Puddle-Ducks Pre-School

SUITABLE EQUIPMENT, PREMISES & ENVIRONMENT

Content

- Risk Assessment
- Lone Working
- Health & Safety General Standards (copy of Insurance certificate)
- Fire Safety & Emergency evacuation
- Recording & reporting of accidents & incidents
- Food Hygiene (Snack time hygiene routine)

Risk assessment

Our Policy

This setting believes that the health and safety of children is of paramount importance. We make our setting a safe and healthy place for children, parents, staff and volunteers by assessing and minimising the hazards and risks to enable the children to thrive in a healthy and safe environment.

The basis of this policy is risk assessment. Puddle-Ducks Pre-School risk assessment processes follow five steps as follows:

- Identification of risk: Where is it and what is it?
- Who is at risk: Childcare staff, children, parents, etc?
- Assessment as to the level of risk as high, medium, low. This is both the risk of the likelihood
 of it happening, as well as the possible impact if it did.
- Control measures to reduce/eliminate risk: What will you need to do, or ensure others will do, in order to reduce that risk?
- Monitoring and review: How do you know if what you have said is working, or is thorough enough? If it is not working, it will need to be amended, or maybe there is a better solution.

Procedures

- Our risk assessment process covers adults and children and includes:
 - checking for and noting hazards and risks indoors and outside, and in our premises and for activities;
 - assessing the level of risk and who might be affected;
 - deciding which areas need attention; and
 - developing an action plan that specifies the action required, the time-scales for action, the person responsible for the action and any funding required.
- Where more than five staff and volunteers are employed the risk assessment is written and is reviewed regularly.
- Staff check indoor/outdoor play areas and equipment daily before the session begins. A full risk assessment is carried annually.