



# Supreme Incursions

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## Task-Based Risk Assessment: Toy Science

Identify Task		Identify hazard	Potential Impact	Risk Rating before controls	Control Measures	Risk Rating following corrective action
1	All activities	Equipment	Students could choke on or ingest small items used in activities.	Extreme	Ensure students know that nothing is to be placed in their mouths during the incursion. Explain to staff to ensure adequate supervision.	Low
2			Students could obtain injuries from propelled equipment.	High	Explain boundaries to students and warn against standing where items are propelled. Advise staff of potential risks to assist with supervision.	Low
3			Students could obtain injuries caused by inappropriate handling of equipment.	Medium	Demonstrate and explain to students how to safely handle equipment. Advise staff of potential risks to assist with supervision.	Low
4		Trips, slips and/or falls	Students could fall, trip or collide on/off equipment and/or with other students.	High	Explain and demonstrate how to appropriately use equipment at each rotation. Ensure students are wearing appropriate footwear. Keep areas tidy as frequently as possible so equipment and materials do not accumulate on the floor.	Low
5	Display Table	Breakable items	Students could touch or drop items. Broken items could cut or injure students.	Medium	Ensure students know which items they can or cannot touch and how to safely use the equipment during the introduction.	Low



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In assessing the level of risk, considerations such as the likelihood of an incident happening in combination with the seriousness of a consequence are used to gauge the overall risk level for an activity. The matrix below has been used as a guide to assist with developing the risk assessment:

Likelihood	Consequence				
	1 Insignificant	2 Minor	3 Moderate	4 Major	5 Critical
5 Almost Certain	Medium	Medium	High	Extreme	Extreme
4 Likely	Low	Medium	High	High	Extreme
3 Possible	Low	Medium	High	High	High
2 Unlikely	Low	Low	Medium	Medium	High
1 Rare	Low	Low	Low	Low	Medium

Risk Level	
Low	Little chance of incident or serious injury.
Medium	Some chance of an incident and injury requiring first aid.
High	Likely chance of a serious incident and injury requiring medical treatment.
Extreme	High chance of a serious incident resulting in highly debilitating injury.