

Risk Benefit Assessment for Arts and Crafts

Benefit of Experience:					
1. Sharing skills with children and young people 2. Creative experience for children 3. Therapeutic, rewarding and opportunity for self expression 4. Individual / groups activity. 5. Communication skills, negotiation skills and teamwork. 6. Arts and crafts encourage specific play types, (EG creative play). 7. 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 wide range of materials which offer creative opportunities. A theme may be required for children who struggle with a “starting point”.	<ul style="list-style-type: none"> • Children cutting their fingers on scissors • Children putting crayons up their nose • Ink Poisoning • Glue 	Medium	<ul style="list-style-type: none"> • Safety talks prior to activity. • Appropriate supervision. • First aid kit and first Aider present • It may be necessary to have some items provided only when needed and under 1-2-1 supervision, (EG Scissors / glue gun). • Play staff ensure that materials used are safe for use by children prior to setting up. 	Low	Play Worker
Junk modelling could have risks attached	<ul style="list-style-type: none"> • Sharp items, dirty items spreading contamination. • Suffocation 	Medium	<ul style="list-style-type: none"> • All junk to be inspected prior to use. Items may need removing or cleaning. • Staff to ensure no sharp or dangerous items are used. • Appropriate supervision in place. 	Low	Playworker