

Explorer Dome – General Risk Assessment 2025

Hazard	Risk	Action	Risk Rating
The presenters and most members of the audience enter and exit the dome by crawling through a tunnel.	There is a minor trip hazard at the mouth of the tunnel.	<p>The presenters must crawl on hands and knees to prevent tripping. The presenters raise awareness of the trip hazard with everyone going in and going out and ask everyone to crawl on hands and knees through the tunnel and crawl until well clear of the tunnel on exit.</p> <p>A presenter is present at the mouth of the tunnel during entry and exit whenever possible. If a presenter is not available, an adult will be instructed how to aid entrance and exit avoiding trips.</p> <p>Where gym mats are available these can be laid out at the mouth of the tunnel and inside the dome to soften the floor as an extra precaution. Explorer Dome vehicles are equipped with 2 of these mats to ensure that this crash mat can be in place.</p>	<p>Likelihood = 3</p> <p>Severity = 1</p> <p>Risk Rating = 3 (Low)</p>
Fire or accidents and emergency evacuation.	Small risk that fire could start inside the dome though accident or deliberate action. The audience needs to be evacuated from the dome and it takes a few minutes for a full audience to leave the dome via the tunnel.	<p>Presenters are trained in the proper procedure during fire or for an emergency evacuation.</p> <p>The dome material is not flammable but fire extinguishers are to hand inside the dome in case of emergency.</p> <p>In the event of an emergency, presenters ask the audience to remain calm and carefully move towards the centre of the dome and off the silver material of the dome sides.</p> <p>The dome has no floor, and both presenters can flip the dome over the heads of the audience and equipment.</p> <p>Exit is then immediate.</p> <p>Explorer Dome presenters should be the last to leave the dome and ensure that electrical equipment is switched off.</p>	<p>Likelihood = 1</p> <p>Severity = 3</p> <p>Risk Rating = 3 (Low)</p>

Risk Rating = Likelihood x Severity of Consequences

Likelihood (1 = most unlikely, 5 = most likely)

Severity (1 = trivial injuries, 5 = major injuries)

Hazard	Risk	Action	Risk Rating
Unpredictable behaviour due to special educational or medical needs of the audience, claustrophobia etc. may result in members of the audience becoming unable or unwilling to continue.	Risk of unpredictable behaviour. The audience may need to be evacuated from the dome and it takes a few minutes for a full audience to leave the dome via the tunnel	Show can be stopped at any time and individual members can be moved or exit down the tunnel with the help of the presenters. If audience needs to leave quickly, presenters are trained in the proper procedure for an emergency evacuation (see below).	Likelihood = 3 Severity = 1 Risk Rating = 3 (Low)
Power cut	The majority of lights inside the dome and the dome fan itself run on electric supply from the mains. If there is a power cut the inflated dome will be pitch black and will start to deflate.	Presenters are trained in the proper procedure during power cut. 2 torches are always available in event of a black-out and presenters can calm down any worried or over-excited children. The dome takes a long time to deflate and the audience can leave the dome using the emergency evacuation procedure with no need for a rush.	Likelihood = 2 Severity = 1 Risk Rating = 2 (Minimal)

Risk Rating = Likelihood x Severity of Consequences

Likelihood (1 = most unlikely, 5 = most likely)

Severity (1 = trivial injuries, 5 = major injuries)

<p>Low level lighting inside the dome.</p>	<p>Risk that darkness may cause audience members to become nervous. Risk that darkness may result in boisterous behaviour.</p>	<p>Two presenters inside dome maintain awareness of audience and their reactions at all times. At least one teacher or adult who knows the children is always asked to be present at all times during presentations. Lights can be brought up at any time and children can move to sit closer to teachers or where they feel safe. Extra lights are available for nervous children and lights are kept on if children are over-excited, boisterous or frightened in the dark. Members of the audience can leave the dome at any time if necessary.</p>	<p>Likelihood = 4 Severity = 1 Risk Rating = 4 (Low)</p>
<p>Walking around the darkened dome during the presentations.</p>	<p>Trip hazard due to audience and equipment.</p>	<p>Once seated only selected volunteers and presenters move around the dome during the show. Presenters ensure that movement of volunteers is directed and there is enough space and time for them to move safely. At the start of the show and through-out the show if necessary, the audience is asked to keep the relevant spaces and walkways clear. Presenters ensure that the dome is not over-crowded If audience members need to enter or leave the dome, lights may need to be brought up and a presenter must assist the entrance or exit.</p>	<p>Likelihood = 3 Severity = 1 Risk Rating = 3 (Low)</p>
<p>Hands-on demonstrations using volunteers.</p>	<p>Demonstration risks are assessed separately – see attached sheets if appropriate</p>		

Risk Rating = Likelihood x Severity of Consequences

Likelihood (1 = most unlikely, 5 = most likely)

Severity (1 = trivial injuries, 5 = major injuries)

Likelihood of Occurrence	Severity of Consequences				
	1. Minor Injuries [No lost time]	2. Significant Injury [up to 7 Days]	3. Serious Injury [7 Day Injury]	4. Major Injury	5. Fatality
1. Very unlikely [hasn't occurred before]	1	2	3	4	5
2 - Slight [rarely occurs]	2	4	6	8	10
3 - Feasible [possible, but not common]	3	6	9	12	15
4 - Likely [has before, will again]	4	8	12	16	20
5 - Very Likely [occurs frequently]	5	10	15	20	25
Risk Rating: Likelihood * Severity	Minimal 1-2	Low 3-9	Medium 10-15	High 16-20	Extreme 25

Score 1-3 Minimal Risk - Maintain Existing Measures
 Score 3-9 Low Risk - Review Existing Measures
 Score 10-15 Medium Risk - Improve Control Measures
 Score 16-20 High Risk - Consider Stopping Activity
 Score 25 Extreme Risk - Do Not Proceed

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Likelihood (1 = most unlikely, 5 = most likely)

Severity (1 = trivial injuries, 5 = major injuries)