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| **Name of activity, event, and location** | **1st Anytown Scout Group**  **Visiting a playground or park** | **Date of risk assessment** | **21 October 2021** | **Name of person doing this risk assessment** | **A Leader**  **(working with others)** |
| **Date of next review** | **21 October 2022 -**  **or with significant change to activity or conditions** |

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| **What hazard have you identified? What are the risks from it?** | **Who is at risk?** | **How are the risks already controlled?**  **What extra controls are needed?** | **What has changed that needs to be thought about and controlled?** |
| **A hazard** is something that may cause harm or damage.  **The risk** is the harm that may occur from the hazard. | For example: young people,  adult volunteers,  visitors | **Controls** are ways of making the activity safer by removing or reducing the risk.  For example, you may use a different piece of equipment or you might change the way you do the activity. | Keep **checking** throughout the activity in case you need to change what you’re doing or even **stop** the activity.  This is a great place to add comments which will be used as part of the review. |
| **Losing Young People (YP)** | Young people | Carry out a register at the start and, preferably have more than one copy between the leader team. Include basic emergency contact details and an agreed action plan for dealing with emergencies.  Ensure the activity has regular breaks to allow for a headcount of those present. |  |
| **Venue away from HQ:**  Getting to and from  Adult supervision | All participants | Consider the safest way to be at the venue.  Parents bringing the YP straight there is best.  Get extra help from parents if possible to keep adult numbers up.  If walking there with leaders, assess the number of adults required to be safe – this may be more than the standard Ratio required.  Consider terrain, traffic, weather, time of day, excitement of YP etc.  Approprioate [adult : young people ratio](https://www.scouts.org.uk/volunteers/running-your-section/adult-to-young-people-ratios/) |  |
| **Surfaces:**  slips, trips, and falls. | All participants | Check that the activity area is clear of objects likely to cause an increased risk of tripping or slipping or cause injury if someone falls on them.  Make sure that players are wearing appropriate footwear and it’s secured to their feet (check laces are tied and so on).  Is it best choice for the weather conditions?  Advise parents & YP in advance of the visit of expectations. |  |
| **General Obstructions:** collisions with obstacles or tripping on them causing injuries to people. | All participants | Move mobile items out of activity area and resite the activity if this is not possible.  Make YP aware of the hazards if they can’t be moved. |  |
| **Wide games**  collisions,  tripping up,  grabbing others or their clothing. | Players | Make sure that the rules of the game restrict or prohibit contact.  Consider how many people are playing (the more players, the higher the risk of serious injury). OR Consider the difference in size between players (the greater the range, the higher the risk of serious injury).  Make YP aware of the hazards from low branches (head and eye contact from running into them) and of roots and logs on the ground and uneven surfaces (trips and falls)  Have at least two leaders: one to control the game, one to monitor the area generally. |  |
| **Behaviour: overexcitement and not following rules or instructions** could lead to accidents. | Everyone | Explain any rules clearly at the start of the actvity.  Monitor the mood level throughout.  Agree and use a clear communication to stop the activity – everyone should stop as soon as they hear the agreed signal or anyone shouting STOP.  Have a clear location for those not participating in the activity. |  |
| **Playground equipment.** | Young people | Leaders to make a check on some of the common equipment faults and keep a look out for some of the activities causing the following and adopt the suggested controls:  1. Fall - gravity - gap due to maintenance issue - check before you start  2. Stepping back into gap - distraction - lapses of attention - close supervision  3. Loss of grip - slippery - wet - check prior to start and stop if weather deteriorates 4. Loss of grip - strength / capability - individual - choice of equipment to suit individuals- accessibility  5. Loss of grip - lack of concentration - speed - racing- mistake - close supervision  6. Loss of grip - stamina- tired - close supervision and length of activity  7. Pushed off - competitive or fall outs - deliberate - close supervision  8. Jumped off - deliberate act, lack of judgment, fell awkwardly or landed on someone else ( not in right place or too many in same place)- close supervision- space limit numbers on popular items  Make sure there is ongoing supervision – by more than one person if there is a variety of equipment being used. |  |
| **Incident management** | All | Have an appropriate first aid kit easily available and a first aider.  Ensure sufficient first aiders are present for the activity. |  |
| Equipment Specific risks: |  |  |  |
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| **This risk assessment does not cover the specifics of the activity or task being undertaken. A separate assessment must be carried out for that.** | | | |