



RISK ASSESSMENT

Reality Adventure Works

ACTIVITY _____

POTENTIAL HAZARD	HAZARD EFFECT	SEVERITY*	PROBABILITY*	RISK**	TO MINIMISE RISK

Camp Code _____

Leader's Name _____

Signature _____

Date _____

* 1 = Slight, 5 = High ** Severity x Probability = Risk



Reality Adventure Works
Camp_____

**** EXAMPLE ****

ACTIVITY_____

Summer

POTENTIAL HAZARD	HAZARD EFFECT	SEVERITY*	PROBABILITY*	RISK**	TO MINIMISE RISK
journeys	Travel sickness / breaks Disruptive behaviour including refusal to wear seat belt and absconding				No fizzy drinks Leaders in bus. If necessary, stop the bus until order returned. Limited and well supervised stops (including smoking)
meals	Not eating properly Stealing food & cutlery Disruptive behaviour Absconding thru toilet visits				Role (and example) of leader including making clear plan that all stay at table until adult tells us go. Leaders to sit between kids. Leader to keep open eye on amount of sugar and salt being consumed and if necessary, check cutlery at end of meal. No food fights and messiness cleared up at once. Limited one-at a time toilets visits
Uninstructed times	Boredom leads to disruptive behaviour & damage Chill out times disruption Ditto just before and after meals (hyper)				Supervised rooms on a rota. Provision of lots of alternative activities and games. Be proactive to get kids doing good fun stuff together. Be creative eg mass rounders No-one allowed into dorms after a certain time.
Bed times	Staying up / no sleep Damage to rooms Inappropriate behaviour Visiting other rooms (bathroom)				Supervised landings– time and space Daily inspections / competitions to keep tidy. Clear up at once Strict adherence to times
Assorted general : Bullying and threatening behaviour Damage to property Fights / arguments Theft of property Absconding Unwillingness to join in General challenging behaviour Sickness / accidents					Supervision level > teams > Leaders > overall Simple rules / motto / signed contracts sanctions * and withdrawal rewards for individuals and teams spare room to cool off / sleep alone first aid c/o centre
					<ul style="list-style-type: none"> to include limitation of games hall / sports hall activities (yp need accompaniment); no spending money / tuckshop ; limited activities eg playstation; attendance in quiet / cool off room compulsory for agreed time withdrawal of smoking time for a period NB leaders to monitor over a period + special conversation with team leader