



All Saints RC Primary



Risk Benefit Assessment

Risk-benefit assessment date: October 2024

Assessed by: Play Team

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
Scooters and wheeled area <ul style="list-style-type: none"> • Collisions • Slips, trips or falls • Bumps, cuts, bruises and broken skin • Falling off 	<ul style="list-style-type: none"> • Balance • Coordination • Motor skills • Muscle development • Decision making • Increased physical activity • Enjoyment • Imaginative and creative play <p>(See doc 6.5 – wheeled play, 6.9 – cycle helmets)</p>	<ul style="list-style-type: none"> • Pupils briefed in assembly about using the scooters and how to store them correctly. • Playtime staff apply principles of dynamic risk assessment and guide children in movement and use of scooters. • JH check scooters daily for wear/tear/breakages. <p>We have not asked pupils to wear a helmet. OPAL guidance (See doc 6.9 – cycle helmets) states, 'Compulsory cycle helmets are likely to damage children's health more than they increase safety. Children's use of bicycles/scooters is different from adults. Children's healthy outdoor activity and freedom to play will be even more restricted by wearing a helmet. Where the risks to a healthy lifestyle are greater than the risks from "safety" measures then health should take priority –</p>	DL Play Team Break times: Teacher & TA on duty	21.10.2024 Ongoing

		<i>particularly when the increase safety is marginal at best.'</i>		
Sandpit <ul style="list-style-type: none"> Sand in eyes/face etc. Slips/trips. Contamination of sand Minor splinters are not considered a serious injury and are an accepted part of playing with rough sawn timber. 	<ul style="list-style-type: none"> Pleasure and fun Physical play and reflective opportunities Engagement with natural environment and natural elements <p>(See doc 6.1 – sandpit)</p>	<ul style="list-style-type: none"> Sandpit built using smooth planed wood Sandpit checked before play and covered after use. Sand raked regularly and used all year around. Appropriate play sand used. Activities supervised. 	DL Play Team Break times: Teacher & TA on duty	21.10.2024 Ongoing
Climbing frame <ul style="list-style-type: none"> Slips, trips or falls Bumps, cuts, bruises and broken skin Falling and injuring others 	<ul style="list-style-type: none"> Balance Coordination Motor skills Muscle development Decision making Increased physical activity Pleasure and fun Physical play and reflective opportunities Maximised rotational possibilities and therefore good potential for some unpredictability and therefore challenge. 	<ul style="list-style-type: none"> All apparatus checked and signed off by compliance and included in annual safety checks. Restricted numbers to prevent overcrowding, one year group at a time to use the climbing frame, all play staff and pupils briefed on this. Play assembly on how to use the climbing frame. Impact absorbing surfaces are present where there is a significant risk of a fall 	DL Play Team Break times: Teacher & TA on duty	21.10.2024 Ongoing
Large loose parts - suitcase <ul style="list-style-type: none"> trapped fingers trapped hair child accidentally being locked inside trip hazard potential to be struck by one if it is swung around 	<ul style="list-style-type: none"> Imaginative play Role play Gross motor skills Teamwork Creative play-links to real world events 	<ul style="list-style-type: none"> Removal of locks. Equipment checked regularly for sharp edges/rust/cracked plastic. Play assembly used to educate the children best ways to use the equipment. 	DL Play Team	21.10.2024 Ongoing

<p>Large loose parts - HORISTIC PLAY/BLOCKS</p> <ul style="list-style-type: none"> • splinters and injuries to hands caused by rough wood • minor head injuries, scrapes, cuts, bruises • trip hazards • crush injuries to extremities, potential of limbs becoming stuck • Straining type injuries associated with heavy lifting. • Risk of serious injury relatively low where heavy lifting is done carefully. 	<ul style="list-style-type: none"> • Children can use horistic play blocks and boards in many different ways; creating bridges, dens, vehicles, climbing on, bracing other loose parts. • Potential for imaginary and creative role play. • Pleasure and enjoyment • Friendship • Comradery • Peer attachment • Emotion regulation • Self-control • Empathy • Physical/gross motor skills • Resilience • Pupils able to lift and move heavy play parts and use in a safe, creative way. • Physical exercise • Musculoskeletal development • Core strength • Sense of autonomy • Potential for teamwork • Opportunities to further extend play <p>(See doc 6.12 – large loose parts zones)</p>	<ul style="list-style-type: none"> • Staff will check pallets for nails, significant damage, large splinters or sharp points before providing them to children. • All parts will then be checked for further damage on a weekly basis. • Damaged panels will be removed from the play environment until repaired or disposed of. • Play Team, briefed on inspecting pallets for damage and testing the stability of structures. • Pupils briefed in assembly about what to look out for in terms of damage to panels, removing damaged panels from the play environment and informing staff, and the following guidelines in respect of playing with wooden panels. • Pupils briefed on the potential slip risk hazard if panels are left out in wet conditions 	<p>DL Play Team</p>	<p>21.10.2024 Ongoing</p>
<p>Large loose parts - crates and pallets</p> <ul style="list-style-type: none"> • Splinters and injuries to hands caused by rough wood • Minor head injuries, scrapes, cuts, bruises • Trip hazards • Crush injuries to extremities, potential of limbs becoming stuck • Unstable stacks toppling over when balanced edgewise on 	<ul style="list-style-type: none"> • Children can use pallets in many different ways; building forts, house, dens and structures, vehicles, climbing on, sitting on, bracing other loose parts so they don't easily move e.g bridges over ditches • Imaginary play • Team building • Problem solving • Building physical strength 	<ul style="list-style-type: none"> • Staff will check pallets for nails, significant damage, large splinters or sharp points before providing them to children. • All pallets will then be checked for further damage on a weekly basis. • Damaged pallets will be removed from the play environment until repaired or disposed of. 	<p>DL Play Team</p>	<p>21.10.2024 Ongoing</p>

<ul style="list-style-type: none"> Slipping between gaps Nails popping up Slats breaking under pressure from stamping feet 	<ul style="list-style-type: none"> Co-operation Communication Creativity Cense of achievement Language opportunities <p>(See doc 6.7 – crate play, 6.11 – pallet play, 6.12 – large loose parts zones)</p>	<ul style="list-style-type: none"> Play Team briefed on inspecting pallets for damage and testing the stability of structures. Pupils briefed in assembly about what to look out for in terms of damage to pallets, removing damaged pallets from the play environment and informing staff, and the following guidelines in respect of playing with pallets. Pupils briefed on the potential slip risk hazard if pallets are left out in wet conditions. 		
<p>Large loose parts - tyres</p> <ul style="list-style-type: none"> Minor head injuries Scrapes, cuts, bruises Trip hazards Crush injuries to extremities, Potential of limbs becoming stuck Nails left in tyres Protruding wires or little wear left. With larger tyres, there is a risk of injury when moving. Children will want to stack them, get inside them, roll them around and build large structures. 	<ul style="list-style-type: none"> Gross motor skills Musculoskeletal development Imaginary play - make houses, forts shops etc from tyres and wood.' Team building Problem solving Building physical strength Co-operation Communication Creativity Sense of achievement Language opportunities Chance to extend play Develop social opportunities <p>(See doc 6.10 – tyre play)</p>	<ul style="list-style-type: none"> Staff will check tyres for protruding wires, significant damage before providing them to children. All tyres will then be checked for further damage on a weekly basis. Damaged tyres will be removed from the play environment until repaired or disposed of. Play Team briefed on inspecting tyres for damage and testing the stability of structures. Pupils briefed on safe lifting in play assemblies. Heavy objects must not be lifted above heads. Pupils briefed and reminded of stacking tyres and climbing on tyres no higher than themselves (on grass or soil) Tyres can be slippery when wet. Play Team apply principles 	<p>DL</p> <p>Play Team</p> <p>Break times:</p> <p>Teacher & TA on duty</p>	<p>21.10.2024</p> <p>Ongoing</p>

		of dynamic risk assessment to determine safety.		
Large loose parts - Buggies, pushchairs <ul style="list-style-type: none"> Trapped fingers/ catching fingers in wheels Pinched skin Falling out/tipping over Collision 	<ul style="list-style-type: none"> Role play Co-operative communication Develop social opportunities amongst differing age groups Encourage imaginary play Fun and enjoyment 	<ul style="list-style-type: none"> Regular maintenance checks Pupils to be briefed on how to safely put up collapsible buggies and how to collect in equipment at the end of the session. <p>Playtime supervisors to intervene only if there appears that play is becoming reckless rather than purposeful.</p>	DL regular maintenance checks Play Team	21.10.24 Ongoing
Large loose parts - guttering <ul style="list-style-type: none"> Minor injuries – scrapes, small cuts, grazes Trips/falls Minor head injury 	<ul style="list-style-type: none"> Hand eye coordination Balance Spatial awareness Gross motor skills Creativity/Imagination Building Science links Cause and consequence Muscle development Decision making Problem solving 	<ul style="list-style-type: none"> Regular maintenance checks. Discard damaged plastic. Training of children to be spatially aware. Collecting of items at the end of each play session. Children to be briefed on safe lifting of large items. Children to return items back to a designated area to prevent falls and damages. 	DL regular maintenance checks Introduce in play assembly upon arrival Play Team	21.10.24 Ongoing
Large loose parts - ropes <ul style="list-style-type: none"> Slips Trips Falling from heights Rope burn Ropes tied too tight Whipped Choking Trapped limbs Collisions Looped rope suspended at height. 	<ul style="list-style-type: none"> Physical exercise Tug of war - collaborative Core strength Gross motor skills Imaginative play Balance Coordination Den making Rope swings Crafts Tying things together Pulling each other around 	<ul style="list-style-type: none"> Educate children on safe use of ropes during play assemblies Regular wear and tear checks Dynamic risk assessments regularly Use of thicker rope. Ropes tied from a tree need to be supervised 	DL regular maintenance checks Introduce in play assembly upon arrival Play Team	21.10.24 Ongoing

<ul style="list-style-type: none"> If ropes are taken into the trees and bushes there needs to be more active supervision and better training with the children. Tree care (when ropes in use) 	<ul style="list-style-type: none"> Skipping Jumping over <p>(See doc 6.6 – rope play)</p>	<ul style="list-style-type: none"> Move ropes regularly if they are in trees to prevent wear of branches / easy snapping. 		
<p>Shelter/den building - tarps, ropes, crates, pallets etc</p> <ul style="list-style-type: none"> Splinters and injuries to hands caused by rough wood Minor head injuries, scrapes, cuts, bruises Trip hazards Crush injuries to extremities, Potential of limbs becoming stuck Rope burns Eye injury from sharp branches at eye level. 	<ul style="list-style-type: none"> Problem solving Building skills Team work Physical development Motor skill development Spatial awareness Decision making Sense of achievement Woodland provides excellent opportunities for den-making, shelter and play “in corners”. The woodland is big enough to accommodate a large number of children and so disagreements over “territory” will be minimised. Lots of opportunities for imaginative and creative play, playing in and with nature, tree climbing, digging, as well as shade during hot or wet weather. 	<ul style="list-style-type: none"> Play assemblies to educate children to play safely with ropes, tarps, crates, pallets etc Specified ‘den building’ area - Limit amount of children in area. Area checked by play staff, unsafe materials removed. Play Team apply principles of dynamic risk assessment to determine safety. Barrier used to create an informal barrier that children should not venture beyond. 	<p>DL regular maintenance checks</p> <p>Introduce in play assembly upon arrival</p> <p>Play Team</p>	<p>21.10.24</p> <p>Ongoing</p>
<p>A-frame climbing zone</p> <ul style="list-style-type: none"> Potential falling out of A-frame climbing structure Falling on to someone else. Minor splinters are not considered a serious injury and are an accepted part of playing with rough sawn timber. Bumps, cuts, bruises and broken skin 	<ul style="list-style-type: none"> Opportunities for upper body strength and coordination. Builds self-esteem Confidence Physical strength Hand-eye coordination Prediction Planning Provides opportunities for pride and a sense of achievement. The urge to be up high is very strong and instinctive in 	<ul style="list-style-type: none"> All apparatus checked and signed off by compliance and included in annual safety checks. Play assembly on how to use the A frame climbing structure Guidance shared with Play Team. Reviewed regularly. Impact absorbing surfaces are present where there is a significant risk of a fall. 	<p>DL</p> <p>Play Team</p> <p>Break times:</p> <p>Teacher & TA on duty</p>	<p>21.10.24</p> <p>Ongoing</p>

	children especially as they gain confidence in their bodies.	<ul style="list-style-type: none"> Area checked by play staff, unsafe materials removed. 		
Mud Kitchen <ul style="list-style-type: none"> Bumps, cuts, bruises and broken skin Slipping in mud Trip hazard Digging in earth is considered a low risk activity 	<ul style="list-style-type: none"> Opportunities to develop physical strength and coordination. Exploratory and imaginary play. Opportunity to play with natural materials including soil, mud and water. Communication and teamwork To allow play that children otherwise can't access outside of school. 	<ul style="list-style-type: none"> Pupils provided with waterproofs and wellies. Pots, pans and other apparatus provided for pupils that is regularly checked by play team and DL. Pupils briefed on how to play appropriately in the mud kitchen area. Area checked by play staff, unsafe materials removed. 	DL Play Team Break times: Teacher & TA on duty	21.10.24 Ongoing
Fort <ul style="list-style-type: none"> Bumps, cuts, bruises and broken skin Tripping on steps Collisions Falling from heights 	<ul style="list-style-type: none"> Exploratory and imaginary play. Communication and teamwork. Pupils allowed to be creative with how they use the space in their play. Tunnel provides pupils with a hiding space during their play. Physical exercise and development Motor skill development Spatial awareness 	<ul style="list-style-type: none"> All apparatus checked and signed off by compliance and included in annual safety checks. Area checked before and after play by play team and supervising teachers. Play team member on this zone briefed to be aware of blind spots during play times. 	DL Play Team Break times: Teacher & TA on duty	21.10.24 Ongoing
Astro (ball sport area) <ul style="list-style-type: none"> Bumps, cuts, bruises and broken skin Trips and falls Collisions Impact of balls moving in area 	<ul style="list-style-type: none"> Opportunity to play ball sports in an area specifically allocated and designed to allow for these sports and games. Physical exercise and development Teamwork and comradery Motor skill development Coordination Communication Agility 	<ul style="list-style-type: none"> Area to be zoned by two members of the play team due to the two pitches and the popularity of the space. Astro to be timetabled to reduce the number of pupils on the astro turf. All apparatus checked and signed off by compliance and included in annual safety checks. 	DL Play Team Break times: Teacher & TA on duty	21.10.24 Ongoing

Gymnastics mat area <ul style="list-style-type: none"> • Bumps, cuts, bruises and broken skin • Trips and falls • Collisions 	<ul style="list-style-type: none"> • Opportunity for pupils to explore movement. • Physical exercise and development • Flexibility • Coordination • Motor skill development • Strength development • Communication and team work. 	<ul style="list-style-type: none"> • Thick gymnastics mats to absorb impact of gymnastics moves. • Area zoned by member of the play team. • Gymnastics area not to be used if it is raining due to increased risk of slips. • Shoes to be removed in this area so that area remains clean and that pupils can perform tumblers without the impact of a shoe potentially hitting them. 	DL Play Team Break times: Teacher & TA on duty	21.10.24 Ongoing
Monkey Bar area <ul style="list-style-type: none"> • Bumps, cuts, bruises and broken skin • Trips and falls • Collisions • Hand injuries 	<ul style="list-style-type: none"> • Problem solving- navigating from bar to bar. • Confidence and resilience. Overcoming challenge of crossing builds self esteem and encourages persistence. • Focus and coordination. Using the monkey bars requires attention and helps develop concentration. • Develops upper body strength, grip strength and core stability. 	<ul style="list-style-type: none"> • Astro underneath to absorb falls and trips. • Area zoned by member of play team. • Timetabled area during break and lunch times. • Specific instructions given regarding climbing height. 	DL Play Team Break times: Teacher & TA on duty	21.10.24 Ongoing
Slide <ul style="list-style-type: none"> • Bumps, cuts, bruises and broken skin • Trips and falls • Collisions • Friction burns • Splinters • Pinched skin 	<ul style="list-style-type: none"> • Confidence building. Using a large slide boosts self-esteem and gives a sense of achievement. • Emotional regulation. Exciting play can help children experience and manage emotions such as anticipation, excitement and fear. • Gross motor development. Climbing the stairs up or the net up strengthens legs, arms and core muscles. • Vestibular Stimulation. The motion of sliding helps to 	<ul style="list-style-type: none"> • Timetabled for each year group. • Lining up system to be used to stop overcrowding. • Area zoned by staff member. 	DL Play Team Break times: Teacher & TA on duty	9.01.25 Ongoing

	<p>develop the vestibular system, which supports balance and spatial orientation.</p> <ul style="list-style-type: none"> • Social. Turn taking, communication and cooperative behaviour. 			
<p>Crash Mat area</p> <ul style="list-style-type: none"> • Bumps, cuts, bruises and broken skin • Trips and falls • Collisions • Friction burns • Splinters 	<ul style="list-style-type: none"> • Jumping and landing helps to build leg strength and overall body strength. • Balance and coordination. Children learn how to shift their body to control their landing. • Motor planning. Children have to think about their body to jump safely and effectively. • Jumping and the change in head position help develop balance and spatial awareness. • Proprioceptive input. The impact of landing gives the body strong sensory feedback, helping with body awareness and regulation. • Decision making. Pupils need to ensure they are aware of their surroundings as they make the decision of how and where to jump. 	<ul style="list-style-type: none"> • Timetabled for each year group. • Area zoned by staff member. Staff member encouraged to circle area to also keep an eye on the tunnel. • Pupils instructed to allow the lower jumper to go first then the higher jumper. • Regular updates in play assemblies regarding systems. • Area to be closed off after use. 	<p>DL</p> <p>Play Team</p> <p>Break times:</p> <p>Teacher & TA on duty</p>	<p>25.04.25</p> <p>Ongoing</p>