HIWWT FS Level 3: Part 1: Risk benefit assessments

Risk Benefit Assessment: Mud Play

Prepared by: Jade Ashford

Date: 2/3/18

Review date: 21/4/18 Other RA's referred to:

Activity/Hazard	Benefit	Risks		evel risk (use Matri	<u>.</u>	Control methods		New level of risk (use Matrix)	
Mud kitchen	-Creativity -Messy play -Role play -Imagination -Team work -Social skills	Eating Mud Mud in eyes	L Possible	C Minor	L Moderate	-Model how to use mud -Discuss not throwing mud -Ensure hands are washed after use	Unlikely	C Minor	L Low
Clay faces	-Creativity -Messy play -Role play -Imagination -Team work -Social skills	Eating Clay Clay in eyes Foreign objects in clay	Possible	Minor	Moderate	-Thoroughly check resource before use -Model use of clay -Ensure hands are washed after use -Store clay effectively -Make gloves and goggles available	Unlikely	Minor	Low
Picking up natural resources	-Using natural world for a purpose -Imagination -Creativity	Eating (poisonous berries) Stings (thorns, prickles, nettles)	Likely	Major	Extreme	-Site assessment -Model safety -Correct ratios -Make gloves and goggles available -Educate about berries -Educate about plants that could harm us -Remind of no picky no licky rules -suitable clothing to be worn	Possible	Moderate	High

HIWWT FS Level 3: Part 1: Risk benefit assessments

E.g. repair or replace damaged tools; take down overhead, hanging branches				
E.g. provide gluten frees nacks and drinks for FS learners with allergies; teach in a different area				
1				
E.g. mark the overhead, hanging branch with a red flag / create boundary hazard tape;				
]				
E.g. use wheelbarrow for moving heavy stumps;				
1				
E.g. log of regular tool maintenance; ensure daily site check/risk assessment carried out and				
recorded				
E.g. provide well fitting gloves for learners who require them; ensure learners are wearing long				
sleeved tops and trousers				

Risk Matrix											
Consequence											
_		Insignificant	Minor	Moderate	Major	Catastrophic					
Likelihood	Almost certain	Moderate	High	High	Extreme	Extreme					
	Likely	Moderate	Moderate	High	Extreme	Extreme					
	Possible	Low	Moderate	High	High	Extreme					
	Unlikely	Low	Low	Moderate	High	High					
	Rare	Low	Low	Low	Moderate	High					