

Movie Night Risk Management Plan

The Risk Matrix used by KCC is as shown below:

		Consequences					
		Risk Assessment Matrix	1 Noted and treated	2 Minor	3 Moderate	4 Major	5 Catastrophic
		Assessing the level of risk associated with a hazard before applying management strategies.	Dealt with by staff First Aid	Treatment by medical professional / hospital outpatient	Significant non-permanent injury Overnight hospitalization	Extensive permanent injury e.g. loss of fingers Extended hospitalization	Permanent disabling injury e.g. blindness, quadriplegia, loss of hand/s Death
Likelihood	5	Almost certain to occur in most circumstances	High	High	Extreme	Extreme	Extreme
	4	Likely to occur frequently	Moderate	High	Extreme	Extreme	Extreme
	3	Possible and likely to occur at some time	Moderate	High	High	Extreme	Extreme
	2	Unlikely to occur but could happen	Low	Moderate	High	High	Extreme
	1	May occur but only in rare and exceptional circumstances	Low	Low	Moderate	Moderate	High

Movie Night

Activity Or Location	Hazard Identification	Like-likelihood	Consequences	Management Strategy	Who	When	Managed Risk Assessment
Auditorium, Meeting rooms, Cinema or Dining Rooms	Environmental conditions <ul style="list-style-type: none"> Weather Surrounds Temperatures Isolation Plants 	1	1	<ul style="list-style-type: none"> StayKCC activities staff to advise students bring appropriate clothing. StayKCC activities staff to assess weather conditions before and during activity (e.g. temperature, storms). 	StayKCC activities staff StayKCC facilities staff	Before Ongoing	Low
	Equipment <ul style="list-style-type: none"> Equipment failure Screen deflating Volume of speakers too loud 	2	1	<ul style="list-style-type: none"> StayKCC activities staff to conduct regular equipment checks prior to start of sessions. StayKCC activities staff to check for worn or faulty equipment. StayKCC to supply all equipment in a clean and serviceable condition and with complete instructions. StayKCC to provide specific training in and awareness of safety requirements to activities staff. StayKCC to contractor AV specialist to volume check at closest seated area. StayKCC activities staff to be trained on how to adjust volume levels as necessary. Set a distance of no closer than 5 metres to speakers which generate audio. Movie night instructor to set audio to a level which is not excessive and could damage participants hearing 	StayKCC activities staff	Before Ongoing	Low

	<p>Students</p> <ul style="list-style-type: none"> • Special needs • High risk behaviours • Medical conditions • Student numbers • Child protection 	3	1	<ul style="list-style-type: none"> • Guest Group Leader and StayKCC to obtain parental permission including relevant medical information • StayKCC activities staff and Guest Group Leader ensure that relevant medical/ emergency plans and medications are readily available (insulin, Ventolin, Epipen, etc) • Refer to individual education plan/Educational adjustment plan/Behaviour management plan and other student documents. • Where necessary, obtain advice from relevant advisory visiting teachers or specialist teachers. • Ensure there is adequate adult supervision. • Participants travel together in teams of 4-6 	Guest Group Leader StayKCC activities staff	Before Ongoing	Low
	<p>Movie Rating Age restrictions on movies</p>			<p>General (G) Classification</p> <ul style="list-style-type: none"> • The content is very mild in impact • The G classification is suitable for everyone. G products may contain classifiable elements such as language and themes that are very mild in impact. <p>Parental Guidance (PG) Classification</p> <ul style="list-style-type: none"> • The content is mild in impact • The impact of PG (Parental Guidance) classified films and computer games should be no higher than mild, but they may contain content that children find confusing or upsetting and may require the guidance of parents, teachers or guardians. For example, they may contain classifiable elements such as language and themes that are mild in impact. • PG-rated content is not recommended for viewing by people under the age of 15 without guidance from parents, teachers or guardians. <p>Mature (M)</p> <ul style="list-style-type: none"> • The content is moderate in impact • Films and computer games classified M (Mature) contain content of a moderate impact. M-rated films and computer games are not recommended for children under the age of 15. They include portrayals of elements such as violence and themes that require a mature outlook. • However, children under the age of 15 may legally access this material as the classification rating is an advisory category. 			

				<ul style="list-style-type: none">Parents, teachers and guardians may need to find out more about the specific content before deciding whether the material is suitable for children in their care Mature Audience and Restricted (MA & R) <ul style="list-style-type: none">These are restricted to people over the age of 15 and 18. These should not be viewed during a camp run movie night			
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