

Hall: Risk Assessment

Lapstone Activity Centre

Identified Hazard -

Back Doors may be open

- Children absconding
- A stranger could walk in unnoticed

High number of children, Wet weather slip hazard, Jumping off the stage Equipment and chairs stored by school falling over the children Power points exposed and unprotected.

Use of Electrical appliances, trip hazards over cords

Trips, slips, falls during play

Risk Rating Key

- !! Very High
- ! High Risk
- # Medium Risk
- * Low Risk

Risk	Control Measure			
	Staff will be required to read the Emergency Procedures Manual (EPM) in consultation with this Risk Assessment.			
	As per our Emergency Procedures Manual (EPM) – Section 3.12 & 3.17 & 3.21 & 3.22 and Flip Chart – Medical Emergency Page, Personal Threat, Suspicious Person Checklist, Missing Person • Follow Procedure set out in EPM for any Medical Emergencies, Personal Threat, Lockdown and Missing child			
	Follow First Aid procedures.			
Intruder entering through	Follow relevant EPM guidelines			
the hall doors	Staff to take walkie talkies and mobile phone with them			
	Appropriate educator to child ratio to be maintained at all times, and to allow for emergency situations			
	Staff member to be stationed near any open doors			
! Children leaving premises	Head count to be conducted before use of hall			
	Educators to use walkie talkies for quick and easy communication			
	Children who need to use the toilet will be accompanied back to the OOSH building			
	Evacuation bag will be taken to the hall, which includes all emergency contact details			
	Head count to be conducted before leaving the hall and returning to the OOSH building			
	Staff member to be stationed near any open doors that may allow for exiting the hall			
	Staff to supervise follow PAT- Position, awareness and teamwork			

	➤ If the group is split in two (a group at hall and a group at OOSH building) and children would like to return, the use of walkie talkies is essential to communicate children returning/coming over and where possible an educator will visually observe children returning to the location. Educators must let each other know when they have received the children			
# Cuts, Concussion, bumps,	 Check First Aid Kit is located in the emergency bag before leaving for the hall 			
bruises, Sprains	Before use of hall, Educator to discuss with children the Hall safety rules and that inappropriate behaviour will not be tolerated			
	Children reminded of the Be Safe, Be Responsible & Be Respectful rules.			
	Educator to remind children of			
	 No running in the Hall unless engaged in a supervised group game. 			
	O No running on the stage or stairs. Children to engage in quiet sitting down activities on the stage. If needed			
	Educators to setup the stage with some mats and sitting down games			
	 No hiding or playing behind the curtains. 			
	 No climbing on equipment or sitting on the stacks of chairs. 			
	Educator led games are highly encouraged during hall time to prevent excessive running			
! Electrical fire	Safety checklist to be completed prior to the use of the hall			
	When Safety Checklist is done,			
# Children knocking over	 Check the power points and put the safety plugs in where needed. 			
appliances	 Check stacked chairs do not pose a risk of falling 			
	Other equipment to be pushed up against wall so children do not have access to the equipment			
! Putting something in	Electrical sockets to have plugs in them (bring some from OOSH if necessary) The state of the			
power points	Appliances to be placed in an area that children/adults are not going to be constantly walking near it and knock it over.			
	Electrical Cords must be taped down to the floor if pose a risking of anyone tripping.			
! Electric shock	Electrical Cords must be checked before use. If frayed or damaged do not use			
# Too crowded (High	Educator to remind children of			
number of Children)	 No running in the Hall unless engaged in a supervised group game. 			
	 No running on the stage or stairs. Children to engage in quiet sitting down activities on the stage. If needed Educators to setup the stage with some mats and sitting down games as done in the Cola area. No hiding or playing behind the curtains. 			
	 No climbing on equipment or sitting on the stacks of chairs. 			
	To prevent running engage children in group activities such as Dodgeball, Musical Statues, Marco Polo, Snag Tag etc.			
	Physical running games like dodgeball, survival tag, ship shark shore to be conducted when numbers are 20, otherwise			
	play multiple games like sitting volleyball, museum guard, musical bops, warriors and dragons which involve little or no running.			

	 If too many children in the hall Notify Responsible Person about the situation and discuss swap over times between the hall and OC building Walkie Talkies to be used to communicate with Responsible Person, notifying them of head count children transition between areas. 			
Completed by: Jessie McCulloch		Approved By: Kim Salmon		
Signature:	Date:	Signature:	Date:	