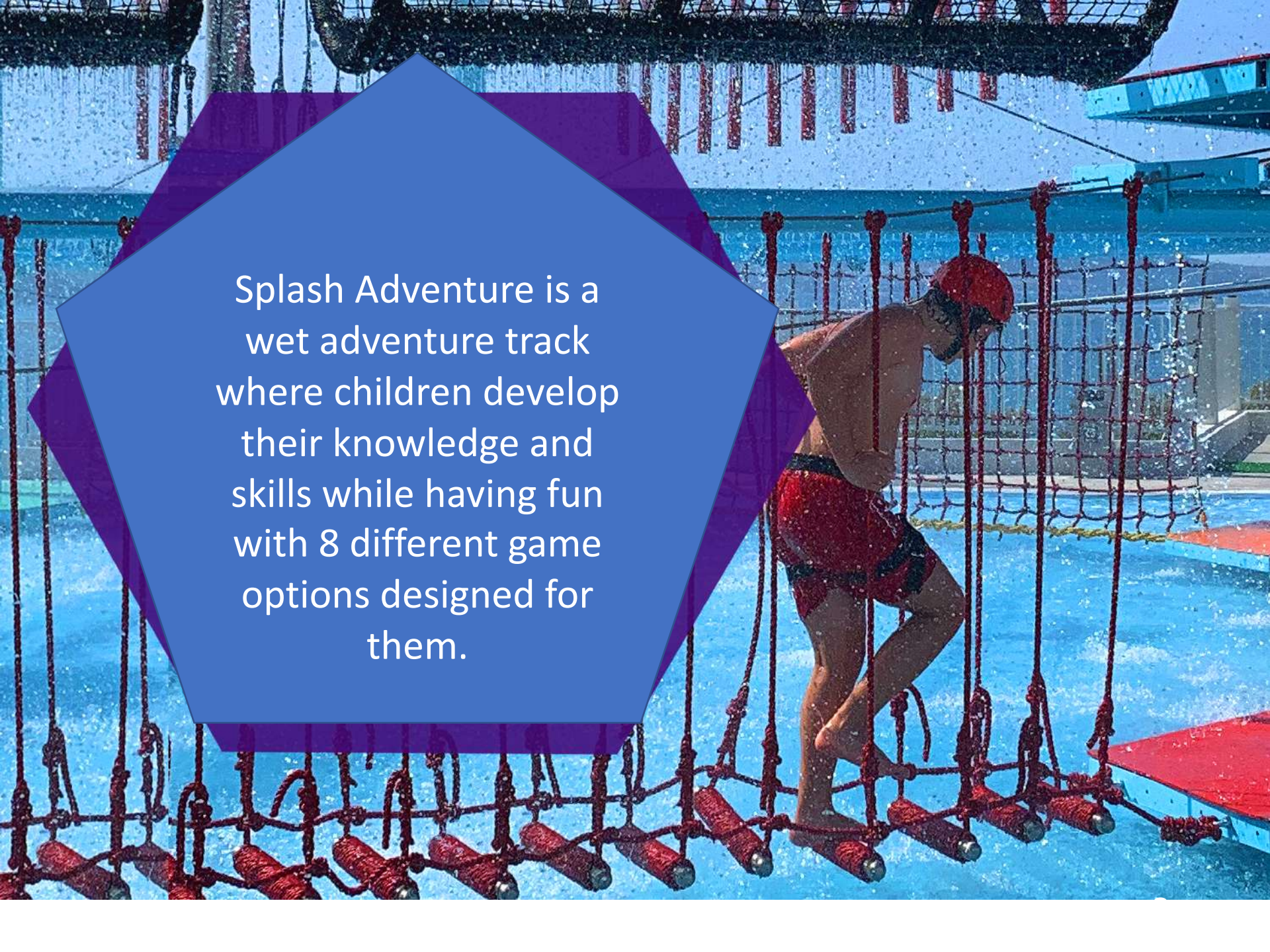




A child wearing a red swim cap and red swim trunks is navigating a rope-based obstacle course in a pool. The child is standing on a series of red cylindrical floats suspended by ropes. In the background, there are more ropes and a net structure. The water is blue and splashing. A large blue and purple geometric shape is overlaid on the left side of the image, containing text.

Splash Adventure is a
wet adventure track
where children develop
their knowledge and
skills while having fun
with 8 different game
options designed for
them.

To be remembered life time long

Dear partners,

As Polgün, we have started our Research & Development projects in 2019, and we have implemented the Polgün Splash Adventure wet ground adventure track in 2020. We believe that the Polgun Splash Adventure, where children and adults develop their physical skills, learn while having fun and experience the adventure game culture, as well as the pool and slide activities which are indispensable for holidays.

Reflecting the investigative, competitive, adventurous and sportive spirit of the new generation, Splash Adventure will not only be a reason for preference for your guests, but will also host memories that will be remembered for life time long with the spirit of adventure and competition they experience.

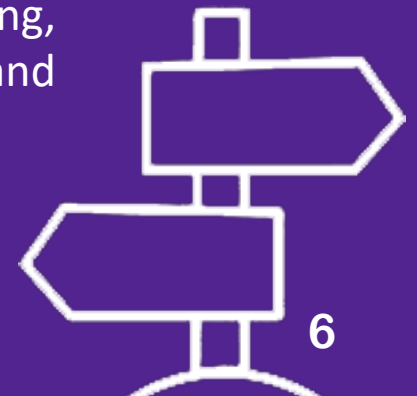
İbrahim Güngör
CEO, Polgün Waterparks





What is Splash Adventure?

The Splash Adventure product was designed by Polgün as a track that was applied for the first time in Turkey, where children can experience adventure on the wet ground and do sports with the spirit of competition. All of the tracks, which are connected with 5 destinations and 10 different games, are aimed at improving the user's memory, repetition, sequencing and mathematical knowledge, as well as their physical development, with geometric shapes, warm-cold colors and activities of different difficulty levels. With a reward system; With the movement of leaving water from above at each destination, the child was allowed to have a good time by achieving success, rewarding and enjoying the moment. The track was enriched with physical activities such as climbing, jumping, synchronous walking, holding and balance games and presented to the user's taste.



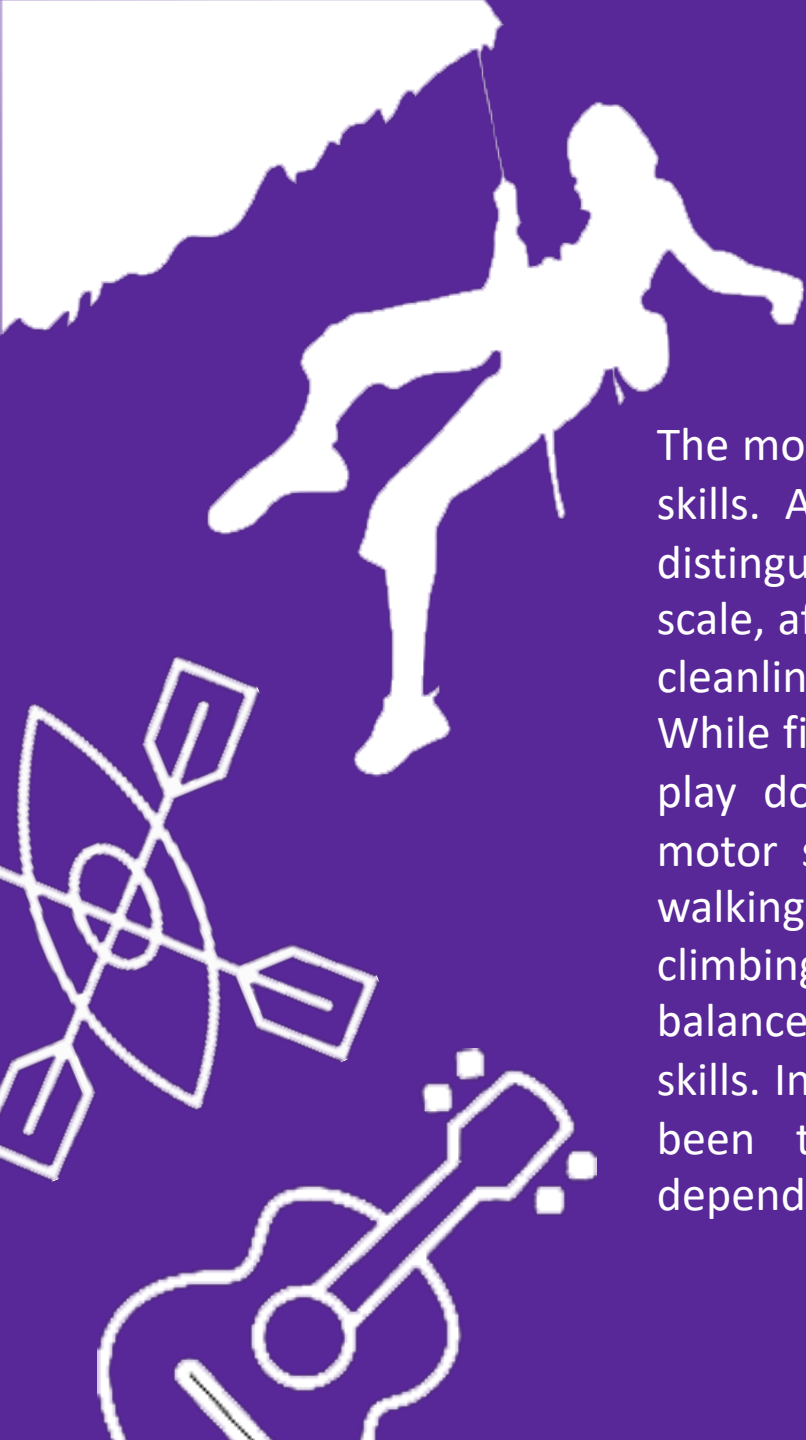
Pedagogical Evaluation

As the Psychology Team of the Institute of Medical Research, our opinions about the Polgun Splash Adventure track are presented in detail below. In particular, pedagogical studies have been taken in many dimensions and we hope that it will be beneficial to our families and to everyone who is interested in child psychology. The game has been considered as a very important healing dynamic for all educators and health workers since the 19th century. It is the source of health and functionality, and it is a very important element for the child or adult individuals to express themselves correctly, to discover their emotions and to develop their physical skills experientially.

The thematic track in question has combined play materials developed specifically for children with creativity and fun, and we think that it will be very beneficial for the development of children with the right leader.

Psychologist/Author Meltem Rumeli
Institute of Medical Research
Psychology Coordinator





Developing gross motor skills

The most basic physical development of the child is motor skills. As mental health experts, these skills, which we distinguish as fine and gross motor skills, are on a wide scale, affecting the child's toilet habits, ensuring individual cleanliness, and mathematics and art education at school. While fine motor skills cover activities such as playing with play dough, holding a pencil, and using cutlery, gross motor skills form the basis of sports activities such as walking, running and jumping. Specially developed climbing, jumping, synchronous walking, holding and balance games on the playgrounds directly address these skills. In addition, the safety of children provided here has been taken into account. It develops these skills, depending on the safety rope and safety rail.

Developing Team Awareness

Perhaps one of the most important benefits of the playground is to develop team psychology. One of the most important problems in applying to therapists, especially in metropolitan areas, is children's adaptation and jealousy problems. Children suffer intensely from issues such as sibling jealousy, bullying at schools or social cohesion. Children have difficulties in starting games or approaching the situation of being in competition with other children. These tracks prepare the child for the experience directly in the game. While the child realizes his own strength in the tracks, he also communicates with other children in a useful way. It competes with entertainment away from the reward-punishment system. By recognizing the basic components of anxiety at a very early age, he understands the importance of solving the problems that he will face in the coming years as a group. Thus, team consciousness develops. And it makes an important contribution to social development.

Coping with competitive psychology

Takım psikoljisi gelişen ve parkur tamamlama ile sadece bir havuzda kendi başına oynamaktan öteye geçen çocuk duygularını tanımaya başlar. Öfkenin harekete geçiren bir unsur olduğunu fark eder.



Trust yourself and the outside world

There are many factors that cause anxiety in children today. Social media, wars, breakups, etc. Situations like this cause deep psychological wounds in children. Preventing these wounds and especially ensuring trust in the outside world is to develop the child's individual confidence. The basis of self-confidence is to remove the child's obstacles, albeit for a certain period of time. Any moment that the child can feel free is an important source of confidence in his future. The child, who feels his freedom in the pool, moves forward with this sense of freedom after exceeding the limits of the pool.



GAMES

GAME 1

HANGING CIRCLES

(Upper Course Junior Game)

GAME 2

GEOMETRY BRIDGE

(Lower Course Junior Game)

GAME 3

CLIMBING WALL

(Upper Course Junior
Game)

In the climbing game where mountaineering skills are developed, the hand-held apparatus prevents the user from stepping, allowing the user to climb only up to a certain height.

4. OYUN BARREL DREA

(Lower Course Junior Game)

It is aimed to improve the ability to stand in balance with balance walking on barrels with textured surfaces

GAME 5
ADVENTURE TUNNEL
(Upper Course Junior Game)



The background of the slide is a photograph of a person standing on a drawbridge made of red ropes and wooden planks. The person is wearing a red swimsuit and a red cap, and is looking down at the bridge. The bridge is set over a body of water, and there are blue structures and other people visible in the background.

GAME 6
DRAWBRIDGE
(Lower Course Junior Game)

GAME 7 WICKED LOGS

(Upper Course Junior Game)

GAME 8 ZIG-ZAG TRANSITION

(Lower Course Junior Game)

GAME 9

SKY WALK

(Upper Course Junior Game)

GAME 10

CLIMBING NET

(Lower Course Junior Game)



SAFETY RULES





1- While the Splash Adventure children's track (LOWER track) can be used by children aged between 95cm-135cm, it is recommended to use the large track for young people between 135cm and 205cm in height.

2- It is important for the safety of the users that they weigh a maximum of 120kg.

3- It is a rule to use the track with a lifeguard.

4- Users who are afraid of heights or unsure of themselves are prohibited to use, it is not appropriate to force children and young people to participate in the game.

5- It is not allowed to enter the track with accessories, backpacks, watches, etc.

6- It is not appropriate to use the track with optics or sunglasses.

7- When entering the track, the track cannot be used without the safety belt, rope or helmet fastened by the lifeguard or security personnel.



8- The user should be taught to use the safety rope on the demo panel before the track and it should be ensured that he fully understands it.

9- If you have any doubts about the safety rope or safety belt, please do not use it and request technical support from our company.

10- A maximum of 2 users can wait at the same time at the hexagon-shaped waiting stations located at each corner of the track.

11- A user can pass another user on the track. The transition form should be transferred to the user at the end of the product usage midterm.

12- The user entering the track must agree to obey the instructions of the security guard or lifeguard of the facility.



For your questions and suggestions, you can call us or
DROP an e-mail to splashadventure@polgun.com

[**www.polgunwaterparks.com**](http://www.polgunwaterparks.com)