

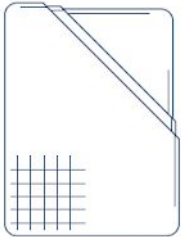


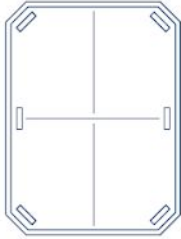



# Element Assessment Record (detail)

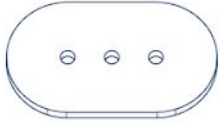




## Nüdel Kart Elements









Please note this is not an exhaustive list.




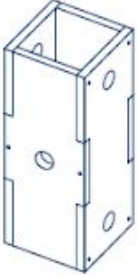
Have we missed anything? - Please let us know at [nudel@playgroundideas.org](mailto:nudel@playgroundideas.org)

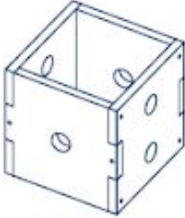
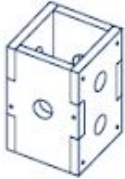
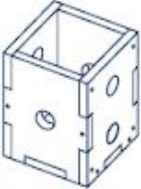
Nüdel Kart standard items	Description of element	Image	Perceived affordances	Perceived Risks	Monitoring Before <sup>2</sup> /After Play	Management In Play <sup>3</sup>	Initial
1	Straps		<ul style="list-style-type: none"> <li>• Tying/binding</li> <li>• Whipping</li> <li>• Hanging</li> <li>• Looping</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Pinching</b> action when tied around hands, legs and flexed.</li> <li>• <b>Strangulation</b> if around necks</li> <li>• Lashing <b>stacked</b> elements together insufficiently so as not achieving the required stability for a structure</li> <li>• <b>Pinching</b> caused by loops on ends twisted around fingers</li> </ul>		<ul style="list-style-type: none"> <li>-Ensure not tied around necks.</li> <li>-Ensure lashings/knots are sufficient to avoid toppling <i>hazard</i><sup>o</sup>.</li> <li>-Supervisor could demonstrate how a dowel can pass through the loops on the end, for greater strength.</li> <li>-Ensure loops are not twisted on fingers</li> </ul>	
2	Bean Bags		<ul style="list-style-type: none"> <li>• Throwing/catching</li> <li>• Limited rolling / sliding</li> <li>• Mass weight upon structure/cantilever</li> </ul>	<ul style="list-style-type: none"> <li>• Impact from thrown bag.</li> <li>• Tripping hazard</li> <li>• Insufficient weight to support cantilever</li> </ul>	<ul style="list-style-type: none"> <li>-Check for fraying, perforation</li> <li>-Check stitching</li> </ul>	<ul style="list-style-type: none"> <li>-throw at targets.</li> <li>-throw <b>to</b>, not <b>at</b>, people</li> <li>-Monitor cantilever designs</li> </ul>	
3	Netting Material		<ul style="list-style-type: none"> <li>• Face covering, dress-up shawl</li> <li>• Cubby window/doorway covering</li> <li>• Flag</li> <li>• Cape</li> <li>• Hair-piece</li> <li>• Veil, hijab or burqa</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Strangulation</b> when worn as cape around neck</li> <li>• <b>Pinching</b> fingers when twisted</li> <li>• <b>Slipping</b> hazard when placed on a smooth floor surface.</li> </ul>	<ul style="list-style-type: none"> <li>-Check for fraying / perforation</li> </ul>	<ul style="list-style-type: none"> <li>-Ensure not tied around necks.</li> <li>-Ensure lashings/knots are sufficient to avoid toppling.</li> <li>-Ensure limbs are not bound / entwined in netting</li> <li>-prevent slippages by ensuring netting is tidied away.</li> </ul>	

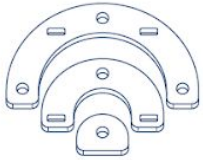
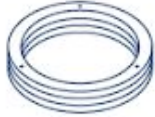
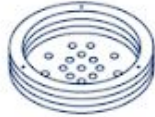



4	Canvas Sheets		<ul style="list-style-type: none"> <li>• Roof / awning</li> <li>• Door covering</li> <li>• Flag</li> <li>• Hat</li> <li>• Cape (unable to be tied together)</li> <li>• Spin around dowel, attach to dowel through loop.</li> </ul>	<ul style="list-style-type: none"> <li>• Twisted loops - finger <b>entrapment</b></li> <li>• <b>Strangulation</b> covering face/mouth</li> <li>• Dowels through loops, twisted - cause restriction.</li> </ul>	<p>-Check for fraying / perforation</p>	<p>-Ensure limbs are not bound by sheets, particularly when attached to dowel(s)          -Not to cover mouths          -Ensure fingers not entwined in loops during vigorous movement</p>	
5	Large Wheel		<ul style="list-style-type: none"> <li>• Rolling</li> <li>• Clapping</li> <li>• Wheels with dowel axles</li> <li>• Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>• Impact of rolled wheel</li> <li>• <b>Pinching</b> between floor and wheel, wheel and hard surface</li> </ul>	<p>Check for Splinters, breakages</p>	<p>-Hands kept clear of axle/wheels supporting weight.          -Roll wheels into cleared space rather than at people or busy thoroughfare.          -Fingers clear from between shapes mounted on vertical dowel</p>	
6	Medium Wheel		<ul style="list-style-type: none"> <li>• Rolling</li> <li>• Clapping</li> <li>• Wheels with dowel axles</li> <li>• Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>• Impact of rolled wheel</li> <li>• <b>Pinching</b> between floor and wheel, wheel and hard surface</li> </ul>	<p>Check for Splinters, breakages</p>	<p>-Hands kept clear of axle/wheels supporting weight.          -Fingers clear from between shapes mounted on vertical dowel</p>	
7	Small Wheel		<ul style="list-style-type: none"> <li>• Rolling</li> <li>• Clapping</li> <li>• Wheels with dowel axles</li> <li>• Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>• Impact of rolled wheel</li> <li>• <b>Pinching</b> between floor and wheel, wheel and hard surface</li> </ul>	<p>Check for Splinters, breakages</p>	<p>-Hands kept clear of axle/wheels supporting weight.          -Fingers clear from between shapes mounted on vertical dowel.</p>	






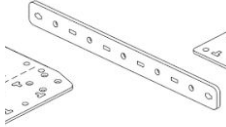
8	Large Oval		<ul style="list-style-type: none"> <li>• Spun around on short dowel</li> <li>• Base/mount for dowel,</li> <li>• Spin around dowel,attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Pinch</b> between floor and Oval, Oval and hard surface</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
9	Key Peg		<ul style="list-style-type: none"> <li>• Connect arms to boxes,</li> <li>• Stuffs netting in place in holes</li> <li>• Creates eyelet on end of play-tube</li> <li>• Spin around dowel,attach to dowel through hole.</li> <li>• Misc tool / weapon</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
10	T Peg		<ul style="list-style-type: none"> <li>• Connects arms to boxes</li> <li>• Top of 'T' connect into Play-tube</li> <li>• Misc tool / weapon</li> <li>• Thread netting through &amp; attach to Play Tube</li> </ul>	<ul style="list-style-type: none"> <li>-Finger jam if pushed into opening while fingers are engaged with hole.</li> <li>-Poking / stabbing</li> </ul>	Check for Splinters, breakages		
11	#9 Peg		<ul style="list-style-type: none"> <li>• Connects arms to boxes</li> <li>• Creates eyelet on end of Play-tube</li> <li>• Misc tool</li> <li>• Spin around dowel,attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
12	Propeller 3 Points		<ul style="list-style-type: none"> <li>• Spin around dowel,attach to dowel through hole.</li> <li>• Eyelet attachment from play-tube end</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	

13	Propeller 2 Points		<ul style="list-style-type: none"> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
14	Glasses		<ul style="list-style-type: none"> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
15	Small Coin		<ul style="list-style-type: none"> <li>Rolling</li> <li>Wheels with dowel axles</li> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel -Roll into cleared space	
16	Small Oval		<ul style="list-style-type: none"> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
17	Small Triangle		<ul style="list-style-type: none"> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
18	Small Hexagon		<ul style="list-style-type: none"> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
19	Cog		<ul style="list-style-type: none"> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
20	Ring		<ul style="list-style-type: none"> <li>Spin around dowel, attach to dowel through hole.</li> </ul>		Check for Splinters, breakages		

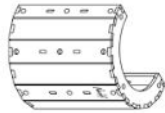
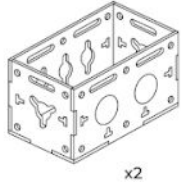
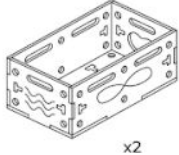
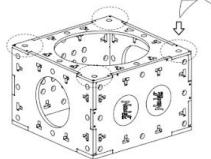
21	Medium Octagon		<ul style="list-style-type: none"> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between shapes mounted on dowel</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
22	Medium Hexagon		<ul style="list-style-type: none"> <li>Spun around on short dowel</li> <li>Base/mount for dowel,</li> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between floor and Hexagon, Hexagon and hard surface</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
23	Medium Oval		<ul style="list-style-type: none"> <li>Spun around on short dowel</li> <li>Base/mount for dowel,</li> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between floor and Oval, Oval and hard surface</li> </ul>	Check for Splinters, breakages	-Fingers clear from between shapes mounted on vertical dowel	
24	Large Tube		<ul style="list-style-type: none"> <li>Foundation for dowel to stand vertically</li> <li>Looking tube (telescope)</li> <li>Counter-weight</li> <li>Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>Heavy when spun</li> <li>Slides through when dowel is directly centered in the hole.</li> <li>Not sufficient mass to hold dowel upright - falling dowel impact</li> <li><b>Toppling</b> hazard from being stacked with insufficient connection or being <b>climbed</b> upon</li> <li>Combined with Arm, <b>pinching and shearing</b></li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Fingers clear from between shapes mounted on vertical dowel</li> <li>-Check strength of connections where elements are joined and support weight</li> <li>-Manage climbing / stacking</li> <li>-Check strength of connections where elements are joined and support weight.</li> <li>-Closely manage scissor-type constructions</li> </ul>	


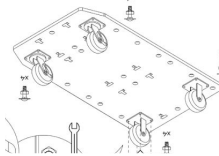
25	Medium Tube		<ul style="list-style-type: none"> <li>• Foundation for dowel to stand vertically</li> <li>• Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>• Heavy when spun</li> <li>• Slides through when dowel is directly centered in the hole.</li> <li>• Not sufficient mass to hold dowel upright - falling dowel impact</li> <li>• <b>Toppling</b> hazard from being stacked with insufficient connection or being <b>climbed</b> upon</li> <li>• Combined with Arm, <b>pinching</b> and <b>shearing</b></li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Fingers clear from between shapes mounted on vertical dowel</li> <li>-Check strength of connections where elements are joined and support weight.</li> <li>-Closely manage scissor-type constructions</li> </ul>	
26	Small Tube		<ul style="list-style-type: none"> <li>• Foundation for dowel to stand vertically</li> <li>• Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>• Heavy when spun</li> <li>• Slides through when dowel is directly centered in the hole.</li> <li>• Not sufficient mass to hold dowel upright - falling dowel impact</li> <li>• <b>Toppling</b> hazard from being stacked with insufficient connection or being <b>climbed</b> upon</li> <li>• Combined with Arm, <b>pinching</b> and <b>shearing</b></li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Fingers clear from between shapes mounted on vertical dowel</li> <li>-Check strength of connections where elements are joined and support weight.</li> <li>-Closely manage scissor-type constructions</li> </ul>	
27	Funnel		<ul style="list-style-type: none"> <li>• Foundation for dowel to stand vertically</li> <li>• Spin around dowel, attach to dowel through hole.</li> </ul>	<ul style="list-style-type: none"> <li>• Heavy when spun</li> <li>• Slides through when dowel is directly centered in the hole.</li> <li>• Not sufficient mass to hold dowel upright - falling dowel <b>impact</b></li> <li>• <b>Toppling</b> hazard from being stacked with insufficient connection or being <b>climbed</b> upon</li> <li>• Combined with Arm, <b>pinching</b> and <b>shearing</b></li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Fingers clear from between shapes mounted on vertical dowel</li> <li>-Check strength of connections where elements are joined and support weight.</li> <li>-Closely manage scissor-type constructions</li> </ul>	

28	Rainbow		<ul style="list-style-type: none"> <li>Spun around on short dowel</li> <li>Base/mount for dowel,</li> <li>Attach through hole to dowel.</li> <li>Boomerang throw</li> </ul>	<ul style="list-style-type: none"> <li><b>Pinch</b> between floor and Oval, Oval and hard surface</li> <li>Heavy when spun</li> <li>Slides through when dowel is directly centered in the hole.</li> <li>Impact from thrown boomerang</li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Fingers clear from between shapes mounted on vertical dowel</li> <li>-Avoid throwing, boomerang-ing</li> </ul>	
29	Bowl		<ul style="list-style-type: none"> <li>Worn as hat</li> <li>Bowl</li> <li>Spun around dowel</li> <li>Rolled</li> <li>Stacked</li> </ul>	<ul style="list-style-type: none"> <li>Impact from being rolled</li> </ul>	Check for Splinters, breakages	-Roll into cleared space	
30	Sieve		<ul style="list-style-type: none"> <li>Worn as hat</li> <li>Bowl</li> <li>Spun around dowel</li> <li>Rolled</li> <li>Stacked</li> </ul>	<ul style="list-style-type: none"> <li>Impact from being rolled</li> </ul>	Check for Splinters, breakages	-Roll into cleared space	
31	Cup		<ul style="list-style-type: none"> <li>Worn as hat</li> <li>Bowl</li> <li>Spun around dowel</li> <li>Rolled</li> <li>Stacked</li> </ul>	<ul style="list-style-type: none"> <li>Impact from being rolled</li> </ul>	Check for Splinters, breakages	-Roll into cleared space	
32	Short Wood Dowel		<ul style="list-style-type: none"> <li>Roll along ground,</li> <li>Roll things through,</li> <li>Roller to move large object</li> <li>Balance beam/tight-rope</li> <li>Sword</li> <li>Axle for wheels</li> </ul>	<ul style="list-style-type: none"> <li>Weapon play injury</li> <li>Roll on floor - tripping, slipping.</li> </ul>	Check for Splinters, breakages	Indicate to participants that sword fights should be in slow motion.	
33	Medium Wood Dowel		<ul style="list-style-type: none"> <li>Support poles,</li> <li>Beam for cubby,</li> <li>Roll along ground,</li> </ul>	<ul style="list-style-type: none"> <li>Weapon play injury</li> <li>Impact from rapid falling if balanced upright</li> </ul>	Check for Splinters, breakages	-Indicate to participants that sword fights should be in slow motion.	

			<ul style="list-style-type: none"> <li>Roll things through,</li> <li>Roller to move large object</li> <li>Balance beam/tight-rope</li> <li>Sword</li> <li>Axle for wheels</li> </ul>	<ul style="list-style-type: none"> <li>Roll on floor - tripping, slipping or if unattached as roof beam</li> </ul>		-Manage structural use - roof beam	
34	Long Wood Dowel		<ul style="list-style-type: none"> <li>Support poles,</li> <li>Beam for cubby,</li> <li>Roll along ground,</li> <li>Roll things through,</li> <li>Roller to move large object</li> <li>Balance beam/tight-rope</li> <li>Sword</li> <li>Axle for wheels</li> </ul>	<ul style="list-style-type: none"> <li>Roll - Used as a support beam where a squared shape would be more sturdy,</li> <li>Swung over shoulder,</li> <li>Falling if balanced upright</li> <li>Weapon play injury</li> <li>Roll on floor - tripping, slipping</li> </ul>	Check for Splinters, Breakages	-Sword fights in slow motion. -Manage structural use - roof beam	
35	Connector Tube		<ul style="list-style-type: none"> <li>Connect dowel and Play Tube together</li> </ul>	<ul style="list-style-type: none"> <li>Dowels insufficiently pushed in to connector to be adequate to joining when weight is applied</li> </ul>		-Check strength of joined elements where they support weight.	
36	Short Play Tube		<ul style="list-style-type: none"> <li>Shape ends inserted to make eyelets</li> </ul>	<ul style="list-style-type: none"> <li>Whipping action</li> </ul>		-Weapon play in slow motion	
37	Medium Play Tube		<ul style="list-style-type: none"> <li>Shape ends inserted to make eyelets</li> </ul>	<ul style="list-style-type: none"> <li>Whipping action</li> <li>Bendable - <b>strangulation</b> if around necks</li> </ul>		-Weapon play in slow motion -Ensure not tied around necks.	
38	Long Play Tube		<ul style="list-style-type: none"> <li>Shape ends inserted to make eyelets</li> </ul>	<ul style="list-style-type: none"> <li>Whipping action</li> <li>Bendable - <b>strangulation</b> if around necks</li> </ul>		-Weapon play in slow motion -Ensure not tied around necks.	
39	Arm		<ul style="list-style-type: none"> <li>Ladder support</li> <li>Sword</li> <li>Beam / roof support</li> <li>Ramp</li> <li>Bridge</li> </ul>	<ul style="list-style-type: none"> <li>Two arms joined by dowel creates a scissor action with <b>shearing</b> effect.</li> <li>Greater than 50kg placed on flat surface</li> </ul>	Check for Splinters, breakages	-Manage weight to less than 50kg -Check strength of connections where	



				<ul style="list-style-type: none"> <li>• Insufficient attachment to supporting surface</li> <li>• Weapons play injury</li> </ul>		<p>elements are joined and support weight.</p> <ul style="list-style-type: none"> <li>-Closely manage scissor-type constructions</li> <li>-Manage sword play to slow movements.</li> <li>-Manage climbing</li> </ul>	
40	Wobble		<ul style="list-style-type: none"> <li>• Rocking</li> <li>• Bridge</li> <li>• Roof</li> <li>• Limited sliding</li> <li>• Wall for cubby</li> <li>• Stacked</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Toppling</b> from being stacked with insufficient connection or being <b>climbed</b> upon</li> <li>• <b>Crushing</b> when rocking</li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Check strength of connections where elements are joined and support weight</li> <li>-Manage climbing / stacking</li> <li>-Wobble / Rocking action in clear space</li> </ul>	
41	Large Drawer		<ul style="list-style-type: none"> <li>• Roof</li> <li>• Cubby space</li> <li>• Stacked</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Toppling</b> from being stacked with insufficient connection or being <b>climbed</b> upon</li> <li>•</li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Check strength of connections where elements are joined and support weight</li> <li>-Manage climbing / stacking</li> </ul>	
42	Small Drawer		<ul style="list-style-type: none"> <li>• Roof</li> <li>• Cubby space</li> <li>• Stacked</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Toppling</b> from being stacked with insufficient connection or being <b>climbed</b> upon</li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Check strength of connections where elements are joined and support weight</li> <li>-Manage climbing / stacking</li> </ul>	
43	Big Box		<ul style="list-style-type: none"> <li>• Roof</li> <li>• Cubby space</li> <li>• Stacked</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Toppling</b> from being stacked with insufficient connection or being <b>climbed</b> upon</li> <li>• Unbalanced stacking</li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Check strength of connections where elements are joined and support weight</li> <li>-Manage climbing / stacking</li> </ul>	

44	Holey Moely		<ul style="list-style-type: none"> <li>• Roof</li> <li>• Wall</li> <li>• Target</li> <li>• Ladder</li> </ul>	<ul style="list-style-type: none"> <li>• Insufficient support for leaning 'ladder' - Falling hazard</li> <li>• Insufficient support for roof - Falling hazard</li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Check strength of connections where elements are joined and support weight</li> <li>-Manage climbing / stacking</li> </ul>	
45	Base board		<ul style="list-style-type: none"> <li>• Rolling</li> <li>• base for stacking</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Toppling</b> from being stacked with insufficient connection or being <b>climbed</b> upon</li> <li>• Fingers <b>pinching</b> / <b>entrapped</b> in wheels</li> <li>• <b>Crushing</b> hands feet when rolling</li> </ul>	Check for Splinters, breakages	<ul style="list-style-type: none"> <li>-Keep this piece flat on the ground. Not to be lifted</li> <li>-<b>Carefully manage movement play.</b></li> <li>-Ensure, movement is in clear space. If this is not possible then remove it during play.</li> <li>-Fingers / hands clear of wheels</li> </ul>	

# Additional Elements (Your elements) / Additional Assessment of existing elements

(See [Nüdel Kart Teacher and Facilitator Manual](#) for suggestions)

Number each	Description of Element	Image	Perceived affordances	Perceived Risks	Monitoring Before <sup>2</sup> /After Play	Management In Play <sup>3</sup>	Initial