

ROAR OUTDOORS - RISK ASSESSMENT



TOPIC: HIDE & SEEK		LOCATION				ASSESSOR			DATE		
ACTIVITY		WHO MIGHT BE HARMED			EXISTING CONTROLS	RISK		FURTHER ACTIONS	RESPONSIBILITY		
ACTIVITY	RISK	CHILD	STAFF	PARENT		PROB.	SEV.	RATING		INITIAL	DATE
Explore with 'Stop & Look'											
Explore with 'How Many Paws'											
Explore with 'Senses Compass'											
Explore with 'Louder Listener'											

Urgency of Action = (20+ Very High) (16-20 High) (9-15 Moderate) (4-8 Low) (1-3 Very Low)

Severity = 1. Damage 2. Minor Injury 3. +3 Days/Hospitalised 4. Major Injury/Permanent Disability 5. Fatality

Probability = 1. Very Unlikely 2. Unlikely 3. Fairly Likely 4. Likely 5. Very Likely

Review Date:

ROAR OUTDOORS - RISK ASSESSMENT



TOPIC: HIDE & SEEK		LOCATION				ASSESSOR			DATE		
ACTIVITY		WHO MIGHT BE HARMED			EXISTING CONTROLS	RISK		FURTHER ACTIONS	RESPONSIBILITY		
ACTIVITY	RISK	CHILD	STAFF	PARENT		PROB.	SEV.	RATING		INITIAL	DATE
Re-Tell Roleplay											
Map Making											

Urgency of Action = (20+ Very High) (16-20 High) (9-15 Moderate) (4-8 Low) (1-3 Very Low)

Severity = 1. Damage 2. Minor Injury 3. +3 Days/Hospitalised 4. Major Injury/Permanent Disability 5. Fatality

Probability = 1. Very Unlikely 2. Unlikely 3. Fairly Likely 4. Likely 5. Very Likely

Review Date:
