

### Risk Assessment for Romans Programme.

<b>Romans Programme</b>						
Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
<b><u>TOWN HOUSE:</u></b> Collision with car or other type of motor vehicle.	FST VSA VC	1	75	75	<ul style="list-style-type: none"> <li>FST to warn of the danger and instruct VSA/VC on the safe method of movement from car park to Town House. Use pavements at all times and pedestrian crossings to get over all roads.</li> <li>FST to ensure group walk and move as a group, no running, all cross roads when instructed to do so, FST/VSA to walk back and lead of group and VC to walk in no more than pairs.</li> </ul>	LOW
VSA/VC separated from group and lost with subsequent abduction risks.	VSA VC	1	75	75	<ul style="list-style-type: none"> <li>FST/VSA to walk at back and head of group and VC to walk in pairs.</li> <li>FST to remind VSA to conduct regular head counts of group.</li> <li>FST to instruct VC/VSA on procedure <b>IF</b> lost/separated from group. Stay where you are, do not accept help from anyone, 'you are waiting for your group who are close behind you'.</li> <li>FST to ensure safe/obvious boundary which VC/VSA can see and adhere to.</li> </ul>	LOW
Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
Slip/fall on grass banks around Town House.	FST VSA VC	2	40	80	<ul style="list-style-type: none"> <li>FST to warn of danger.</li> <li>FST/VSA to ensure VC are not allowed onto slopes during activity.</li> </ul>	LOW
Head injury or	FST VSA	5	20	100	<ul style="list-style-type: none"> <li>FST to warn of danger and point out areas</li> </ul>	LOW

concussion from low roof on Town House.	VC				<p>where there is greater risk.</p> <ul style="list-style-type: none"> <li>FST/VSA to supervise VC during activity.</li> <li>FST/VSA to ensure VC do not run, rush or hurry around the building.</li> </ul>	
Fall or trip on Town House external walls.	FST VSA VC	2	40	80	<ul style="list-style-type: none"> <li>FST to warn of danger</li> <li>FST/VSA to supervise VC during activity.</li> <li>FST/VSA to ensure VC do not run, rush or hurry around the building.</li> </ul>	LOW
<b><u>MAIDEN CASTLE:</u></b> Lost VC/VSA on route or whilst at 'castle'.	VSA VC	1	75	75	<ul style="list-style-type: none"> <li>FST to warn of the danger and instruct VSA/VC on the safe method of movement from car park to Castle.</li> <li>FST to ensure group walk and move together as a group, no running, FST/VSA to walk back and lead of group.</li> <li>FST to remind VSA to conduct regular head counts of group.</li> <li>FST to instruct VC/VSA on procedure <b><u>IF</u></b> lost/separated from group. Stay where you are, do not accept help from anyone, 'you are waiting for your group who are close behind you'.</li> <li>FST to ensure safe/obvious boundary which VC/VSA can see and adhere to.</li> </ul>	LOW
Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
Slip, trip or fall on steep grass banks around the castle.	FST VSA VC	2	40	80	<ul style="list-style-type: none"> <li>FST to warn of danger.</li> <li>FST/VSA to ensure VC are not allowed onto slopes during activity except for controlled attack simulation as directed by the FST. Everyone must follow paths at all times.</li> <li>Whenever necessary FST must ensure that</li> </ul>	LOW

					group use steps provided to ascend/descend slopes in single file without pushing or running.	
Collision between two or more VC/VSA/FST during battle re-enactment.	FST VSA VC	2	40	80	<ul style="list-style-type: none"> <li>FST to warn of danger.</li> <li>FST to ensure that there is no enemy to attack- it is purely an imaginary force.</li> <li>FST to organise 'waves' of attackers depending upon the numbers and size of VC, as well as ground conditions.</li> </ul>	LOW
<b><u>MOSAICS:</u></b> Swallowing small pieces of mosaic	FST VSA VC	2	5	10	<ul style="list-style-type: none"> <li>FST to warn of danger of putting mosaic tiles in mouth.</li> </ul>	LOW
Upset stomach or illness caused by swallowed glue.	FST VSA VC	2	5	10	<ul style="list-style-type: none"> <li>FST to warn of danger.</li> <li>FST/VSA to supervise VC and ensure behavior appropriate.</li> <li>Only child safe PVA glue to be used.</li> </ul>	LOW
Irritation or discomfort caused by glue in the eye.	FST VSA VC	2	5	10	<ul style="list-style-type: none"> <li>FST to warn of risk.</li> <li>FST/VSA to supervise VC and ensure appropriate behavior.</li> <li>FST to encourage VSA/VC to wash hands after, (during if necessary) the activity.</li> </ul>	LOW

Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
<b><u>ROMAN AQUADUCTS:</u></b> Injury caused by wooden blocks	FST VSA VC	2	40	80	<ul style="list-style-type: none"> <li>FST to warn of danger and demonstrate safe use of moving and stacking wooden blocks</li> </ul>	LOW
Collapsing aqueduct falls onto FST/VSA/VC causing injury.	FST VSA VC	2	40	80	<ul style="list-style-type: none"> <li>FST to warn of danger and check the structures as they are built.</li> <li>FST to check stability of aqueduct before any water is added. If it is unstable this must be rectified before it can be tested with water and audience.</li> </ul>	LOW
<b><u>ONAGARS:</u></b> Cut from scissors, craft knife, tool or equipment used during session.	FST VSA VC	2	10	20	<ul style="list-style-type: none"> <li>FST to demonstrate safe use of equipment</li> <li>When pushing nails through card it must be done against hard surface not against hands/legs etc.</li> <li>FST to keep any sharp cutting tools on person during session, it should not be left on worktable.</li> <li>VC warned not to touch any tools which are on the workbench.</li> </ul>	LOW
Burn from glue or glue gun.	FST VSA VC	8	5	40	<ul style="list-style-type: none"> <li>FST to warn of danger to VSA/VC.</li> <li>Only FST and VSA to use glue guns on a separate table away from working area.</li> <li>Ensure that 'cool' melt guns are used.</li> </ul>	LOW
Elastic bands released accidentally or on purpose causing injury top eye.	FST VSA VC	2	40	80	<ul style="list-style-type: none"> <li>FST to warn of danger and instruct on appropriate use.</li> <li>FST/VSA to directly supervise at all times to ensure all resources are used appropriately</li> </ul>	LOW

Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
Fired object or equipment at time of firing causes injury to eye or other sensitive body part.	FST VSA VC	8	5	40	<ul style="list-style-type: none"> <li>FST to warn of danger and instruct on appropriate use.</li> <li>FST/VSA to directly supervise at all times to ensure all resources are used appropriately</li> <li>FST to ensure that only lightweight ammunition is used at all times (Ping-Pong balls)</li> <li>FST to ensure that onagars are fired at the same time on command at a suitable target (target to use supplied eye wear and helmet).</li> <li>FST/VSA to ensure that all VC are seated and paying attention before any firing may begin, FST to hold ammunition until this safe situation is reached.</li> </ul>	LOW
<b><u>ROMAN ARMY:</u></b> Injury to head (inc. concussion) or other body part as a result of contact with hard 'shield'.	FST VSA VC	8	5	40	<ul style="list-style-type: none"> <li>FST to warn of danger and demonstrate the safe use of shield.</li> <li>FST to establish range of commands to stop 'Army' immediately should you need to.</li> <li>The 'Army' must never run at anytime.</li> <li>FST to ensure that no weapons are carried, used or improvised at any time.</li> <li>FST to ensure that there is no contact between VC/VSA/FST especially during mock battle.</li> <li>FST to check the battlefield before activity for potential hazards.</li> </ul>	LOW

### Risk Assessment for Roman Cooking

Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
<p><b><u>COOKING:</u></b> Open fire or range causing burn.</p>	<p>FST, VSA, VC, GCS</p>	<p>2</p>	<p>10</p>	<p>20</p>	<ul style="list-style-type: none"> <li>• FST to warn of danger and supervise each teaching area with assistance of VSA and HC assistant.</li> <li>• To reduce risk of spitting only seasoned hardwood logs to be used.</li> <li>• Stored wood to be kept to a minimum well away from open fire.</li> <li>• FST to limit the amount of fuel on fires ensuring that it does get out of control.</li> <li>• No running or rushing in cooking areas.</li> </ul>	<p>LOW</p>
<p>Burn or scald from hot food or cooking pot/equipment.</p>	<p>FST VSA VC</p>	<p>5</p>	<p>5</p>	<p>25</p>	<ul style="list-style-type: none"> <li>• Only small amounts of food to cooked at any one time to avoid excessive weight or over balancing.</li> <li>• Oven glove or similar to be used at all times by FST when working with fire</li> <li>• No running or rushing in cooking areas.</li> </ul>	<p>LOW</p>
<p>Stomach upset or illness caused by eating History food. Including hedgerow rations.</p>	<p>FST VSA VC</p>	<p>2</p>	<p>20</p>	<p>40</p>	<ul style="list-style-type: none"> <li>• FST, VSA and VC to wash hands with soap prior to handling all foodstuffs.</li> <li>• Any open cuts or injuries to be covered with blue plasters and surgical glove if necessary.</li> <li>• All food that requires cooking to be thoroughly cooked prior to eating except Roman sweets.</li> <li>• All dry ingredients to be changed regularly, and if content is uncertain after use.</li> <li>• FST and assistants to ensure all foodstuffs are kept in suitable conditions to prevent deterioration and/or contamination.</li> <li>• All cooking equipment to be washed after</li> </ul>	<p>LOW</p>

					<p>use</p> <ul style="list-style-type: none"> <li>All tables to be washed down and swept. Regular cleaning with anti-bac spray.</li> </ul>	
Food allergy, or other reaction, causing allergic reaction or anaphylactic shock.	FST VSA VC	1	75	75	<ul style="list-style-type: none"> <li>FST to check group file prior to session and ensures foodstuff removed from working areas.</li> <li>FST and office staff to clearly mark food allergies on group program.</li> <li>All foodstuffs of similar type to be stored separately in sealed containers to avoid any cross contamination.</li> <li>All VC to wear surgical gloves to pick nettles, and avoid any contact with skin.</li> </ul>	LOW
Knives or other sharp utensils causing cut or other type of injury.	FST VSA VC	8	5	40	<ul style="list-style-type: none"> <li>FST to warn of danger and to demonstrate the safe method of use, sawing on steady protected surface, no stabbing or chopping.</li> <li>Only blunt edge type utensils to be used where possible.</li> <li>No running or rushing in cooking areas.</li> <li>Utensils to be kept on tables during session. Only removed to be washed up.</li> </ul>	LOW
Slip or fall on water or foodstuffs.	FST VSA VC CGS	2	20	40	<ul style="list-style-type: none"> <li>FST to warn of danger.</li> <li>No running or rushing in cooking areas.</li> <li>Cleaning resources available in each work area to immediately clear away any spillage.</li> </ul>	LOW
<b><i>GRINDING CORN:</i></b> dropping heavy stone onto self or other.	FST, VSA, VC	1	20	20	<ul style="list-style-type: none"> <li>Grinding stones to places on the floor, or a non-slip surface to prevent stones from falling.</li> <li>FST to issue warning to the VSA/VC ensuring VSA/FST keep a close eye on behavior.</li> </ul>	LOW

**Risk Assessment for Roman Pottery, Weaving and Jewellery Making**

Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
<b><u>POTTERY:</u></b> Infection in new or existing injury from modeling clay.	FST VSA VC	2	20	40	<ul style="list-style-type: none"> <li>FST to warn of danger and ask VC/VSA to check for cuts and abrasions etc. to be covered by plasters and/or surgical gloves.</li> <li>FST/VSA to remind all participants to wash their hands with soap and water after the activity.</li> <li>FST to ensure that modeling tools are not too sharp and are used correctly during activity.</li> </ul>	LOW
Stomach upset or infection caused by clay on hands.	FST VSA VC	2	20	40	<ul style="list-style-type: none"> <li>FST to warn VC/VSA against putting clay into their mouth or eating clay.</li> <li>FST to warn all participants not to put fingers or other objects which may have come into contact with clay into their mouth.</li> </ul>	LOW
Puncture or similar type of injury caused by sharp modeling tool.	FST VSA VC	2	10	20	<ul style="list-style-type: none"> <li>FST to warn of danger and demonstrate the safe practice of use for modeling tools.</li> <li>FST/VSA to ensure that VC do not walk, run or wander around carrying or using modeling tools.</li> </ul>	LOW
					<ul style="list-style-type: none"> <li></li> </ul>	

Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
<b><u>WEAVING:</u></b> Injury caused by constriction of body part.	FST VSA VC	5	5	25	<ul style="list-style-type: none"> <li>FST to warn against over tightening wool around any part of their body.</li> </ul>	LOW

<b><u>JEWELLERY MAKING:</u></b> Stomach upset or illness caused by materials used.	FST VSA VC	2	5	10	<ul style="list-style-type: none"> <li>• FST to warn of risk, and warn against swallowing any of the materials used.</li> <li>• FST to instruct all VC and VSA to wash hands after the activity.</li> <li>• FST to ensure that materials used are non toxic.</li> <li>•</li> </ul>	LOW
Injury caused by constriction of body part.	FST VSA VC	2	20	40	<ul style="list-style-type: none"> <li>• FST to warn against over tightening wire around any part of their body.</li> <li>• FST to ensure that appropriate soft wire is used for jewellery making which can be cut easily.</li> <li>• FST to demonstrate how to twist wire together including using a stick.</li> <li>• FST/VSA to ensure direct supervision at all times during activity.</li> <li>• FST/VSA to ensure direct supervision at all times during activity.</li> </ul>	LOW

<b>Risk Assessment for Roman Games</b>						
Hazard/Risk	Who could be affected by hazard.	Likelihood of being affected	Worst consequence of being affected	Risk Level	How hazard/risk is mitigated	Residual risk level
<b><u>GAMES:</u></b> Thrown dice or similar leaves playing surface and hits other person.	FST VSA VC	2	20	40	<ul style="list-style-type: none"> <li>• FST warns of danger and instructs VC/VSA on the safe and appropriate use of the game materials.</li> <li>• Direct supervision of VC/VSA to ensure appropriate behavior.</li> </ul>	LOW

VC/VSA/FST swallows game piece or dice during session.	FST VSA VC	1	20	20	<ul style="list-style-type: none"> <li>FST warns of danger and instructs VC/VSA on the safe and appropriate use of the game materials.</li> <li>Direct supervision of VC/VSA to ensure appropriate behavior.</li> </ul>	LOW
Injury caused by bowling ball or hoop hitting individual.	FST VSA VC	2	20	40	<ul style="list-style-type: none"> <li>FST warns of danger and instructs VC/VSA on the safe and appropriate use of the game materials.</li> <li>Direct supervision of VC/VSA to ensure appropriate behavior.</li> <li>Limit the distance over which the game is played to encourage gentle throws/bowls.</li> <li>Lightweight balls and hoops used.</li> </ul>	LOW
<b><u>PURSE MAKING.</u></b> Cut or puncture wound from scissors or hole punch.	FST VSA VC	5	10	50	<ul style="list-style-type: none"> <li>FST to warn of danger and demonstrate the safe use and techniques.</li> <li>FST and VSA to directly supervise the VC cutting and using scissors.</li> <li>FST to warn VC not to walk, run or rush around carrying scissors.</li> <li>FST to ensure scissors are left on the work table unless being used.</li> </ul>	LOW

Date Reviewed: January 2026  
Next Review Date: January 2027