

# Britain Yearly Meeting Children and Young People's Work



## Event & Activity Management Policy Procedures & Guidance 16

These guidelines apply to all Britain Yearly Meeting centrally managed work with children and young people (see <http://www.quaker.org.uk/event-and-activity-management>)

### Appropriate games and activities

These guidelines seek to enable those planning and facilitating BYM events for Children and Young People to plan games and activities that are appropriate for the group.

- All games and activities should be appropriate for the ages of those participating in the event (including adult volunteers and staff).
- There should be clarity on the purpose of games and activities. Generally they should seek to meet the event aims and intended outcomes for participants and volunteer team members.
- Any activities that involve violence or the potential for violence, whether or not intentional must be avoided.
- Careful consideration should be given to whether to undertake games and activities that involve or could involve close physical contact.
- Facilitators should be aware of the interactions between individuals in the group whilst the activity is taking place.
- No activities should be undertaken if they involve contact that is, or could be interpreted as being, sexual.
- All games and activities should be appropriate for the physical and emotional maturity of those participating, keeping in mind that within any particular age group there may be differing physical and emotional maturity.
- All games and activities should seek to be inclusive, enabling the whole group to work and play together and all should have the opportunity to participate.
- Individuals should be given the opportunity to opt-out of particular activities if they would rather not participate.
- Where possible a range of alternative activities should be offered.
- The following should be considered by facilitators when choosing games and activities
  - The mood of the group
  - The time of day
  - The capabilities of individuals
  - The stage of the group's life together
  - The size of the group
  - The way people are dressed
  - The space you have
  - The time you have
  - Your own self confidence with the activity
  - Your knowledge of the group

- All games and activities should seek to be inclusive, enabling the whole group to work and play together and all should have the opportunity to participate. The staff team, arrangements committees and volunteers should consider whether particular games should be avoided being played at events. An example of this could be games that become very important for some at events, which not everyone enjoys playing. Staff, arrangements committees and volunteers should find time to discuss and agree appropriate games when planning for the event. This should be continuously reviewed when the event is in progress.
- All activities should be risk assessed before they are undertaken – any risk assessment should include the possibility of physical injury and damage to property (See Event & Activity Management Procedures & Guidance 6).
- Facilitators should ensure they remain in control of the activity at all times – including giving instructions at the start of the activity and where necessary include briefing on a clear signal for the activity to stop.