

Risk Assessment – Wearable Technology Incursion

Incursion Provider: STEAM Powered Kids

Activity: Wearable Technology

Duration: Typically 1 hour

Age Group: Suitable for Primary School Students (Prep-6)

Location: School Classroom or Hall

Activity Details: Introduction to wearable technology presentation, Simple circuit Demo, Bracelet Design, Bracelet build, wearable clothing demo and Gift distribution



Hazard	Potential Risks	Risk Rating	Control Measures	Revised Risk Rating
Button Batteries	- Swallowing hazard - Short-circuit or leakage	High	- Use battery holders with screws - No loose batteries - Students will not be handling them only facilitator as a demo - Safety briefing on battery handling	Low
LED Components	- Sharp edges on LED leads - Minor electric shock (very low risk)	Medium	- Pre-bend or tape sharp leads - Use low-voltage components - Demonstrate safe handling	Low
EVA Foam Stickers	- Choking hazard (if misused) - Possible allergic reaction	Low	- Remind students not to place items in mouth - Use non-toxic, hypoallergenic materials	Very Low
Rhinestone Decorations	- Choking hazard (small parts) - Eye irritation if handled improperly	Medium	- Suitable for children aged 6+ - Supervision during decoration phase	Low
Small Parts (General)	- Choking hazard - Loss of components causing trip hazard	Medium	- Keep workspace organised - Count materials before and after session	Low
Workspace Management	- Trip/slip hazards from dropped items or student belongings	Medium	- Clear instructions to keep personal items away - Regular checks of workspace	Low
Student Behaviour	- Misuse of materials (e.g., throwing small parts, rough handling of batteries)	Medium	- Set clear expectations - Maintain active supervision throughout session	Low

Emergency Procedures:

- **First Aid:** Incursion staff carry a basic first aid kit. School first aid officer to be notified of the session time.
- **Incident Reporting:** Any incidents will be reported immediately to the supervising teacher and documented by STEAM Powered Kids staff.
- **Emergency Contacts:** Follow school's emergency protocols.

Supervision Requirements:

- Minimum of 1 STEAM Powered Kids facilitator per session.
- School staff to always remain present for duty of care.
- Recommended ratio: 1 adult per 20 students.

Additional Notes:

- All STEAM Powered Kids staff hold valid Working with Children Checks (Blue Card).
- A pre-activity safety briefing will be conducted with all students.
- All equipment is checked prior to the session for safety and functionality.

Risk Matrix

Inherent ¹ risk level			Action required
☒	Low	Little chance of incident or injury	– Document the activity within the three levels of planning.
☐	Medium	Some chance of an incident and injury requiring first aid	– Document the activity within the three levels of planning. – A OneSchool CARA record may also be required in accordance with school-based decisions.
☐	High	Likely chance of a significant incident and injury requiring medical treatment	– Document the activity within the three levels of planning. – Complete a CARA record in OneSchool. – Obtain approval from the principal or school leader (i.e. DP, HOD, HOSES, HOC) prior to conducting this activity. This approval is automatically requested in OneSchool when the CARA record is completed. – Obtain and document parent consent (highly recommended).
☐	Extreme	High chance of a serious incident resulting in highly debilitating injury	– An alternative activity must be considered. If the activity is essential for delivery of the curriculum, control measures must be implemented to reduce the risks to achieve comparable learning outcomes. – Document the activity within the three levels of planning. – Complete a CARA record in OneSchool. – Obtain approval from principal prior to conducting this activity. This approval is automatically requested in OneSchool when the CARA record is completed. – Obtain and document parent consent (mandatory).