

Nerf Gun: Risk Assessment

Service Name: Toongabbie West Activity Centre

Risk Rating Key

!! Very High

! High Risk

Medium Risk

***** Low Risk

Identified Hazards –

- Trips, slips, falls
- Flying foam darts
- Collisions

Activity	Hazard	Risk Assessment (use Matrix)	Control Measure	Who	When
Nerf Gun battle/activities	Children being hit in the face/eyes	# Medium Risk	<ul style="list-style-type: none"> - When playing games which involve the use of Nerf Guns such as Nerf Gun battles and target practice, rules and measures will be put in place to avoid contact with the faces and eyes. - Rules will be put in place such as no shooting above shoulder height and not at a close range (E.g. 1m). Children who cannot follow rules for their and others safety will lose their ability to participate in the games. - If child does not want to participate in activities where they may be hit by a foam dart, then educators will encourage target practice where children will shoot objects rather than each other. - Children will wear protective glasses during play. 	Educators and children	Prior to activity, during activity
	Injuries from trips, slips, falls	# Medium Risk	<ul style="list-style-type: none"> - All children must always wear appropriate footwear. - The space where the game is being played must be cleared of obstacles (chairs, tables etc) before the game commences. - A maximum number of players must be set based on the size of the space the game is being played. - A suitable number of educators should monitor those always playing, 	Educators and children	Prior to activity, during activity

Activity	Hazard	Risk Assessment (use Matrix)	Control Measure	Who	When
	Colliding with other players	# Medium Risk	<ul style="list-style-type: none"> - All children to be aware of their surroundings. - A maximum number of players must be set based on the size of the space the game is being played. - A suitable number of educators should monitor those always playing, 	Educators and children	Prior to activity, during activity
	Choking	! High Risk	<ul style="list-style-type: none"> - When playing games which involve the use of Nerf Guns such as Nerf Gun battles and target practice, rules and measures will be put in place to avoid contact with the faces and eyes. - Rules will be put in place such as no shooting above shoulder height and not at a close range (E.g. 1m). Children who cannot follow rules for their and others safety will lose their ability to participate in the games. - A suitable number of educators should monitor those always playing, - All children to be briefed not to insert foam darts in their mouth. - Educators to ensure the playing area is checked for foam darts on completion of the activity. 	Educators and children	Prior to activity, during activity
Completed by: Michael Tucker			Approved By:		
Signature: Michael Tucker			Signature:		
Date:			Date:		

Risk Matrix

Use the risk matrix to determine the Risk Rating for the activity or area being assessed.

	IMPACT					
Likelihood		Insignificant	Minor	Moderate	Major	Severe
	Almost Certain	Medium	High	High	Very High	Very High
	Likely	Medium	Medium	High	High	Very High
	Possible	Low	Medium	High	High	Very High
	Unlikely	Low	Low	Medium	Medium	High
	Rare	Low	Low	Medium	Medium	Medium

Likelihood		Impact	
Almost Certain	Is expected to occur in most circumstances	Insignificant	Injuries not requiring first aid
Likely	Will probably occur in most circumstances	Minor	First aid required
Possible	Could Occur at some time	Moderate	Medical treatment required
Unlikely	Not likely to occur in normal circumstances	Major	Hospital admission required
Rare	May occur only in exceptional circumstances	Severe	Death or permanent disability to one or more persons.