

COPTHORNE CE JUNIOR SCHOOL – TOOL RISK ASSESSMENT FORM

BLINDFOLD GAMES

Blindfold games (blind trail, drum stalker, centipede etc...) can be used to develop trust between partners, improve the use of clear and concise instructions, as well as to heighten the use of other senses in moving around, such as touch and hearing.

SAFE WORKING USE / POSITION:

- Give very clear and concise instructions on the game to be played, and demonstrate fully before playing the game
- The blindfolded student should either be guided by a sighted partner, or be following a trail, such as a fixed rope
- Give very clear and concise instructions on the game to be played, and demonstrate fully before playing the game
- Only hand out blindfolds once rules are clear
- Monitor proceedings and be prepared to stop unruly behaviour



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BLINDFOLD GAMES

Assessed by: Jeff Turner

Date: September 2020

Next Assessment Due: Sept. 2021

Type of Hazard	Likelihood of Occurrence	Hazard Severity	Risk Factor	Action to be taken to reduce risk	New Likelihood of Occurrence	New Hazard Severity	New Risk Factor
Trips and falls due to wearing blindfold during a game.	3	3	9	Give very clear and concise instructions on the game to be played, and demonstrate fully before playing the game The blindfolded student should either be guided by a sighted partner, or be following a trail, such as a fixed rope.	2	3	6
Head injuries due to unruly behaviour.	3	3	9	Give very clear and concise instructions on the game to be played, and demonstrate fully before playing the game. Only hand out blindfolds once rules are clear. Monitor proceedings and be prepared to stop unruly behaviour	2	3	6

No activity may be carried out where there is an individual Risk Factor of 10 or above.