



Virtual Reality Gaming - Risk Assessment

Lapstone Activity Centre

Risk Rating Key

Very Low/ Low/ **Moderate** / High / Very High

Date: Thursday 9th July 2026 **Time:** 10:00am – 12:00pm **Provider:** Iconic Nerd

Activity	Hazard	Risk Assessment (use Matrix)	Control Measure	Who	When
Virtual Reality Gaming Incursion	Trips, slips or collisions while wearing VR headset	Medium	<ul style="list-style-type: none"> - Ensure clear play space free from obstacles. - Children briefed on safe movement before participation. - Staff supervise closely at all times. - Safety boundaries established by provider. 	Educators & Iconic Nerd staff	Before and during activity
	Children becoming dizzy, nauseous or overstimulated from VR use	Medium	<ul style="list-style-type: none"> - Children monitored for signs of discomfort, dizziness or motion sickness. - Participation limited to appropriate timeframes. - Children may stop activity at any time. - Quiet rest area available. - Parent medical information checked prior. 	Educators	During activity
	Spread of germs/infection through shared VR goggles and controllers	High	<ul style="list-style-type: none"> - VR goggles, headsets and controllers cleaned and disinfected after each use using approved cleaning wipes/sanitiser in line with health and hygiene practices. - Children encouraged to sanitise hands before and after use. 	Provider staff & Educators	Before, during and after each use
	Inappropriate content or games	Low	<ul style="list-style-type: none"> - Only age-appropriate games approved by service educators permitted. - Content supervised by educators and provider staff at all times. 	Educators & Provider	Before and during activity
	Equipment malfunction or electrical hazard	Medium	<ul style="list-style-type: none"> - All equipment tested and tagged where required. - Provider responsible for safe setup and operation. - Children instructed not to touch cords or equipment unless directed. 	Provider & Educators	Before and during activity
	Emotional distress, fear or anxiety using VR technology	Low	<ul style="list-style-type: none"> - Participation voluntary. - Educators provide reassurance and alternative activities if child chooses not to participate. 	Educators	During activity



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Virtual Reality Gaming Incursion	Behavioural incidents due to excitement or waiting turns	Medium	<ul style="list-style-type: none"> - Clear expectations discussed before activity. - Small groups rotated fairly. - Active supervision maintained. 	Educators	During activity
	Asthma or medical episode triggered by excitement/activity	Medium	<ul style="list-style-type: none"> - Medical management plans and medication accessible. - Staff aware of medical conditions. - First aid qualified educator present. - Emergency contacts accessible. 	Educators	Before and during activity
	Injury requiring first aid	Medium	<ul style="list-style-type: none"> - Fully stocked first aid kit available. - Educators with current first aid, CPR and anaphylaxis qualifications present. I - Incident recorded according to service policy if required. 	Educators	During activity
	Child absconding or becoming separated from group	Low	<ul style="list-style-type: none"> - Roll checks conducted before, during and after activity. - Children remain within supervised designated area at all times. - Appropriate educator-to-child ratios maintained. 	Educators	Throughout activity
	Child Protection	Medium	<ul style="list-style-type: none"> - Provider WWCC details checked prior to incursion - Provider never left alone with children 	Coordinator	Prior to activity

Completed by: Leesa Mantzos	Approved By: Jessie McCulloch
Signature:	Signature:
Date: 26.5.2026	Date: 27.5.26

