



Risk Assessment for Arms and Armour Workshop, Barley Hall, completed 30th September 2020

1. Hazard: Workshop equipment: weapons / armour

People / items at risk: Staff / teachers / pupils

Comments: Hazards arising from incorrect handling of equipment: improper use, trip hazards.

Existing control measures: All equipment to be under close supervision of workshop leader at all times. No sharp edges.

Risk rating: C3

Control measures required: Equipment to be checked prior to and after each session for missing / damaged pieces. Tidy workshop environment to be maintained throughout. All new staff to be made aware of existing control measures. NB – ONLY ITEMS IDENTIFIED IN WORKSHOP OUTLINE DOCUMENT TO BE USED, UNLESS PRIOR APPROVAL HAS BEEN GIVEN BY THE EDUCATION DEPT.

Monitoring: Safety to be assessed routinely by staff throughout the session.

Review: Prior to each new session. Additional controls to be applied accordingly, where necessary.

2. Hazard: Role play elements

People / items at risk: Staff / teachers / pupils

Comments: Hazards arising from excitable participants. Tripping / collision with participants or equipment or exhibition furniture.

Existing control measures: All activity to be undertaken under supervision of experienced staff at all times. Clear verbal instructions given to participants prior to commencing.

Risk rating: C3

Control measures required: All new staff to be made aware of existing control measures.

Monitoring: Safety to be assessed routinely by staff throughout the session.

Review: Prior to each new session. Additional controls to be applied accordingly, where necessary.

3. Note: COVID-19 mitigation

For all of the measures we have taken to mitigate the spread of COVID-19, please refer to our COVID-19 Advice for Visiting Schools document. For Arms and Armour workshops, there will only be one member of staff using replicas per day and children will not be doing any object handling at present. Hand sanitiser will be placed at the point of entry to the workshop room.