

Risk Assessment Form

Standard risk assessment for a Walk2Water in-school session

School / venue		Date of session	
Assessed by and date		Approx. group size	

Risk rating key: Likelihood × Severity guide — Low = acceptable with existing controls in place; Medium = requires the named additional control before/during the activity; High = activity must not proceed until further mitigated. This is a generic assessment; the on-site lead volunteer must walk the venue before the session and add any site-specific hazards below.

Activity / Area	Hazard	Who might be harmed	Existing controls	Likelihood (1–5)	Severity (1–5)	Risk rating	Additional controls / actions
Jerry can rally	Manual handling / muscle strain	Students	Weights adjusted by age group; demonstration given first; no student forced to take part	2	2	Low	Coordinator confirms weight bands before each group
Jerry can rally	Slips, trips or falls on route	Students, volunteers	Route walked and cleared beforehand; route kept short, flat and dry.	2	2	Low	Avoid running route on wet or uneven flooring; move indoors if outdoor route is unsuitable
Jerry can rally	Collision between students	Students	clear queuing system; volunteer supervision throughout	2	2	Low	Coordinator to brief queuing system before activity starts
VR experience	Seizure risk (photosensitive epilepsy)	Students with relevant history	Teachers asked in advance, participation optional; students can stop at any time	1	4	Medium	Any known history flagged to coordinator before session; student offered alternative activity
VR experience	Motion sickness / disorientation / headache	Students	Sessions kept short (2–3 minutes per student); seated use where possible; volunteer stationed with each headset user	2	2	Low	Student stops immediately if symptoms occur and is seated/given water

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VR experience	Trip or collision while wearing headset (vision obscured)	Students, volunteers	Headset used only while seated or standing still in a cleared space; volunteer stands beside user at all times	2	2	Low	Clear a minimum 1m radius around each headset user
VR experience	Cross-infection via shared headset/face padding	Students	Antibacterial wipes used on contact surfaces between users; disposable hygiene covers where available	2	2	Low	Volunteer cleans headset visibly between each student
General session	Safeguarding — unsupervised contact between volunteers and students	Students	All staff are DBS-checked; volunteers never alone with a single student; school staff member present throughout	1	4	Medium	Any concerns raised immediately to school's designated safeguarding lead (DSL)

Site-specific additions (to be completed on the day)

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Sign-off

Role	Name	Signature / Date
Lead volunteer (Time to Help UK)		
School representative		