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| **Name of activity/ event/ location** | **indoor active games** | **Date of risk assessment** |  | **Name of who undertook this risk assessment** |  |
| **Date of next review** | **Each half term or a significant change in the activity.** |

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| **Hazard Identified? /**  **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?** |
| ***Hazard*** *– something that may cause harm or damage.*  ***Risk*** *– the chance of it happening.* | *Young people,*  *Leaders,*  *Visitors?* | ***Controls*** *– Ways of making the activity safer by removing or reducing the risk from it.*  *For example - you might use a different piece of equipment or you might change the way the activity is carried out.* | *Keep* ***checking*** *throughout the activity in case you need to change it…or even* ***stop*** *it! This is a great place to add comments which will be used as part of the review.* |
| **Walls –** injuries to participants from collisions | Players | Mark a line on the floor about 2 metres before wall at each end to show the SAFE zone. Explain the safe zone to players |  |
| **Tables and chairs (and other obstructions) –** injuries to participants from trips and collisions | Players | Move chairs and tables out of playing area and store in committee room.  Work with PLs to organise moving at beginning of the game. |  |
| **Floor –** slips, trips, falls | Players | Check floor/play area is clear of small objects, particles & spills likely to increase risk of tripping or slipping or cause injury if fallen on.  Make sure players are wearing appropriate footwear and it is secured to their feet (check laces are tied etc) |  |
| **Other players** – collisions, tripping up, grabbing others or their clothing | Players | Rules of the game to restrict or prohibit contact. | Consider size range of participants (the bigger the range the higher the risk of serious injury.) |
| **Behaviour** – overexcitement and not following the rules / instructions could lead to accidents | All present | Explain rules clearly at the start and leaders to monitor the mood level throughout the game.  Clear communication to stop the game – two blasts on the whistle or anyone shouting stop.  Clear location for those not participating in the game.  Minimum 2 leaders – one to control the game, one to monitor the room generally. |  |
| **Windows and doors -** injuries to participants from collisions | Players | Close all doors (including store cupboard) and windows where possible to ensure no additional obstacles.  Where windows or doors need to be left open (including for ventilation) they must be opened outwards not inwards. |  |
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