

## SESSION PLAN AND RISKS ASSESMENT JEUX SANS FRONTIÈRES / IT'S A KNOCK OUT

Duration of the activity : 1h30    Number of staff/Participant : 2/40 (+teachers)

Aim & objectives of the activity : Learn the vocabulary around the activity. Create a good group atmosphere. Develop the team spirit along games (relay).

Required equipment : all the equipment you'll need regarding to the games of your choice + walkie-talkie + first aid kit.

Place to do the activity: this activity has the priority to use the front field in front of the chateau. If it is not possible to use it, you can also to it next to the green house, or behind the staff car park. **Adapt your games regarding the place you'll be !!**

Getting ready to the activity (at least 45 minutes before the activity)

As soon as possible, meet the rest of the staff to organize who is doing what in the "soirées" (usually at 5:15 pm in the local animateur).

Be aware : an "outside games" could be transformed into a "knock out" activity. The **person on duty** is in charge to check that with the teacher during lunch time to let you know as soon as possible. If you are on excursion with a group concerned by this possibility, don't hesitate to take the initiative to check directly with the teacher what they would like to do !

Check all information regarding your group : age, aptitude, experience and numbers. Make sure you have all the medical information.

This activity ask more preparation, so you will need to start it before dinner (especially if both staff are on meal presentation). When possible, avoid to put somebody in excursion on it.

When you have your team of two, organize the games you will do and the equipment you will to do each game. Be ambitious = **get 8 games** ready to be able to adapt the session.

Favorise games which involve the whole team to play (relay style).

Keep in mind how many person you have in each group to keep it fair. And be careful with the allergies when you organize the type of games (avoid the flour if you have gluten free for example). Be imaginative and creative (but don't forget : safety first !) You will find some example of games into your manual.

**After dinner**, you'll need to install the area you will play on. Make sure the place is safe to use, take off obstacles if needed and possible (adapt if not)

### Starting the activity

Be on time at the meeting point ! Check everybody is here and they have the right equipment : medical equipment, old clothes and good shoes.

### Introduction and running the session

Introduce yourself and the activity. Take your group to the game area. Organize the teams (make them yourself). **Advice** : you can use the group activity  
Explain the aim of the activity.

**For each game** :

- Explain the aim of the game (be careful if there is not the same number of persons in each group → you might need to adapt the rules)
- Explain the safety rules
- Play the game → stay really vigilant, ready to interrupt if needed and be dynamic (supporting them, singing, being chickee, ...)
- At the end, to a feedback of the game (who won ? points ? ...)

#### **All along the games :**

- Keep the control of the group (you won't be able to play yourself)
- Be careful to no over excited the kids
- Make sure nobody is cheating during the games
- Keep the score as close as possible
- Don't hesitate to give them bonus/malus point (they will help to get the scores close). Use your imagination for that : silent line, perfect line, funny faces, loudest singers, ...

**Advice :** When you organize the order of the games, organize as well who is doing what to make sure the games run smoothly. **You always need to have one staff with group taking care of them** (while the other(s) are tidying the game and getting the next one ready).

**Keep in a eye on your watch.** You probably won't have time to get through all the games you prepared. So be ready to make some choice.

#### **End of the session / Feedback**

At the end of the activity, do a feedback with the group.

Thanks them and remind them what time is breakfast the next day.

Don't forget to call the person on duty to let him/her know you are done.

#### **Tidying**

Clean and tidy away everything where it should be (make sure everything is dry : wipe them yourself if needed)

Write the games you have plaid with the group on their planning.

## Risks Assesment Jeux Sans Frontière

| Danger                                  | Risks                                 | People at risks | Probab-<br>ility | Control measure  | Results |
|---|---------------------------------------|-----------------|------------------|--|---------|
| Damaged equipment                       | Injury                                | All             | Medium           | The instructor will check the equipment before getting use and during the activity.  | Low     |
| Uneven ground                           | Falling and getting hurt              | All             | High             | The staff will make sure the area is safe to use. They will warn the participants of any potential risk and adapt the games if needed. They will make sure the participants are wearing the right shoes to play. They will keep control of the group all along the activity. | Low     |
| Wrong use of the equipment              | Injury caused by equipment            | All             | Medium           | The staff will explain clearly how to use the equipment at the start of each game and stay vigilant thah the rules are followed.   | Low     |
| Wrong knowledge of the medical problems | Allergic reactions or other reactions | Group           | Medium           | At the meeting point, find the group and check the medical informations - asthmatics, EPIPEN, ...  | Low     |
| Belongings                              | Lost                                  | Group           | Medium           | At the end of the session, give back the belongings (workbook, inhaler, ...)   | Low     |