

Embankment Tunnel Slide, height 2.5m

COR71007



Item no. COR710071-0400	
General Product Information	
Dimensions LxWxH	510x84x79 cm
Age group	3+
Play capacity (users)	2
Colour options	



The Embankment Tunnel Slide is extremely attractive. It makes children loop up hill and slide down again and again. The Embankment Tunnel Slide could be the main attraction in a playground. Apart from the immense thrill of sliding, the Embankment Tunnel Slide also give children support in developing important motor skills. Children train the sense of space and

balance. These are important when managing the world securely, avoiding falls and accidents. Gaining the courage to go down the steep tunnel adds a sweet sensation of achievement when sliding the Embankment Tunnel Slide. This is a social-emotional benefit, which is further enhanced by the cooperation and turn taking skills that children train when entering.

The width of the slide invites rides with friends. The slide mouth is extra long to add a feeling of security.



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At 35°, the slide is set to the optimum angle to ensure both gliding fun and safety.



Catering to different terrains, the embankment slides are available in 9 lengths from 1 - 3m.

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Installation Information	
Max. fall height	100 cm
Safety surfacing area	22.2 m²
Numbers of installers (persons)	2
Total installation time	2.0
Excavation volume	0.70 m³
Concrete volume	0.36 m³
Footing depth (standard)	100 cm
Shipment weight	370 kg
Anchoring options	In-ground ✓
Warranty Information	
Stainless steel slide	10 years
Spare parts guaranteed	10 years

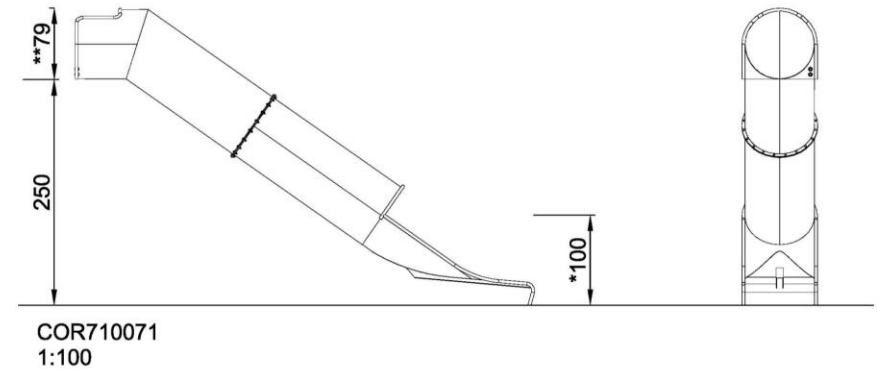
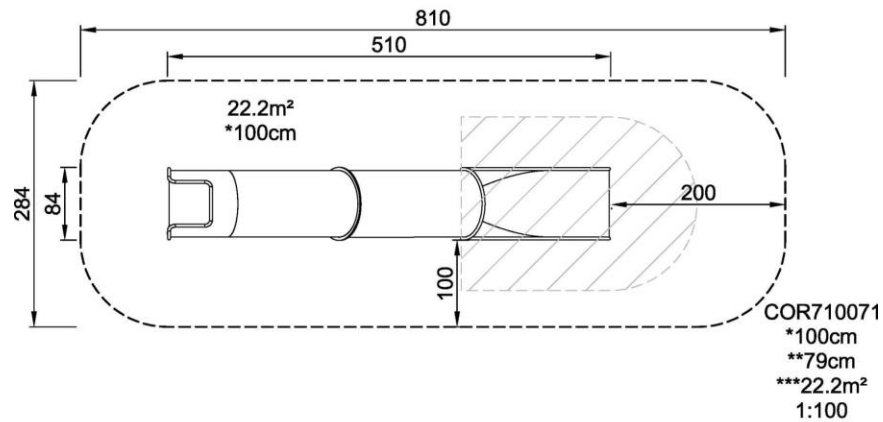


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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

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Tunnel slide

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

Social-Emotional: empathy stimulated by turn-taking.

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



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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).



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



CLIMB

To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



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.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



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.



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.



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.



JUMP

To jump is the act of jumping up or down on a hard surface.



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.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



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.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



SLIDE

To slide is the act of moving fast downwards seated on a slide.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



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.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.