

Risk Benefit Assessment for self assembly games

Benefit of Experience:

1. Sharing skills with children and young people
2. Creative experience for children
3. Individual / groups activity.
4. Communication skills, negotiation skills and teamwork.
5. Self assembly games encourage specific play types, (EG object play).
6. Staff ensure activity is inclusive and all can join in ensuring that all are able to make a positive contribution.

Steps	Hazard / Risk	Risk Rating (Likely hood x Severity)	Action to Control Risk	Revised Risk Rating	Responsible person
Select appropriate area to take place.	<ul style="list-style-type: none"> • Trip hazards / slippy surface enabling child to fall. 	Medium	<ul style="list-style-type: none"> • Ensure that the area selected is free of trip hazards and has been ground checked prior to commencing. 	Low	Play Worker
Provide children with the specific game (EG marble tower, lego, board games)	<ul style="list-style-type: none"> • Swallowing parts • Throwing • Electric shocks • Faulty games • Cross contamination 	Medium	<ul style="list-style-type: none"> • Staff to check equipment first to ensure in good working order and no dangerous parts included. • PAT testing to have taken place. • First aid kit and first Aider • It may be necessary to count certain items before hand to ensure they have not gone missing or fallen on floor (EG marbles). • Ensure toys are cleaned regularly. • Ensure electrical items are not used near to water. • Ensure activity is held in a safe place so that other children will not trip over games. 	Low	Play Worker