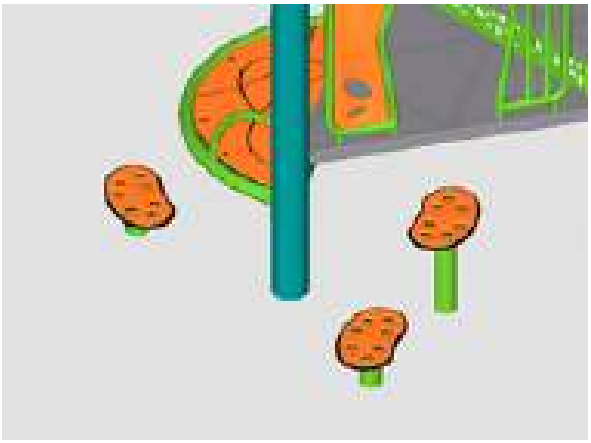
PLAY STRUCTURE

BALANCING

LIL NOVO
BEAN STEP

Burke
PLAY THAT MOVES YOU



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

KEY FEATURES

Ages: **2 - 12**

Capacity: 3

The Lil Novo Bean Step is another way to create equal opportunities on this playground. Located at the station, the extra step helps smaller children access the transfer platform, and practice their balancing skills in the process!

PASSIVE

NOVO ARC
BENCH

Burke
PLAY THAT MOVES YOU



SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

KEY FEATURES

Ages: 2 - 12

Capacity: 2

ACCESSIBLE

What if we could put the “play” back into playground furniture? What if we could create a category of multi-purpose site amenities that can be used in all NEW ways? Novo® Playful Furniture is that category and the time is now. Novo Playful Furniture combines form and function to create fun and creative site amenities that can be seamlessly integrated into play areas or used as part of an outdoor classroom. Balance on the Novo Arc Bench, relax and socialize on the Novo Table or learn and interact at the Novo Teardrop Counter Climber.

IMAGINATION

DRUM
ACCESSIBLE
REACH PANEL

Burke
PLAY THAT MOVES YOU



FINE MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

KEY FEATURES

Ages: 2 - 12

Capacity: 2

ACCESSIBLE

Create the perfect play area for children with Burke’s Interactive Play Panels. The play panels encourage exploration, interaction and develop fine-motor skills for children with all abilities.

IMAGINATION

CHIMES PANEL



FINE MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

KEY FEATURES

Ages: 2 - 12

Capacity: 2

ACCESSIBLE

Create the perfect play area for children with Burke's Interactive Play Panels. The play panels encourage exploration, interaction and develop fine-motor skills for children with all abilities.

IMAGINATION

BURKE MART



FINE MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

KEY FEATURES

Ages: 2 - 12

Capacity: 4

ACCESSIBLE

Open for business, the Burke Mart brings imaginative play to any playspace! Kids will have so much fun, they won't realize they are developing social skills such as cooperation and imagination!

MOTION

INNOVA ROCKER



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY
MOTION

KEY FEATURES

Ages: 2 - 12

Capacity: 4

ACCESSIBLE

Creating a play experience from a playground necessity is an innovative way to inject fun and surprise into each and every environment and keep all children coming back for more play! The Innova™ Rocker enhances inclusive play and allows all children to play independently while developing balance, coordination, communication and social skills. The Innova Rocker brings everyone together at the heart of the action and provide a true universal play experience for children of all abilities. It's a rockstar of a rocking experience if we do say so ourselves.

IMAGINATION

KALEIDOSCOPE

KEY FEATURES

Ages: 2 - 12

Capacity: 1

ACCESSIBLE



FINE MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Colors and shapes show a whole new reality when kids play with the Kaleidoscope! It opens a world of mystery, discovery and delight when they see what the world looks like through a different lens. The Kaleidoscope is a fun addition to add sensory, exploration, imaginative and cooperative play opportunities to any playspace!

SLIDING

VIPER SPIRAL

KEY FEATURES

Ages: 5 - 12

Capacity: 3



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

The Viper® Slide can't be tamed, but kids love trying! Viper's exciting twisty and fast serpentine action is guaranteed to generate incredible high-energy fun and safe, healthy play.

SLIDING

ROCK N ROLL SLIDE

KEY FEATURES

Ages: 2 - 12

Capacity: 2

ACCESSIBLE



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

This exclusive slide adds excitement to your playgrounds. It features 'Burke Built™' quality, and the double-wall compounded plastic construction means it is stronger and will last longer. This innovative slide offers an exciting twist to the traditional sliding experience. With its dynamic design, the Rock N Roll Slide captivates children's imagination and provides a secure and exhilarating ride.

BALANCING

FLYLOW POD

KEY FEATURES

Ages: 2-12

Capacity: 2



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

The Flylow Step Pod is not only visually engaging but also encourages physical activity and the development of motor skills in children. Learn. Socialize. Sit. Relax. Play. Engage. The Flylow Pod can be used as a bench for children to play and communicate or as balancing play event.

SLIDING

COBRA SLIDE SPIRAL

KEY FEATURES

Ages: 5 - 12

Capacity: 2



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Excitement can't be contained when it comes to COBRA® SLIDES! They are twisting, turning, in and out of light and SO MUCH FUN! Fun aside, sliding has a variety of developmental benefits ranging from core strength and balance to taking turns and imagination.

PASSIVE

EVOLUTION HEX ROOF

KEY FEATURES

Ages: 2 - 12

Capacity: 6

ACCESSIBLE



SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

The Nucleus® Evolution® roofs draw your eye to its interesting colors and unique shadow patterns! Bringing us back to nature and natural shapes, these roofs are reminiscent of light filtering through leaves or tree canopies and help everyone fulfill their connection to the natural world.

PASSIVE

EVOLUTION ROOF

KEY FEATURES

Ages: 2 - 12

Capacity: 4

ACCESSIBLE



SOCIAL-EMOTIONAL PLAY

COGNITIVE PLAY

TACTILE PLAY

The Nucleus® Evolution® roofs draw your eye to its interesting colors and unique shadow patterns! Bringing us back to nature and natural shapes, these roofs are reminiscent of light filtering through leaves or tree canopies and help everyone fulfill their connection to the natural world.

CLIMBING

ION CLIMBER

KEY FEATURES

Ages: 5-12

Capacity: 2

ACCESSIBLE



GROSS MOTOR SKILLS

SOCIAL-EMOTIONAL PLAY

COGNITIVE PLAY

TACTILE PLAY

Crafted with precision and durability, the Ion Climber features a unique geometric design, creating a visually striking and dynamic play experience for children. With its interconnected climbing elements, the Ion Climber challenges children to navigate its angular paths and reach new heights. This climber not only promotes physical activity but also sparks imaginative play as children conquer its contemporary and adventurous design.

CLIMBING

NUCLEUS CORE CLIMBER

KEY FEATURES

Ages: 5 - 12

Capacity: 10



GROSS MOTOR SKILLS

SOCIAL-EMOTIONAL PLAY

COGNITIVE PLAY

TACTILE PLAY

The hub. The center. The crux of adventure. The essence of Play That Moves You. Nucleus Core is™ the beginning of an incredible play experience that will keep children moving, discovering and surprising themselves at every turn. Core lays the foundation for exploration with multiple climbing paths and challenge levels that link children to slides, towers, climbers and more. Discover a whole new way to play on Nucleus Core.

CLIMBING

NUCLEUS CORE ARCH CLIMBER

KEY FEATURES

Ages: 5 - 12

Capacity: 10



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

The hub. The center. The crux of adventure. The essence of Play That Moves You. Nucleus Core is™ the beginning of an incredible play experience that will keep children moving, discovering and surprising themselves at every turn. Core lays the foundation for exploration with multiple climbing paths and challenge levels that link children to slides, towers, climbers and more. Discover a whole new way to play on Nucleus Core.

OVERHEAD

HORIZONTAL LADDER

KEY FEATURES

Ages: 5 - 12

Capacity: 6



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Overhead Ladders offer so many opportunities for play and development within a playspace. These new overheads embody Burke's energetic design language, are loads of fun and promote upper body strength and teach resilience!

CLIMBING

SHASTA CLIMBER

KEY FEATURES

Ages: 5 - 12

Capacity: 3



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Climbing is one of the most popular events in the playspace. It's fun, exciting and adventurous. It's also extremely beneficial to child development and builds upper and lower body strength, agility, cognitive planning and cooperation skills.

CLIMBING

TAKTIKS TRAIL TOWER

KEY FEATURES

Ages: 5 - 12

Capacity: 4



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Taktiks® is a manifestation of Play That Moves You® with endless developmental opportunities and unmatched play value. The name hails from descriptors of this unique collection - Tactical, Tactile, Tactics - and provides users with an unforgettable experience. Using unexpected materials and shapes, Taktiks provides endless climbing, traversing and balancing activities at different challenge levels for children ages 5-12. The enhanced collection provides even more opportunities for children to develop skills such as cognitive planning, strength and coordination.

CLIMBING

TAKTIKS TALL ROPE WALL

KEY FEATURES

Ages: 2 - 12

Capacity: 4



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Taktiks® is a manifestation of Play That Moves You® with endless developmental opportunities and unmatched play value. The name hails from descriptors of this unique collection - Tactical, Tactile, Tactics - and provides users with an unforgettable experience. The enhanced collection provides even more opportunities for children to develop skills such as cognitive planning, strength and coordination.

CLIMBING

VERTO CLIMBER x1

KEY FEATURES

Ages: 2 - 12

Capacity: 3



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Verto Climbers offer versatility for playground design and creative climbing options for kids! These unique climbers have one, two or three climbing sections and can be combined in various configurations for unlimited adventures! Use the Verto climbers to link play events, provide access to platforms or create a freestanding maze of climbers that encourages cognitive planning and requires strength and agility to maneuver from one spot to the next.

CLIMBING

PURSUIT CLIMBER

KEY FEATURES

Ages: 5 - 12

Capacity: 4



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Bringing adventure, excitement and loads of developmental benefits to your playground is the latest in climbing available from Burke. The Pursuit™ Climber uses the exciting new Tread Pod to encourage children to move, play, imagine and problem solve through play!

CLIMBING

ACCESSIBLE RAMP

KEY FEATURES

Ages: 2 - 12

Capacity: 6

ACCESSIBLE



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY

Help all children get into the heart of the play with the ADAAG Ramp. At Burke, we take play for all seriously and want children of all abilities to enjoy the benefits of playing together.

FREESTANDING PLAY

IMAGINATION

SERENITY SPOT

Burke PLAY THAT MOVES YOU

KEY FEATURES

Ages: 2-12

Capacity: 4

ACCESSIBLE



FINE MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Informed by research, the Serenity Spot is designed for all children with a special focus on children on the Autism spectrum. A fort-like environment that offers special features such as a kick flap, objects to manipulate and a mirror to help see and express emotion, the Serenity Spot has options for children to express themselves freely and provide an outlet for stimming behaviors of children on the ASD spectrum. Enhances and encourages intergenerational play with spaces for children and caregivers to sit and interact..

IMAGINATION

STEMPLAY NEWTON

Burke PLAY THAT MOVES YOU

KEY FEATURES

Ages: 2 - 12

Capacity: 4

ACCESSIBLE



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Newton's Laws are in action! Observe Newton's first, second and third laws by using your own force to move the marbles.

IMAGINATION

STEMPLAY MOMENTUM

Burke PLAY THAT MOVES YOU

KEY FEATURES

Ages: 2 - 12

Capacity: 4

ACCESSIBLE



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Roll both Spinners to the top of the track and give them a push. Why do you think theRoll both Spinners to the top of the track and give them a push. Why do you think the large wheel spins slower than the smaller one?large wheel spins slower than the smaller one?

IMAGINATION

SEEK N FIND

Burke PLAY THAT MOVES YOU

KEY FEATURES

Ages: 2 - 12

Capacity: 4

ACCESSIBLE



FINE MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY

Kids can create their own playground experience and improve their memory skills individually or with a group of friends while using their eyes to spot different patterns and spinners placed throughout the playspace.

MOTION

ORB ROCKER

Burke PLAY THAT MOVES YOU

KEY FEATURES

Ages: 2 - 12

Capacity: 10



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY
MOTION

Thoughtfully designed with grips that accommodate different body sizes and provide a perceptible place for hands and feet and a side entrance that allows all users to enter and ride comfortably.The Orb Rocker helps children develop socially, emotionally physically and cognitively all while having fun and getting exercise.

SWINGING

2 X BELT SEATS
1 X TOT SEAT
1 X FREEDOM SEAT

Burke PLAY THAT MOVES YOU

KEY FEATURES

Ages: 2 - 12

Capacity: 4

ACCESSIBLE



GROSS MOTOR SKILLS
SOCIAL-EMOTIONAL PLAY
COGNITIVE PLAY
TACTILE PLAY
MOTION

There's nothing quite like the joy of swinging. The feeling of freedom and flying while the ground fades away and you feel like a bird, like a plane or even a superhero. The Freedom inclusive Swing Seat allows children of all abilities to enjoy the childhood joy of swinging in a safe and secure swing seat created just for them. Pair it with a standard Burke swing beam and accessible surfacing to create an inclusive playspace everyone can enjoy.