



## Other Descriptions

The following categories found in both the participation and incident report survey are detailed below.

- Client Group
- Type of Participation
- Incident Type
- Severity
- Residential Activities
- Expedition Activities

Please click on the appropriate category to see the detailed descriptions.

These categories can be found in both the Participation and Incident Report Survey.

<b>Client Group</b>	<b>Description</b>
<b>Education – School</b>	A group that is part of formal school-based education. This will mainly occur within Primary and Secondary education. They may have a range of objectives for participation, such as curriculum-based, Duke of Edinburgh Award, or end of year trip.
<b>Education – Other</b>	A group that is part of formal education outside of a school setting. Examples may be Alternative Provision, College or University education.
<b>Youth Work, Programmes, Services, &amp;/or Youth Groups</b>	A youth-oriented group that has a formal organising leader or an objective that individuals are buying into (e.g. DofE Residential Activity Week or unaccompanied-youth activity week). It could be part of the commercial, statutory, or voluntary sector.
<b>Adult Programmes &amp;/or Services</b>	A group that has a formal organising leader or a service that can be bought into, and is not 'youth-oriented'. Examples may include The King's Trust, Outdoor Therapy, or Green Social Prescribing.
<b>Uniformed Youth Groups</b>	Uniformed youth groups that are part of a wider organised structure, with various leadership roles assigned within it. For example Scouts, Girlguides, or Cadets.
<b>Clients (families, friends, adults etc.)</b>	There is no formal organising leader or organisation, and individual participants may be unconnected. It is often (though not always) associated with a commercial activity, adventure tourism, and guiding. There should be no licensable activities within this group, as all young people will be accompanied (if they are not, consider whether you should select 'Youth Programmes etc.').
<b>Staff Training</b>	The group are employees, volunteers, trainees or apprentices of the organisation. It will include activities undertaken during trainee or apprenticeship schemes.
<b>Other</b>	All other options not clearly stated above. It may include examples such as Outdoor Activity Clubs or National Governing Body Award candidates.

Type of Participation	Description
<b>Activity Day</b>	This is any form of structured adventure/outdoor activity that the group or individual are participating in. It may be non-residential or connected to a residential programme. This includes staff training or development days. It is not limited to the day if the activity is planned and programmed for (e.g. Night Nav).
<b>Expedition Activity Day</b>	The same as Activity Day, but is taking place during an expedition.
<b>Residential Overnight</b>	This is any time or activity that the incident is related to then staying overnight in a residential building (e.g. free time after dinner, dorm rooms etc.)
<b>Expedition Overnight</b>	This is any time or activity that the incident is related to them staying overnight away from an established residential building (e.g. camping, bothy, cooking etc.)

Incident Type	Description
<b>Injury</b>	Physical harm that occurred from an incident.
<b>Medical Condition &amp;/or Illness</b>	An Incident that caused harm and was influenced by non-activity medical factors.
<b>Psychosocial</b>	Mental health and behavioural-related incidents that caused harm to self or group, that are often influenced by social and cultural factors (i.e. relationships, social situations etc.).
<b>Near Miss</b>	An incident that had the potential to cause harm to individuals or groups.
<b>Fatality</b>	An incident that resulted in a fatality/fatalities.

<b>Severity</b>	<b>Description</b>
<b>Negligible</b>	Did not cause harm to the individuals affected.
<b>Low</b>	Whilst causing harm to the individuals affected, there was little to none medical attention required, with no concern for long-term injury or impact.
<b>Medium</b>	It caused moderate harm to the individuals affected. It is likely that medical attention or support would have been required, potentially with some form of short to medium-term recovery needed.
<b>High</b>	Had a long-term, life-altering, or life-threatening impact on the affected individuals.

<b>Residential Activities</b>	<b>Description</b>
<b>Meal times</b>	This is during set periods in a formal setting, where the group are clearly not on activity. For example breakfast or dinner, in a dinning room.
<b>Cooking</b>	When the group/individual are using cooking facilities to create one of their meals.
<b>Sleeping</b>	When the group/individual are meant to be asleep.
<b>Supervised games / activity</b>	When the group are being supervised by provider staff, and are playing or conducting activities that are not activity-specific. For example, evening games.
<b>Unstructured / Unsupervised time</b>	When the group are not meant to be supervised by provider staff. Could be considered free time, down time, or time that is not spent on/at an activity.
<b>Campfire</b>	When there is a campfire for the group to sit or congregate around. It may include activities such as talking, singing, or marshmallows.
<b>Other</b>	Any other time that is not covered by the above.

<b>Expedition Activities</b>	<b>Description</b>
<b>Cooking</b>	When the group/individual are involved in cooking or preparing a main meal. This would often include the use of stoves.
<b>Setting up camp</b>	When the group/individual are helping set up their camp, which may involve putting up tents or moving equipment around.
<b>Sleeping</b>	When the group/individual are meant to be sleeping.
<b>Supervised games / activity</b>	When the group are being supervised by provider staff, and are playing or conducting activities that are not activity-specific. For example, evening games or a simple walk.
<b>Unstructured / Unsupervised time</b>	When the group are not meant to be supervised by provider staff. Could be considered free time, down time, or time that is not spent on/at an activity.
<b>Campfire</b>	When there is a campfire for the group to sit or congregate around. It may include activities such as talking, singing, or marshmallows.
<b>Other</b>	Any other time that is not covered by the above.