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| **Name of activity, event, and location** | **Your group name here**  **Camp alternative activities**  **To be used** **if and when planned activities cannot be operated** | **Date of risk assessment** | **Date RA compiled** | **Name of person doing this risk assessment** | **Your name** |
| **Date of next review** | **Annual review date or when a similar activity occurs** |

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| **What hazard have you identified? What are the 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?** |
| **A hazard** is something that may cause harm or damage.  **The risk** is the harm that may occur from the hazard. | For example: young people,  leaders,  visitors | **Controls** are ways of making the activity safer by removing or reducing the risk from it.  For example, you may use a different piece of equipment, or you might change the way you do the activity. | Keep **checking** throughout the activity in case you need to change what you’re doing or even **stop** the activity.  This is a great place to add comments which will be used as part of the review. |
| **Generic hazards and controls to cover alternative activities** |  | **See below for specific alternative activity description, hazards and controls** | Evaluate the generic hazards and controls that apply to your list of alternative activities |
| **Hazard:** Injury caused by lack of 1st aid provision  **Risk:** Personal injury | Leaders and Young people | Ensure an in date first aid kit is present and that 1st responder trained leaders are also present (1st responder is a minimum training level) |  |
| **Hazard:** Injury caused by lack of instruction or understanding  **Risk:** Personal injury | Young people | Ensure that a suitable briefing occurs before the activity takes place  Leaders to supervise activity and assist any YP that is having difficulties  Ensure that IF PPE is required it MUST be present and used during the activity |  |
| **Hazard:** Injury due to not knowing when the activity has ended or has been stopped early  **Risk:** Injuries caused by being unsupervised or being left alone unexpectedly | Young people | Establish a recall system that is known to all persons present before the activity commences  Establish a meeting or rendezvous point where all Y.P.s will muster |  |
| **Hazard:** Use of paints and other products to decorate the items.  **Risk:** Toxic materials and other paints glues etc. causing illness | Leaders and young people | Brief YP’s as to behaviour expectations before the activity starts.  All glues/pencils/crayons/paints and other colouring equipment must be checked for safe Non-Toxic contents, if in doubt DON’T USE! |  |
| **Hazard:** From using scissors or other sharp objects.  **Risk**: Personal injury and loss of property. | Young people | Leaders to supervise the use of any sharp tools or objects  Ensure the correct scissors/tools are used depending on the age of the YP’s  Count out and count in any sharp objects to make certain all have been returned.  Store any sharp tools or objects in a safe location |  |
| **Alternative Activities**  **Brief description of activity &**  **Activity specific hazards and controls** |  | 1. Ladders game 2. Cross the river 3. Capture the flag 4. Blind trail 5. Human knots 6. Shelter building 7. Nature craft 8. Tracking 9. Mini indoor tracking | Either adopt some of the alternative activities or delete and insert your own, make sure that you will have the equipment or can find the resources on your camp site if they are required |
| **1 Ladders game** (YP’s to sit on the floor in pairs feet to feet in a line, then to get up and run down the line and sit down again)  **Hazard:**  injury to fingers and legs and trips/falls  **Risk:** Personal injury and loss of property | Young people | Instruction to the YPs to cross arms over their chests and keep legs flat on the floor  Monitor the game and stop it if YP’s are not following the briefing or the game is becoming dangerous |  |
| **2 Cross the river** (In teams moving across an area whilst on chairs and not touching the floor)  **Hazard:** Falls or faulty equipment  **Risk:** Personal injury and loss of property | Young people | Check the chairs are fit for purpose and have no known faults  Monitor the game and stop it if YP’s are not following the briefing or the game is becoming dangerous |  |
| **3 Capture the flag** (team game attempting to take the other team's flag normally played outside in wooded areas)  **Hazard:** slips trips and falls as well cuts from hitting natural objects or hazards.  **Risk:** Personal injury and loss of property | Young people | Define the activity areas and set the boundaries  Leaders to check the activity area for any obvious hazards and either rectify them or mark them as out of bounds  Leaders to monitor proceedings and to stop the game if dangerous activities are taking place |  |
| **4 Blind trail** (A route determined with ropes that YP’s follow whilst blind folded)  **Hazard:** trips and falls and hitting sharp branches or other obstacles.  **Risk:** Personal injury and loss of property | Young people | Define the activity areas and set the boundaries  Leaders to set the course and allow for age groups who will be participating  Identify a challenging but safe route that avoids any obvious hazards  Instruct YP’s to pass the rope “hand over hand” to avoid any chance of rope burns  Have leaders present to monitor and give guidance/directions when needed  Stop or suspend the activity if things become dangerous |  |
| **5 Human Knots** (YP’s to make knots using a long rope and to make them whilst holding the rope  **Hazard:** Rope burns slips trips and falls  **Risk:** Personal injury and loss of property | Young people | Instruct YP’s to pass the rope “hand over hand” to avoid any chance of rope burns  Have leaders present to monitor and give guidance/directions when needed  Stop or suspend the activity if things become dangerous |  |
| **6 Shelter building,** (Using natural elements and ropes/tarps to construct shelters)  **Hazard:** uneven ground, cuts and abrasions and or strained muscles  **Risk:** Personal injury and loss of property | Young people | Check area to be used for any hazards and remove if possible  Instruct YP’s of any known hazards  Instruct YP’s NOT TO RUN in the activity area  Instruct YP NOT to let ropes run free in their hands,  Pass ropes from hand to hand when tensioning and releasing ropes that are under load.  If heavy spars are to be moved then ensure a team of YP tackle the job, some supporting some directing |  |
| **7 Nature Craft** (Craft based activity using natural elements)  **Hazard:** cuts grazes or ingesting toxic materials  **Risk:** Personal injury and loss of property | Young people | Check area to be used for any hazards and remove if possible  Instruct YP’s of any known hazards  Ensure all known poisonous plants etc. are not in the activity area  Ensure any glues that are used are non-toxic  Have leaders present to monitor and give guidance/directions when needed  Stop or suspend the activity if things become dangerous |  |
| **8 Tracking** (Using natural elements to set out a course so that others can follow)  **Hazard:** slips trips and falls causing injury  **Risk:** Personal injury and loss of property | Young people | Check area to be used for any hazards and remove if possible  Instruct YP’s of any known hazards  Have leaders present to monitor and give guidance/directions when needed  Stop or suspend the activity if things become dangerous |  |
| **9 Mini indoor tracking** (Using a suitable map paper & pencils describe a route for others to plot and follow)  **Hazard:** craft-based cuts and coming into contact with toxic materials  **Risk:** Personal injury and loss of property | Young people | Ensure any scissors knifes are used under supervision and counted in and out  Ensure any glues/pencils/felt tips etc. that are used are non-toxic  Have leaders present to monitor and give guidance/directions when needed  Stop or suspend the activity if things become dangerous |  |

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