

5th Dunstable ScoutGroup - Risk Assessment

Version	Produced By	Date	Content
1	Ian Ellis	12/11/2020	Base Version
2	Jenny Ryder	27/5/23	

Active Games - including indoor games, wide games and athletics			Date of next
Hazard/Risk	To Whom	Controls	Changes which need
Hazard - Ground condition and obstacles. Risk - Injury	All	Reduce the hazards present by clearing away unneeded furniture and equipment.	
		Discuss the area of play and point out hazards, uneven ground, trip hazards such as furniture and roots etc.	
		Check that the planned activity can be run safely in the space with the number of people present. Consider game rules which reduce risks such as all running in the same direction.	
		Ensure appropriate footwear is worn by all participants; communicated to parents before the activity.	
Hazard (outdoor specific) - Lost participants. Risk - Injury	All	Communicate to all participants the game play area and check understanding.	
		Tell participants to signal or time they are expected to return to base.	
		Head count at start and end of activity.	
		For longer games conduct head counts at intervals throughout the activity	
Hazard - Horseplay. Risk - Injury	All	Assess the game play area prior to use and identify specific hazards such as busy roads, large puddles or holes etc. and take appropriate action to mitigate these hazards.	
		Supervision as per POR ratios	
clothing. Risk - Temperature, getting wet/cold/	All	Set out rules of the activity, leaders to ensure that these are followed.	
		Inform parents and young people of the clothing requirements in advance of the activity	
Hazard - Darkness Risk - Injury	All	Check that all participants are dressed suitably before starting	
		Depending on the game allow young people to use a torch or make sure that torches are not used so that everyone can adapt to the darkness.	
Hazard - Equipment Risk - injury	All	Leaders should carry torches so that they can safely manage first aid and deal with any other incidents.	
		Equipment to be inspected before each use to ensure it is fit for purpose.	
		Make sure that all participants understand how to use equipment safely: for example balls and other thrown equipment should not be thrown at people's faces, hockey sticks and alike should be kept close to the ground, sock balls should be thrown not swung, cones should be left on the ground and not thrown or swung around.	

Considerations for Squirrels			
Hazard/Risk	To Whom	Controls	Changes which need
Hazard (outdoor specific) - Lost participants.	Squirrels	Squirrels to remain in sight of leaders at all times during the activity	
Hazard - Weather and clothing. Risk - Temperature, getting wet/cold/ sunburnt	Squirrels	Check with parents that Squirrels have suitable clothing, sun cream etc. Check that sun cream, shoes etc are put on properly.	

Considerations for Beavers			
Hazard/Risk	To Whom	Controls	Changes which need

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Hazard (outdoor specific) - Lost participants.	Beavers	Beavers to remain in sight of leaders at all times during the activity	
Hazard - Weather and clothing. Risk - Temperature, getting wet/cold/sunburnt	Beavers	Check with parents that Beavers have suitable clothing, sun cream etc. Check that sun cream, shoes etc are put on properly.	

Considerations for Cubs

Hazard/Risk	To Whom	Controls	Changes which need
Hazard (outdoor specific) - Lost participants.	Cubs	Cubs may be out of sight of leaders for short periods of time as long as they remain in pairs or small groups in a defined area	
Hazard - Weather and clothing. Risk - Temperature, getting wet/cold/sunburnt	Cubs	Check with parents that Cubs have suitable clothing, sun cream etc. Check that sun cream, shoes etc are put on properly.	

Considerations for Scouts

Hazard/Risk	To Whom	Controls	Changes which need
Hazard (outdoor specific) - Lost participants.	Scouts	Clearly communicate the game play area to the Scouts and what the signal/time for return to base is.	