



# EMERGENCY MANAGEMENT POLICY

## PURPOSE OF THIS POLICY

The effective and efficient management of emergency incidents is critical to the safety and well being of students, staff and school visitors, as well as essential in minimising damage to school property.

This policy aims to provide a safe environment for all, irrespective of a variety of emergencies which may occur.

## POLICY

The school is required to maintain a current emergency management plan, which clearly describes how the school will respond during an emergency to ensure ongoing safety of staff, students and visitors.

The emergency management plan will be consistent with advice provided by the Department of Education's 'Managing School Emergencies' publication available at:

<http://www.education.vic.gov.au/school/principals/spag/management/Pages/mgtplanning.aspx>

The emergency management plan will be prominently displayed, developed in consultation with local emergency services and all staff, and will be consistent with ASCIV's Emergency Management procedures.

Safety of staff, students and visitors will always be the prime focus of the emergency management plan.

Adequate counselling and trauma support will be a feature of the plan.

One pre-announced and one unannounced emergency evacuation drill involving local emergency services (if available) will occur each year.

All emergency or criminal activity in which the safety or well-being of staff or students is at risk, or where there is a threat to property, must be reported immediately to the Department's 24 hour Emergency and Security Management Branch on ph: (03) 9589 6266

Incidents which occur during camps, excursions or outdoor adventure activities, which occur during travel to or from school, involve the media, or issues for potential negligence or legal liability must also be reported.

## EVALUATION

This policy will be reviewed as part of the school's review cycle. The Emergency Management Plan will be reviewed annually, after each unannounced emergency evacuation drill.