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| **Description of activity, principle or object, who might be at risk and what kind of harm.** | **Benefit or utility**  **or related policy** | **Description of risk management and maintenance agreed** | **Nominated person** | **Action date** |
| **Slides** Fall from heightSlide falls onto childBumps on slideBumps to each otherFingers being stood onBottom bumps | All those listed in the play policy plus- enjoyment, spatial awareness, turn-taking, coordination, balance, exercise, balance , playing with new friends | Use the right side of the slide. Step up and bottom down. Feet first. Hold handles at the top and use rails when climbing, One at a time. Leave space at landing zone clear. Play team check hazardous objects around the space. Do not use when excessively wet or muddy. | Play team | **23.04.24**  Assembly held with children. |
| **Tyre Play** Falling on childrenRolling into othersCrushing injuriesBack injury from lifting/ carrying Trips causing broken limbsFinger traps | Enjoyment, strength, co ordination, balance, confidence, social/ sharing, learning about forces | Tyres checked for degradation, agreed stacking heights at shoulder height, largest tyre at the bottom, stack on level ground, check for clear path- no obstructions when rolling, two children to carry a tyre, children taught how to safely lift tyres, tidy up tyres to one place, consent from anyone inside the tyre stack. | Play team | **23.04.24**  Assembly held with children. |

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| **Wheeled play**  Crashing into someone. Falling off the scooters. Crashing into the boundary. Bumped head and bumps, scrapes and bruised through falling or crashing. | All those listed in the play policy plus- enjoyment, strength, co ordination, balance , confidence, social/ sharing, learning about forces, spatial awareness, peripheral vision | Scooters/ wheeled equipment safety checked daily. Wheeled zone area is checked and clear of obstructions. Correctly fitting helmets must be worn if using two wheeled ride on. To ask Play Team for assistance to check if required Use correct size scooter/ bike. Hold handles with both hands. Non- riders stay off the zone. When riding, check route is clear and be aware of other riders. Scooters/ bikes to be stored safely by propping up on the barriers- not dropped. Helmets to be placed in box or passed to another rider. Equipment to be shared. Play team to use timer to manage sharing. Know your limits when playing = think about size, speed. | Play team | **11..06.24**  Assembly held with children.  **17.6.25**  Assembly with children – new ride on equipment – wheel zone on KS2 playground |
| **Pushchairs**  Fun, imagination & role play, strength, sharing/ turn taking | Fall out Bumped heads tripping over running into/ over people | Don’t tip the pushchair. Check you are not too big to sit in the chair. Ask permission before you push faster. Check the route is clear. Control speed. Keep hold of the handle bars. Check that the pusher can see over chair. |  | **Updated to include push chairs 18.03.25 OPAL assembly**  **Play team** |
| **DIG PIT** Cuts from sharp glass/ pottery. Mud in eyes/ cuts.Ingested soil.Incorrect use of tools leading to injury. Damaged toolsCat poo. | Fun. make new friends, team work, imaginative- role play archaeologist, sensory, arm strength | Use trowel to pick up any sharp objects and put in the broken glass box to be properly disposed of. Only dig in the designated area. Maximum of 10 in the dig pit. Wear high visibility jackets. Return tools to blue wheel barrow. Tools not toys- children taught to use tools properly. Area checked for cat poo before children use it. Children to thoroughly wash hands with soap and water after digging. | Playleader who is supervising the zone. | 25.06.24 assembly |

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| **All weather Parkour course adjacent to KS1 playground.**  Children can step/ leap from one platform to the next, walk along the plank and jump off the end. | All those listed in play policy  plus – core strength, coordination, cooperation, creativity. Improve special awareness, fitness, problem solving. | Use only one way. Take turns and one person on each platform at a time. Test the slippiness of the wood visually and using foot. Use feet only- not hands/ flips. equipment is secure- check the bride is balanced on the and hasn’t moved. Tyres to remain under the bridge. Talk to children about their footing and considerations when wearing wellie opposed to trainers. Closer supervision whilst the children become familiar with the course. | Play team who is supervising in that area | 14.01.25 assembly |
| **Den building**  Pallets, branches collapsing and falling on head/ body. Finger/ leg traps suffocation | Team work , problem solving, cosy, safe, secure space/ shelter, fun, imagination. | Move resources safely- see tyre RA. Pick a quiet space Make sure the ground is level Clear any obstacles/ hazards eg brambles Do not climb on top Do not place heavy items on top. Den building equipment checked daily. Leave a door opening. | Play team | Play assembly 27.02.25 |

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| **Slack lines/ ninja warrior**  Falling backwards and hitting head. Falling off and hurting leg/ ankle. Rope burn. | Improved balance,  Grip strength, arm/upper body core  Fun, friendships, confidence | Use a spotter- not alone. One person per line . Do not touch the ratchet. One person at a time on the ladder/ web- travel up and down, not over. Walk forwards only. Step off before falling off. Use only what you can reach. Slack lines checked daily Children reminded that they floor below is grass and to land carefully when jumping off. | Play team | Assembly 27.02.25 |
| **Balance blocks obstacles** Bumping into each other. Ankle/ foot injury. Foot trapped in the blocks. Falling off balance. | Improved balance, coordination, core strength, agility.  Team work  Fun | One person per block. Keep hands away when being used. Get used to them – go slow first. Use arms for balance Use a one way system. Keep the blocks in position. Children reminded that they floor below is grass and to land carefully when jumping off. | Play team | Assembly 12.03.25 |
| **Bed den climbing structure** Falling off injuring arms/ legs/ head. Scrapes Landing on someone when jumping off. | Climbing skills, team work, jumping/ landing, role play, balance, confidence | Climb down the ladder facing the bed. Know your limits ( climbing or jumping) One way up the climbing wall, down the ladder of off the cable reel. Look for a safe landing zone. Mats stay in position Communicate with each other. Land safely, bend knees and body upright. No more than two children on the top bed at once.  Children reminded that they floor below is grass and to land carefully when jumping off. | Play team who is supervising in that area | Assembly 12.03.25 |

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| **Monkey Bars** Trips. Fall from height. Injuries to head, ankles, arms, wrists. Splinters. Landing on another child/ colliding with another child. Kicks by dangling legs. Climbing too high. | Fun, upper body strength, core strength, hand grip, imaginative play, balanced, confidence | Know your own limits. One way system. One child per section (maximum of 3 on at any one time). Queue at sides ( not underneath). Be patient/ take turns. Hands only on the bars. Do not pull anyone down/ off. Don’t lean on equipment.  Use each rung on the bar- do not skip any.  Children reminded that they floor below is grass and to land carefully when jumping off. | Playteam | Assembly 14.03.25  Updated 20.06.25 |
| **Wooden bridge** fall from height, bumps/landing on each other, trapped fingers in foot holes | Fun and enjoyment, balance, climbing strength, use imagination | Take turns ( max ¾ at a time) Use footholds to climb. Walk on bridge ( no sitting) No jumping off/ pushing. Turn around to climb down- tummy facing the bridge. Keep fingers inside ( not through the footholds)  Children reminded that they floor below is grass and to land carefully when jumping off. | Playteam | Assembly 24.04.25 |
| **Zimmer frames/ mobility aids** falls, trapped fingers/bumps/foot trapped/ trip hazard, hit by someone swinging | Role play, imaginative, diversity play | Be aware of surroundings; do not swing it in the air. Do not climb on it. | Playteam | Assembly 24.04.25 |

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| **Bus** Trapping injuries under vehicle/ mechanisms- foot, limbs, fingers. Falls, damage to equipment. Collisions with children/ obstacles. Move too fast. Rocking/ tipping over. | Strength.  Imagination/ role play.  Transport people.  Friendship.  Fun. | Stop vehicle before children get on/ off.  Sit maximum of 6 people on the bus.  Use the seats correctly when changing positions.  Push on clear path without obstacles.  Take turns  Reception yrea 1 & 2 to sit in, older children to push.  Park in storage area & cover after use. | Playteam | 20.05.25 |
| **Sandpit**  Sand in eyes, mouth, hair. Skin irritation. Toxoplasmosis- cat/ animal droppings. Cuts from broken equipment. | Creativity, imagination. Fun. Language development, fine/ gross motor skills. Spatial awareness . Opportunities for destructive play- knocking down own sandcastle. Tripping, hiiting with spade/ buckets Natural resources- tactile. | Don’t move tyres around from the perimeter. Remove broken toys.  No throwing sand- keep it low or out you go. Sand stays in the sand pit- brush/ towel off to clean down. Sand toys only- no other toys, mud, leaves, water. Clean shoes- no muddy shoes in pit.  Cover up any cuts. Wash hands after. Bare feet allowed. Protect liner under sand- if you reach it, don’t dig through. Protect cover- no running or climbing. | Playteam | 09.06.25 |
| **Tunnel**  Tunnel rolls on child- trap/ squash injury. Bang head. Falls Tunnel fall from vertical position causing injury. | Fun, agility, imaginative play, multi -use | Move tunnel by rolling with control. Use tunnel horizontally only. Do not stand or sit on the tunnel. Keep finger inside the tunnel when inside. No rolling with children inside- children inside can rock tunnel. Use on field only. Use a friend as spotter to check area and around.  Think about how many children are inside at once- do not sit on top of eachother. | Playteam | Assembly 24.06.25 |

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| Basket Swings  Swing too high- fall off. Fall when trying to get on/ off. Risk of tipping/ fall off. Bumps/ injury by falling. Bounce off. Swings collapse/ slack collapse. Swing colliding with eachother/ hitting into each other. Rope burns from holding. | Fun, feels good to swing. Tranquil & relaxing. Motion is comforting & calming. | Lie on front or back and hold ropes. No sitting or standing. Gentle swaying towards the fence. Release gentle- not suddenly. No bouncing. Middle purple one rotates. Smaller children will need help getting on and off- a friend to hold it lower.  Make sure the basket is still before getting on. Queue behind the cones.  One at a time. | Playteam |  |
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