

Risk Benefit Assessment for Group Games

Benefit of Experience:

1. Sharing skills with children and young people
2. Physical activity
3. Communication skills, negotiation skills and teamwork.
4. Children learn the risks associated with games / sports and how to mitigate against these risks.
5. For many children, games / sports will be a new, exciting and rewarding experience.
6. Games / Sports will encourage specific play types, (EG locomotive play).
7. Staff ensure activity is inclusive and all can join in ensuring that all are able to make a positive contribution.
8. Children will learn new games / sports and associated rules, with the ability to create their own rules and adapt.
9. Games / Sports are part of everybody's history and culture and by providing this experience, we are continuing tradition.

Steps	Hazard / Risk	Risk Rating (Likelihood x Severity)	Action to Control Risk	Revised Risk Rating	Responsible person
Select appropriate area to play games / sports	<ul style="list-style-type: none"> • Trip hazards / slippy surface enabling child to fall. • Sharp objects on the floor 	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
Agree rules of specific game / sport. Ensure rules are inclusive. Ensure all are aware of the rules	-	-	-	-	-
Play Game / Sport	<ul style="list-style-type: none"> ▪ Tripping ▪ Falling & bumping ▪ Injuries ▪ Unsafe equipment ▪ Heat / exhaustion 	High	<ul style="list-style-type: none"> • Safety talk prior to activity. • Appropriate supervision. • Safe aid kit and first aider • Check equipment is safe and appropriate for use • Staff look out for signs of child tiring and suggest breaks. 	Low	Play Worker

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			<ul style="list-style-type: none">• Water & shelter provided.• All equipment checked prior to use.		
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