Risk Assessment: (see Risk Assessment Matrix below)

In-Centre details: Scavenger Hunt & Dress-ups						
Date(s) of InCentre Activity:	Friday 9th October	Location of Incursion: NOOSH	Normanhurst Outside School Hours Care C/- Normanhurst Public School. Normanhurst Rd. Normanhurst 2076			
Proposed activities	Wizard Bang! Knights and steed relay Kings, knights and cavaliers Make your own dragon Scavenger Hunt Crown making competition		Water hazards? Yes/ <mark>No</mark> If yes, detail in risk assessment below.			
Name of Responsible Person	Kerri Wicke	nden	Contact number of Responsible Person: 0427 177 578	9489 0178		
Number of educators/parents/volunteers		1:15				

Number of children attending incursion	30 (approx.)			Educator to child ratio, including whether this excursion warrants a higher ratio?	care	ncluding educator to for children with ility/special needs)
First Aid Trained Educators (Names):	Thomas Wold	dhuis, Tiyani I		n, Alex Whipp, Alex Murray-Jones, Sofia Honcoote, Amy Kraus, nmi Walker		
			Excursion checklist			
First aid kits (one per educator) List of adults participating in the excursion & contact deta				ct details		
List of children attending the excursion			Phone – Centre phone on divert to RPD mobile phone			
Contact information for each child (hard and soft copies)			Medication for each child with a medication condition			
Image: Medical information for each child downloaded to phone			Excursion T-shirts for each child and educators to wear uniform and name tag			
Walkie Talkies (two)			Other items, please list: Water, Tissues, backpack, any medication (?)			
		Risk as	ssessment			
Activity	Risk assessment (use matrix)	Elimination/control measures		Who	When	Residual Risk Rating
Wizard Bang!	5	Keep kids distanced from each other to avoid poking each other in the eye Keep children calm and not over competitive Wear sunscreen		Kids	9:00	6

Knights and steed relay	4	Use soft running surface like oval, avoid COLA Wear sunscreen if UV demands it Enforce no throwing of equipment Reduce over-competitiveness	Kids	9:00	5
Kings, knights and cavaliers	5	Play on soft surface Match kids together with similar physical capabilities so children don't get squashed Accompany kids who are weaker and ensure they feel comfortable playing Wear sunscreen if appropriate	Match kids together with similar physical capabilities so children don't get squashed Accompany kids who are weaker and ensure they feel comfortable playing		6
Make your own dragon	4	Instruct children how to use scissors Assist younger kids with using sharp tools such as scissors Instruct kids to keep glue and cellophane away from mouth	Kids	9:30	5
Scavenger Hunt	4	Enforce no running Create fair teams and ensure younger kids are cared for Encourage positive play and not negative energy Remind children of choking hazards with coins etc.	Kids	10:30	5
Crown competition	5	Instruct children how to use scissors Ensure that kids keep crowns away from eyes	Kids	12:00	6

Medieval Trivia	5	Assist younger kids with tools such as scis Enforce social distancing Enforce social distancing Keep environment Check for any dietary re that won't be able to	g measures g measures t calm quirements	Kids	12:30	6	
	Risk		Benefit				
 Lost children at centre or during movement to and from different areas Heat stroke, dehydration, sun stroke etc. Anger, frustration Contracting COVID-19 Cutting oneself with scissors Tripping 		 Children experiment and play with materials Learn more about medieval history Development of teamwork skills and cooperation Engagement with engineering and scientific concepts Development of social skills & expected behaviours when with other people of the community Development of skills in operation of new equipment / resources Children interact with a variety of other children For children to have fun!! 					
Plan Prepared by:		Thomas Wold		as Woldhuis		10 August 2020	
Plan Reviewed by:							
Communicated to:					1		
Reminder: Monitor the effect	iveness of contro	ols and change if necessar	y. Review the	e risk assessment if an incident	or significa	ant change occurs.	