

LARGE GROUP GAMES

Goal – Purpose of the activity.	
There are many types of activities to be enjoyed at Camp Cooby. Very popular with schools are a set of activities we simply call Large Group Games. They generally involve the whole cohort in a competitive environment, participating in large space. From Rob the Nest, Raid the Roost, 4 way Capture the Flag and traditional Capture the Flag, these games enable development of teamwork, role responsibility, strategy, planning, and implementation. The complexity of each game can be developed throughout the session to improve all the above-mentioned qualities. The area in which the game can be varied from open field to natural bush settings. Short fast games are ideal as new tactics, time to rest and plan, and fitness are all necessary.	
Participants	Leadership and Qualifications
All level of school grades as well as adult can participate. The complexity of the game will depend on the maturity and age of the participants. Even those with physical or emotional disabilities can participate as there is a role to play in each game.	No formal qualifications are necessary. Good facilitation skills and large group management is necessary.
Participant/Leader Ratios	
Ratio 1:20 + 1 School Staff Member (Assistant Leader) for school groups.	
Operational Procedures	Location: Lake Cooby
Pre-Game Set-up Leaders are to decide on the size and type of game chosen. In all cases it is necessary to prepare well for the session. The following should be decided prior to the session: • Types of games to be played • Area in which the game will be played • Variations to the game which may occur • Nature and level of participants All equipment must be gathered and placed at the site. Where possible the boundaries and borders of the game must be well marked and placed in relation to environmental factors (barbed wire fences). Game Briefing The nature of the game is competitive, but the purpose is to build teamwork and cooperation. Focus must be on the strategies and teamwork not on the competition. Rules and how to play must be fully explained. Safety and playing safely is a priority. All games rely on some type of honesty, which needs to be respected. Playing the Game Ensure complete instructions are given before commencement. Time limits and boundaries are fully explained. Some method of stopping the game is explained (whistle, airhorn, etc). Play must stop immediately to avoid disagreements. Game Debrief It is very important to have a debrief after a session. There will be many factors to explore and based on the schools themes and focus areas for the camp. These games are a great way to finish a camp.	
Equipment and Logistics	
Equipment Markers Hoops and ropes to mark specific areas (Exclusion zones around flags, end lines, etc) Sashes Flags (if playing Capture the Flag) Whistle or airhorn Logistics Pre-game areas, these must be clearly marked and placed so they are not near fences, etc	

All playing equipment must be in-place prior to the game.

Levels of Challenge and Possible Variations

Safety Considerations

Sun Safety

Sunburn is a risk for anyone who participates in outdoor activities, particularly in Queensland. Leaders should take reasonable steps to prevent or minimise the likelihood of staff and participants suffering excessive sun exposure.

Weather

Effective planning requires access to up-to-date weather and fire information, which is generally available through newspapers, radio and television. The most up-to-date information is available on the website of the Bureau of Meteorology at www.bom.gov.au/qld . Or <http://www.eldersweather.com.au/qld/darling-downs/geham>

Emergency Management Procedure

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| A | Assess situation, call emergency services, assist those in danger |
| E | Evacuate students, staff and visitors, if appropriate |
| I | Inform School Camp Leader onsite and off site, Camp Cooby Directors or Camp Manager if not onsite |
| O | Organise resources, advise parents |
| U | Undertake recovery operations and return site to normal |

Risk Assessment

Danger.	Risk Description	Risk Level.	Management Strategies.	Residual Risk Assessment – after Management Strategies.
Environment. ALL ENVIRONMENTAL RISKS WILL BE MINIMISED IF ACTIVITY IS COMPLETED INDOORS				
Sun Exposure	Sunburn Dehydration Heat Exhaustion/ Stroke	M	Participants advised on appropriate clothing and equipment. Clothing with sleeves must be worn. Participants carry minimum of 3L water. Refill stops. Particular pointers to apply sunscreen to backs of hands and inside thighs.(recommended minimum +30)	L

			Regular rest stops. Encourage peer reminders and monitoring. Review weather conditions prior to the activity. www.bom.gov.au/qld . Or http://www.eldersweather.com.au/qld/darling-downs/geham Briefs and debriefs as well as team planning should be conducted in the shade where available.	
Winds	Falling branches Falling trees.	S	Monitor winds before departure. Aggressive movement of trees nearby are an indication of thinking about strong management strategies or cancellation. No activity will take place during strong winds, or near dead trees, no pulling or swinging on trees. All dead trees & fallen branches will be monitored in initiative area. All dead trees and branches deemed a risk will be removed from the area.. Review weather conditions prior to the activity. www.bom.gov.au/qld . Or http://www.eldersweather.com.au/qld/darling-downs/geham Assess students' ability to cope with increasingly difficult wind conditions.	L
Rain	Wet Equipment Hypothermia Slips and trips	S	Review weather conditions prior to the activity. www.bom.gov.au/qld . Or http://www.eldersweather.com.au/qld/darling-downs/geham Pre-briefing and equipment list outlines appropriate clothing and wet weather gear. Participants are shown how to waterproof equipment. Group condition is monitored closely during wet weather. Group to be briefed on safe practice in wet conditions using extra caution. Students will wear firmly fitting, covered footwear with a non-slip sole. Participants will be instructed to be aware of the ground underfoot, & to avoid walking on damp/wet areas & to be aware of trees, branches & brambles, & not to run.	L
Bushfire	Burns Smoke Inhalation Death	H	Participants advised on appropriate clothing and equipment. Participants carry minimum of 3L water. Encourage peer reminders and monitoring. Review weather conditions prior to the activity. www.bom.gov.au/qld . Or http://www.eldersweather.com.au/qld/darling-downs/geham Aggressive heat waves are an indication of thinking about bush fire management strategies or cancellation. Fires may only be lit in specified areas. Fires should not be lit in windy conditions. Participants will be briefed on emergency procedures.	L

Dead Trees	Impact Injuries Canoe Damage	M	Participants are briefed about the dead trees and the likelihood of tree fall if they are hit. Participants are asked to care for equipment.	L
Steep Banks	Sprains & Strains	M	Appropriate pathways are chosen to avoid any difficulties. Students will wear firmly fitting, covered footwear with a non-slip sole.	L
Rubbish	Cut Feet Embedded Objects	S	Participants are expected to wear closed in shoes at all times.	L
Environmental Impact		M	Participants are to be briefed on specific environmental factors that concern Cooby Dam. Ensure rubbish is 'carried out'. Ensure that the designated landing areas are used and no landing zones are observed.	L
Wildlife		S	Participants are expected to wear closed in shoes at all times. Appropriate pathways are chosen to avoid potential wildlife Participants will be instructed to be aware of the ground underfoot, & to avoid walking through unmown areas & to be aware of trees, branches & brambles which may be home to various wildlife, & not to run. pathways are kept clear and mowed to ensure all wildlife can be seen and avoided. Participants will be instructed to give all wildlife a wide berth to avoid injury. Staff will inspect all activity areas prior to use to ensure no wildlife is in close proximity.	L
People.				
Poor Technique	A participant trips over or runs into other participants resulting in soft tissue or skeletal injuries.	M	Pre-activity planning will consider whether the planned challenge session matches the maturity and abilities of the group. Participants will be briefed on the risks associated with the activity. Participants are to be aware of others running during activity.	L
Inconsiderate Participants	Participants being inconsiderate of other participants resulting in soft tissue, skeletal or emotional injury / damage	M	Participants will be briefed on the risks associated with the activity. Inconsiderate participants will be removed from the activity. Staff will ensure safety procedures are met and will cease any ideas which may result in a participant's safety being jeopardised.	L
Allergies	Environmental triggers (pollens, dust)	H	Check medical information, be aware of possible triggers.	L
Equipment				

Incorrect use of equipment.	Failure to follow activity guidelines resulting in chairs falling over / tripping	M	Clear instruction about how to complete activity correctly.	L
Faulty	Faulty equipment could result in further damage to equipment and increase risk of incident,	M	Staff will inspect all equipment before and after activity. All equipment will be used and maintained according to the manufacturer's recommendations.	L

Consequence					
Likelihood	Insignificant 1	Minor 2	Moderate 3	Major 4	Catastrophic 5
A (almost certain)	S	S	H	H	H
B (Likely)	M	S	S	H	H
C (Moderate)	L	M	S	H	H
D (unlikely)	L	L	M	S	H
E (rare)	L	L	M	S	S

Risk Level

H – High risk: e.g. likely or almost certain to occur, with at least moderate consequence – at least medical treatment required (See table below)

S – Significant risk

M – Moderate risk

L – Low risk

CONSEQUENCE RATING TABLE		
1	Insignificant	No injuries, No financial loss
2	Minor	First Aid treatment, Low financial loss
3	Moderate	Medical treatment required, Medium financial loss
4	Major	Extensive injuries, High financial loss
5	Catastrophic	Death, Major financial loss