|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Activity:** | Active Games | **Location:** | HQ and Off-Site | **Last review date:** | December 2022 | **Produced by:** | Alex Windows  (Section Leader) |
| **Next review date:** | December 2025 | **Quality Assured by:** |  |

* TSA Running active games safely guidance - <https://www.scouts.org.uk/volunteers/staying-safe-and-safeguarding/safety/planning-and-assessing-risk/running-active-games-safely/>

| **What are the hazards?** | **What are the risks?** | **Who is most at risk?** | **What control measures will be put in place?** |
| --- | --- | --- | --- |
| **Floor** | Trips, slips and falls | Participants | * Floor area to have a visual check before activities, to look for any defects e.g. carpet rips if inside and mole holes if outside. * Check participants are wearing appropriate shoes and that shoes laces are tied prior to starting the game. |
| **Walls and other solid, fixed furniture** | Collisions | Participants | * Explain to participants the area in which the game is to be played and explain the risks. * Leaders to supervise activity and keep participants away from the wall. * Leaders to highlight fixed obstacles prior to starting activity i.e. radiators, cupboards |
| **Tables and chairs and other loose furniture or objects** | Collisions and trips | Participants | * Move any objects which are not relevant to the game. * Set a game playing area. * Explain the game area and risks to the participants. |
| **Windows and Doors** | Collisions and trips | Participants | * Close all doors, including store cupboards, and windows where possible to make sure there aren’t any additional obstacles. |
| **Other participants** | Collisions and trips | Participants | * Set rules for the game. * Explain the game and rules to participants. * Explain the game area and risks to the participants. * Look at the group numbers playing the game and reduce them if necessary. |
| **Behaviour** | Collisions, trips and accidents | Participants | * Set clear behaviour rules for the group. * Use clear communication to stop the game. * Explain the expected level of behaviour before playing. * Monitor behaviour throughout and remove participants if necessary. * Have a clear location for those not participating in the game. |
| **Weather (if outside)** | Slips, trips, falls, accidents, the danger of injury/accident | Participants, leaders, spectators | * Check the weather forecast before activity and only continue if safe. * Check the ground to make sure it’s not slippery with ice or rainfall before the activity commences. * Continuously check the weather during activity and stop if needed. * **Refer to off-site activities (general) risk assessment as required**. |
| **Boundaries (if outside)** | Getting lost | Participants | * Clear boundaries or game play area should be explained to young people before playing games. * A clear signal should be used to recall participants, e.g., a whistle. Young people should be briefed to expect this and what they should do before commencing game play. * **Refer to off-site activities (general) risk assessment as required**. |
| **Equipment** | Collisions, injury | Participants | * Make sure the equipment used in the game is suitable for the game and the age of the participants. * Only soft balls to be used whilst inside. * Make sure the equipment is in full working order, with no defects. * Explain the rules for using equipment to the participants and demonstrate safe use. * Remove equipment if damaged, broken, or unfit for use. |