

# Risk & Operational Assessment Activities / Low level activities

Next Review: Dec 2026

<b>Whitemoor Lakes</b>	Reviewed annually by senior team as recorded below:					
<b>Assessed by:</b>	<b>Name</b>	<b>Date 2025</b>	<b>Date 2026</b>	<b>Date 2027</b>	<b>Date 2028</b>	<b>Date 2029</b>
Nicola Whiting	Nicola Whiting	17/12/25				
Claire Rich	Claire Rich	17/12/25				
	Alex Jones					
	Paul Creaser					
	Chris Browning					
	Robin Jones					
<p>Overview /</p> <p>These are instructor led activities taking place at a variety of locations (indoor and outdoor) around the Whitemoor lakes site encouraging group interaction, communication and teamwork. Included are: Wide Games; Team Games, Extreme teams and Icebreakers, indoor enigma, circus skills, run around quiz, eggs can fly, UV games, disco, orienteering and compass course.</p> <p><b>To be used in conjunction with Special Educational Needs, Disability and Medical conditions risk assessment.</b></p>						

STEP ONE	STEP TWO	STEP THREE	STEP FOUR	STEP FIVE
List significant hazards here:	List groups of people who are at risk from the hazards you have identified:	List the Control Measures for the identified risks:	Identify any residual risk remaining after the control measures have been put in place:	Identify any benefits that may result from exposure to the perceived and residual risk for participants:
<b>Slip, trips, bumps and falls.</b>	Instructors Guests	<p>Safety briefing to include known hazards in area, giving each other space etc. For evening sessions outside, floodlights to be used to illuminate activity areas, torches and hi-vis jackets available if required.</p> <p>Advised to wear long sleeves and trousers that cover the knees.</p> <p>Monitoring by staff of any spilled drinks on hard floor areas- someone to guard the area until a wet floor sign can be placed, and spills mopped up as soon as possible.</p> <p>UV games: Advised to wear long sleeves and trousers that cover the knees.</p>	<p>Some risk still posed by individuals not following instruction.</p> <p>Uneven ground</p>	Leaders responsibility and trust to groups.

		<p>The use of UV bibs must be used for all participants and lights checked before session commences and must be in full working order.</p> <p>Chairs used for the games will have UV tape applied to increase visibility or static object.</p> <p>Participants not to climb onto sloped roof area in sports hall- told to get down if this happens.</p>		
<b>Site Traffic</b>	Instructors Guests	Site speed limit and warning signs, activities do not take place on the car parks or tracks between them	Guests or staff not following site signs or may be driving by the lake or to back of a venue room.	Leaders responsibility and trust to groups.
<b>Hit by an object</b>	Instructors Guests	<p>Participants briefed not to enter fenced areas on these activities.</p> <p>Density and hardness of balls/ bean bags etc to be considered when choosing appropriate equipment for games- any hard throws to be away from other people, soft balls to be used for activities such as dodgeball.</p> <p><b>Circus skills-</b> participants to spot/ support each other onto stilts then step away to avoid collision.</p>	Getting carried away with games.	Improve communication
<b>Wrapped up in parachute</b>	Guests	Participants to put arms in air for spinning parachute game to reduce strangulation risk	Getting carried away with games.	Leaders responsibility and trust to groups.
<b>Hit by another person/ collisions</b>	Instructors Guests	<p>Adequate space allowed for games and appropriate supervision to reduce risk of intentional harm.</p> <p>Disco- wild, unpredictable dancing (break dancing, cartwheels etc) to be stopped immediately</p>	Getting carried away with games. Some individuals may have triggers	Leaders responsibility and trust to groups.
<b>Falls due to dizziness from spinning (e.g. dizzy sticks in games)</b>	Instructors Guests	Participants told they can spin slowly/ not forced to participate if they don't want to	Getting carried away with games.	Leaders responsibility and trust to groups.
<b>Collision with participants on zip wire</b>	Instructors Guests	All activities planned and managed in a way that participants do not need to pass under the zip wires. Participants briefed that they are not to go under the zip wire while a session is in progress. Instructors on	Excitement/ confusion leading to participants going off course	

		zip wire to remain vigilant & not send a participant down if there is an obstruction		
<b>Drowning, flight risk or other harm from escape</b>	Instructors Guests	Guests briefed during site tour about boundaries and activity specific boundary briefing given at start of session/ on change of location. Information shared from client organisation & discussed between instructor/ group leader as necessary to manage individual flight risk issues. Instructors to remain vigilant and ensure all participants are within line of sight for outdoor activities/ regularly checked on for indoor orienteering/ indoor compass course. group leader to assist with group management.	Some participants may take an opportunity to escape regardless	Participants may thrive from sense of independence and responsibility
<b>Broken glass/ electric hazard from broken lights</b>		No items to be thrown in small venue rooms with low hanging lights- (i.e. circus skills- flower sticks and diablos to be used in the corridor or outside). Instructor to supervise group and warn them of risk/ not to throw things too high in other rooms if there is an apparent risk.		
<b>Allergies to eggs (Eggs can fly)</b>	Instructors Guests	Check for allergies, if allergic keep them away from eggs/ use water balloons instead of eggs	Someone unknowing touching the egg	
<b>Cut or stabbed by Scissors</b>	Instructors Guests	How to use scissors safely prior to use. They are rounded and child friendly	Individuals may not follow safety briefing.	Trust of using scissors during the activity.
<b>Unclear fire exits while UV light is in use</b>	Instructors Guests	Fire exit will be illuminated not just by the usual fire lighting but also marked with fluorescent tape around the door and call points for UV games		
<b>Effects of flashing lights or excessive volume (epilepsy/ seizures)</b>		No strobe lighting to be used for disco. Participant medical information checked- no moving lights for groups with epileptic participants.		