



SPAGHETTI TOWER

Teams race against the clock to build the tallest free-standing structure using only dry spaghetti and marshmallows. The highest standing tower claims victory, with bonus points up for grabs for the most creative designs.

KEY INFO

Location: Outdoor/Indoor

Type: Teams or Group

Group size: 2+

Age: 8+

Play time: 15-30 mins

Difficulty: Easy

Leader: 1+

MATERIALS

Dry spaghetti

Marshmallows

Tables

HOW TO PLAY

First Step - Complete attached Risk Assessment based on the instructions below and mitigate risk by addressing hazards

Layout:

Preparation:

- Put a pack of spaghetti and a pack of marshmallows on each table

Instructions:

1. Each team gathers around their table
2. When the game begins, teams use only the spaghetti and marshmallows to build a tower
3. Points will be awarded for the tallest tower still able to stand at the end of the time
4. Potential for bonus points for creativity and design

SPAGHETTI TOWER GAME LAYOUT DIAGRAM



ACTIVITY RISK ASSESSMENT

Activity Name and Description:	SPAGHETTI TOWER Teams race against the clock to build the tallest free-standing structure using only dry spaghetti and marshmallows. The highest standing tower claims victory, with bonus points up for grabs for the most creative designs.		Please ensure risk assement is edited and completed considering your delivery context and location. Adherence to mandatory Safe Church requirements is essential. Failure to do so may result in insurane cover not being extended in the case of a claim	
Activity Location:			Activity Date:	
Ministry / Dept. Responsible:			Person Responsible:	
Assessors:			Assessment date:	

Tasks	Risks/Hazards	Likelihood	Consequence	Risk Rating	Proposed Control Measures	Responsibility
List each of the tasks for the activity	List the risks/hazards associated with each task	(L1-L5)	(C1-C5)	(L/M/H)	Nominate Control Measures	Nominate the person responsible.
add additional for any identified in your location						

ACTIVITY RISK ASSESSMENT second page delete if not required

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RISK LIKELIHOOD & CONSEQUENCE FACTORS AND VALUES

LIKELIHOOD FACTORS

	Factors	The hazard / risk is possible but is not expected to occur.
L5	Almost certain	The hazard / risk is possible but is not expected to occur.
L4	Likely	The hazard / risk is possible but is not expected to occur.
L3	Possible	The hazard / risk is possible but is not expected to occur.
L2	Unlikely	The hazard / risk is possible but is not expected to occur.
L1	Rare	The hazard / risk is possible but is not expected to occur.

CONSEQUENCE FACTORS

	Factors	Values
C5	Extreme	Death; high financial loss; sustained national media coverage
C4	Major	Extreme / permanent Injuries (significant hospitalisation); major financial loss; major negative state media
C3	Moderate	Medical treatment required (may involve hospitalisation); moderate financial loss; some state media, sustained local media
C2	Minor	First Aid treatment on site; minor financial loss; one off digital media, TV or newspaper coverage
C1	Insignificant	No injuries or treatment; low or no financial loss; one off local media coverage

RISK ANALYSIS & ESCALATION

RISK MATRIX

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Consequence

	C1 Insignificant	C2 Minor	C3 Moderate	C4 Major	C5 Extreme
L5 Almost certain	Low	Medium	High	High	High
L4 Likely	Low	Medium	Medium	High	High
L3 Possible	Low	Medium	Medium	High	High
L2 Unlikely	Low	Low	Medium	Medium	High
L1 Rare	Low	Low	Low	Medium	High

Please ensure the sign in sheets are kept for each week and a dated log of when a game is played is recorded in case of injury claim

RISK ESCALATION & COMMUNICATION OPTIONS

Risk Rating	Escalation and Communication
High	Immediate escalation to church leadership (Board); active remediation activities in place; regular frequent (weekly) monitoring. Consider running alternative activity if control measures do not lower risk rating
Medium	Church management team advised; active mitigation plans in place; regular (monthly) monitoring as part of existing meetings
Low	Local management team monitoring; lower priority remediation activities. Ensure delivery as per instructions