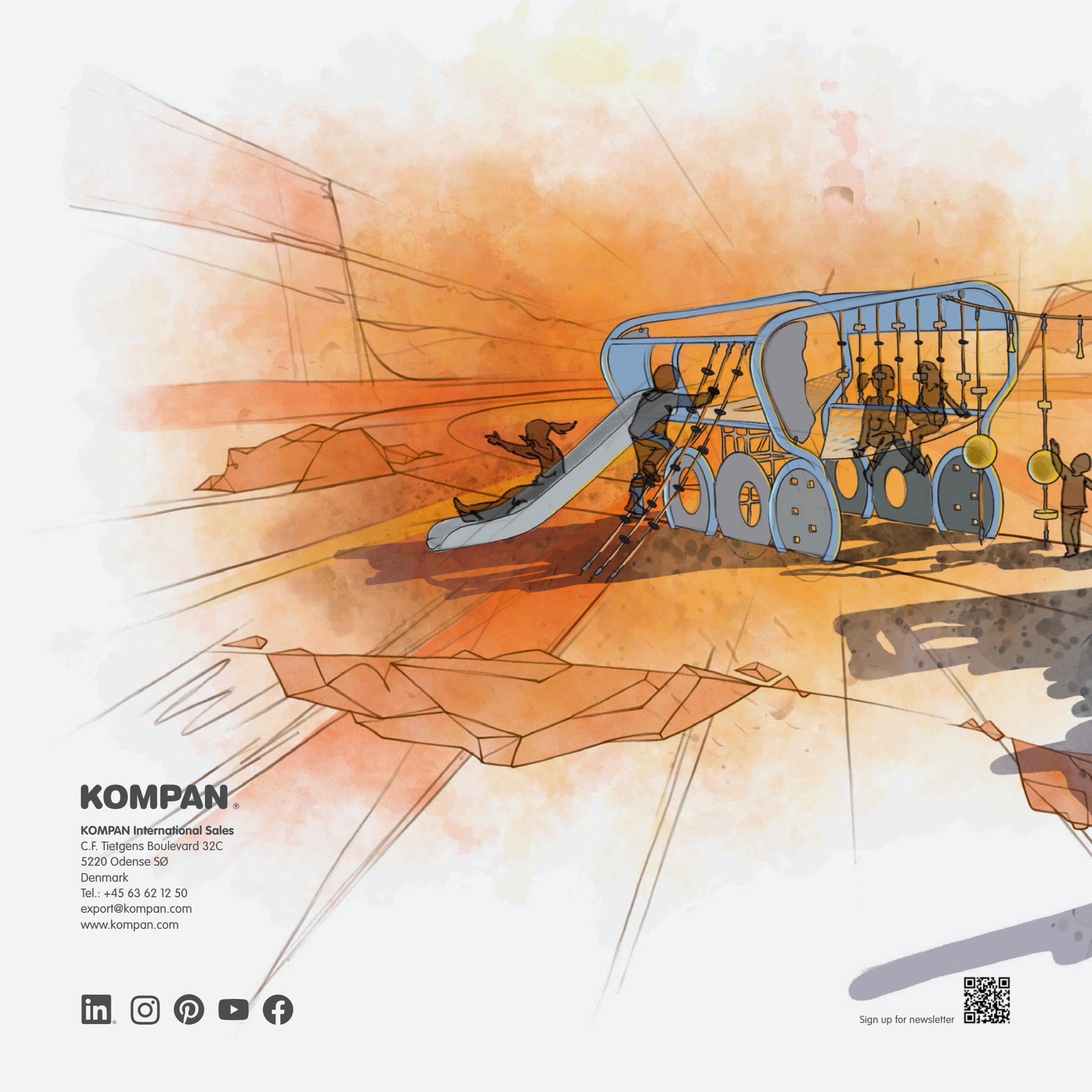
Building a playground is not child's play. It is a significant construction. From clearing the area for foundations to finishing off the site, it involves heavy equipment, extensive materials, complex products and expert knowledge. All these factors must be precisely coordinated to avoid delays. Our expert teams have done it many times and are happy to take this load off your shoulders.



... and all are loaded with play







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