

# Session plan and risk assessment

## Inside games

**Session length:** 90 minutes

**Instructor/participant ratio:** 1/40 (+ one teacher)

**Session aim:** to enable children to practise listening skills in French to understand instructions and to practise vocabulary linked with this activity + to build a good group atmosphere

**Equipment required:** everything needed depending on the games you want to play, a walky talky and a first aid kit.

**Suitable activity areas:** games room or a fencing room, depending on the size of the group.

Time	Content of the activity
-5	Preparation of the activity:  Check the information regarding the group: age, aptitude, experience and number of children  Check that you are aware of medical problems  Take the equipment needed out and check the games room is tidy
0	<b>Meet the group</b>  Introduce yourself and describe the activity. Check the group: correct group, number of children, medical information, and correct clothing/footwear.
10	<b>Presentation of the activity</b>  Explain to the children what you are going to do and what behaviour you expect from them.  For each game:  -explain the objective of the game  -do a safety briefing  -check the children are wearing the appropriate shoes (no flip-flops if they need to run)  <b>Note:</b> Think of at least 4 games and try to vary and adapt them to the group you have. You can use the file in the staff room to help you.



Adapt your games for the space you have and the number of participants (don't make 40 children run around in a narrow room).

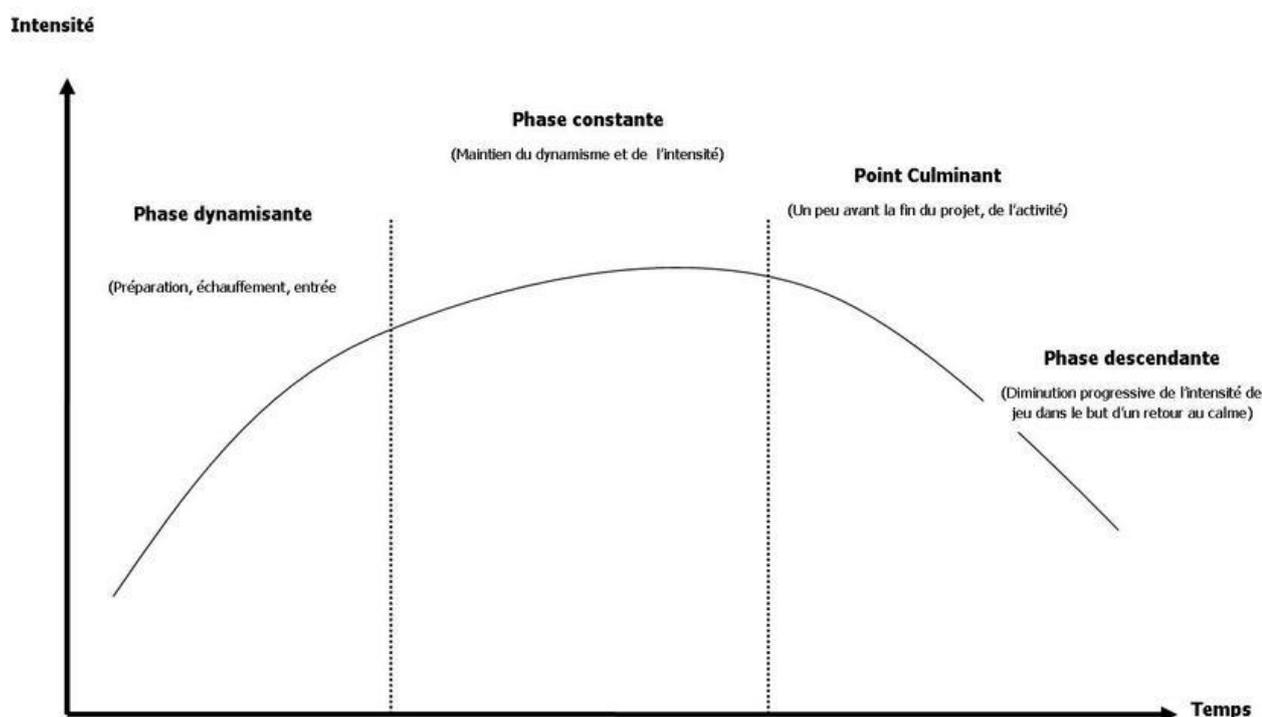
Think about the continuity of your activity and the links between the games to keep a good rhythm. That will help you to keep control of the group.

During the games make sure you keep control of the group and that you don't "overexcite" them. Be ready to interact if there are any problems and check that the children aren't cheating.

Stay active. You can play with the group but don't forget you are RESPONSIBLE for the activity.

If you do a competition, don't let the children pick their teams. Try to keep the scores as close as possible to keep all the children motivated.

Remember to follow the intensity curve (see below) to have a good and appropriate rhythm for your session (remember - finish with a calmer game at the end of the evening).



85 Review the activity and thank the group. Guide the group back to the château if needed.

90 **Tidying**

Put the equipment back in the right place.

Note down what games you did on the school's programme.



### Review tools for Inside Games:

What I liked

Positive feedback

Language linked with the activity

### RISK ASSESSMENT

Danger	Risk	Persons at risk	Degree of probability	Control measure	Consequence
Uneven / slippy surfaces	Injury	Instructor/ group	Medium	Instructor to check that the activity area is safe and to inform the group of any possible dangers. Instructor to check that the children are wearing the correct equipment and shoes, to make children wipe their feet if it's raining to avoid slipping.  Instructor to select the games in order to keep control of the group.	Medium
Damaged equipment	Injury	Group	Medium	Instructor to check all the equipment before and during the activity	Low

