

Grindleford and Eyam Playgroup - procedure

Annex B: Search area check list

- Areas 1-5 are searched in this numerical order of priority.
- Areas 6 – 13 are searched in order of likelihood of the child visiting them.
- For children missing whilst on a local walk around Grindleford, the Coordinator must assess the best priority for searching areas depending on where the child was last seen.
- For children missing from a forest school session, the Coordinator must liaise with the session leader to determine last time child was seen and determine search area – suggested areas listed at end of table.

	Area	Searched by	Time started	Time complete
1	Pavilion indoors (include extension, store rooms, both toilets and shower area)			
2	Immediate outdoor vicinity (up to 10 m) <ul style="list-style-type: none"> • free flow outside area • outside toilet • under balcony 			
3	River bank <ul style="list-style-type: none"> • check all access gaps from playing field • look both directions from bridge • beach area by Jubilee gardens • river path to allotments 			
4	Brief search of road from church to old village shop			
5	Inside Playing field perimeter <ul style="list-style-type: none"> • play park area • den area • playing field • multi-use games area • car park 			
6	Child's route home (important if the child lives locally)			
7	Route to the Grindleford school <ul style="list-style-type: none"> • Snicket up to Sir William Pub • Pub garden and school car park • Notify school and pub 			

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8	<p>Along the main road towards Chesterfield</p> <ul style="list-style-type: none"> • Cover both sides • Check the old shop carpark • Ask at the garage 			
9	<p>Along the main road towards Sheffield</p> <ul style="list-style-type: none"> • covering both sides 			
10	<p>Allotment (check communal shed is closed)</p> <ul style="list-style-type: none"> • BBQ area • Wreck playing field 			
11	<p>Church</p> <ul style="list-style-type: none"> • Interior if open (including vestry to the right of the altar (play and praise area)) • Cemetery 			
12	<p>Field leading to Haywood</p> <ul style="list-style-type: none"> • stream in far right corner • river bank • Gruffalo pond area • Field at end of path to Froggatt 			
13	<p>Fields with Hathersage footpath (including river bank and beach area)</p>			

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Forest school areas – if staff member or volunteer based at pavilion ask them to start search from there and meet forest assistant en route				
	Area	Searched by	Time started	Time complete
	Bridge crossing river - retrace path back to pavilion, check Jubilee gardens and path towards allotment			
	Lane at side of church – check area from stile back to main road			
	Forest path from stile to gate			
	Forest path from gate to access point in wall			
	Arriving at site – retrace journey back to wall 2 nd staff member to search path where it continues up hill			
	During free play – search dens, toilet area, path used for treasure hunts, path back to pavilion			
	Returning to pavilion – retrace path to site 2 nd staff member to search path towards site			