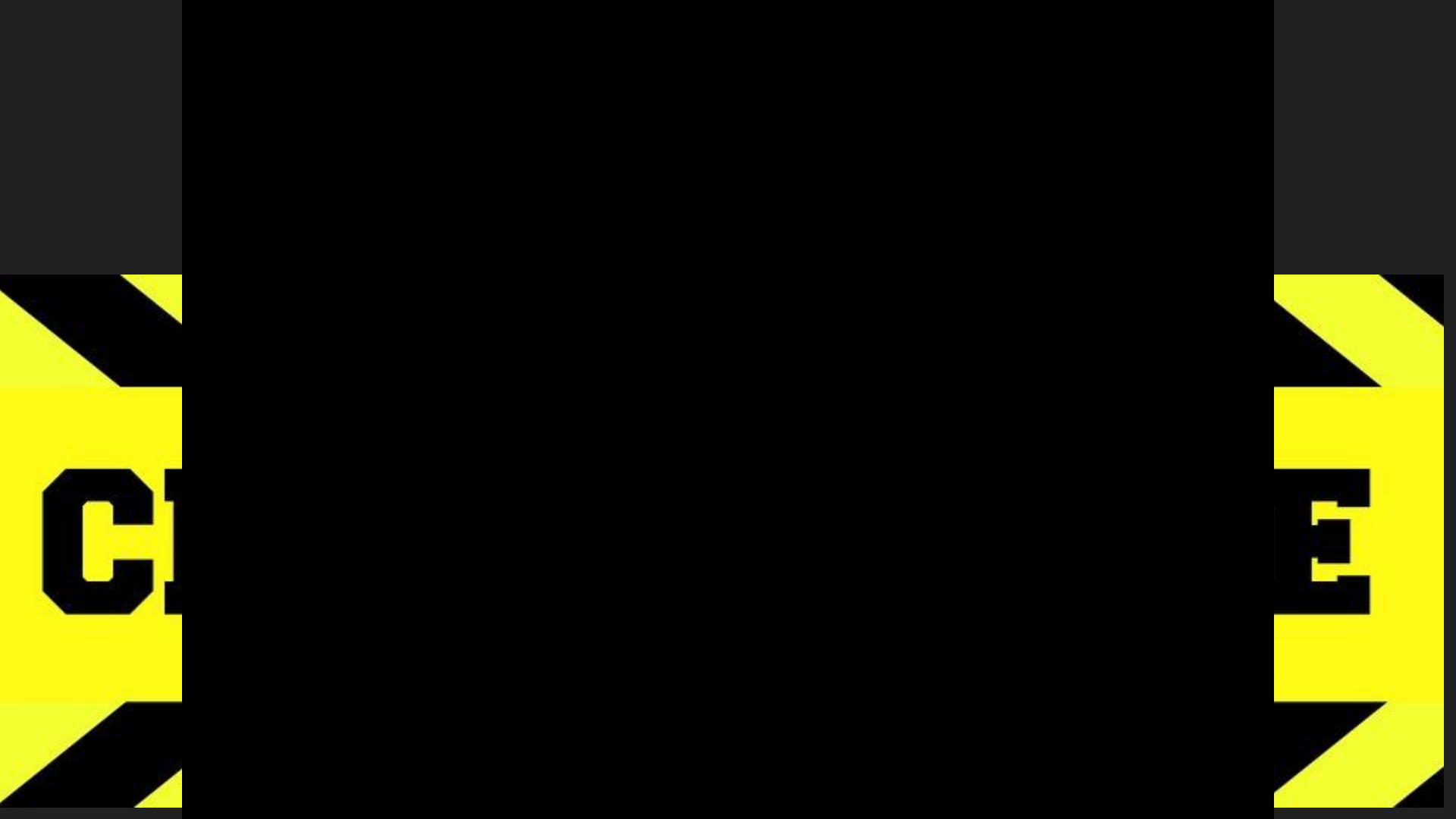




Forensics

Applied Mathematics & Science



C

E

Course Description

Through a forensic simulation, students will apply standards of mathematical and science engineering practices, use measurement, data, and statistics to investigate a crime scene and resulting evidence. Students will understand how forensic scientists process, use, and synthesize evidence from crime scenes to make reliable conclusions about events. Students will be able to use forensic techniques and synthesize the data gathered in order to make conclusions about a simulated crime.



CRIME SCENE

THE CASE OF THE LOST SKULL



69-9830

The Case of the Murdered Mayor

TEACHER'S MANUAL WITH STUDENT GUIDE



CAROLINA
World-Class Support for Science & Math

CSI:

Crime Scene Investigators:

The Case of the Missing Mascot

CRI-5301-KIT

WARNING: CHOKING HAZARD
Small Parts. Not for children under 3 years.

Carolina Beyond the Tape™ Golden River Heist

The Case

Some of the things we study

- Blood Typing
- DNA & Karyotyping
- Ballistics - Trajectories and GSR
- Density
- Scale drawings & crime scene sketching
- Fingerprint lifting, patterns, and analysis
- Chemical properties of fibers
- Ink chromatography
- Hair analysis
- Entomology
- Impression evidence
- Forensic science careers



Some of the skills we practice

- Distinguishing between opinion, fact, conclusions, recommendations
- Drawing conclusions from evidence and data
- Summary and narrative writing
- Data analysis and probability
- Following multi-step procedures and being precise
- Communicating with others effectively
- Graphing and creating visual aids

The Missing Mascot

Did you know that there is a case about a missing mascot?



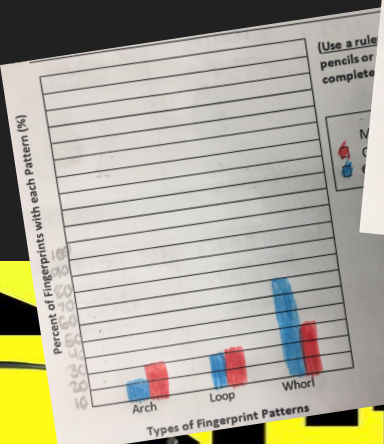
So let me tell you about Saint hawk are mascot that recently got kidnaped. At SPU middle school Saint Hawk was befor our football game. Everyone at the game was expecting the mascot at the game because it was homecoming! The coach thought it was nothing happened but once he checked to go see if Saint Hawk was there he was missing the coach ran to the announcer before the game started and said

... of each type of pattern:

Fingerprint Pattern	Number	Percent
Arch	1	10%
Loop	2	20%
Whorl	7	70%

Total up how many THE CLASS has of each type of pattern:

Fingerprint Pattern	Number	Percent
Arch	33/160	21%
Loop	62/160	39%
Whorl	65/160	40%



Student
voices

C

Your turn!
First, a little
background on
blood.

ENE



Procedure

1. Place 1 drop of blood into the well marked A.
2. Place 1 drop of blood into the well marked B.
3. Place 1 drop of Antibodies A into the well marked A. Stir.
4. Place 1 drop of Antibodies B into the well marked B. Stir.

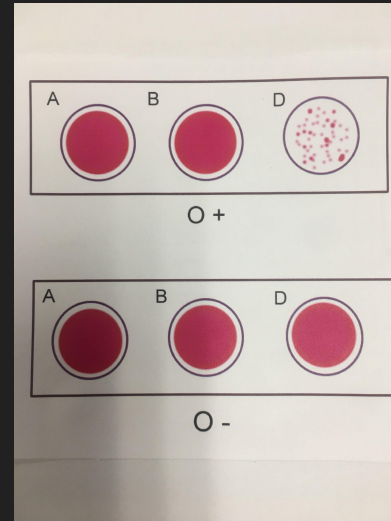
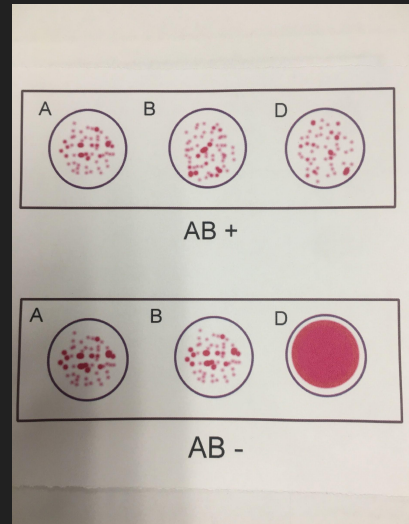
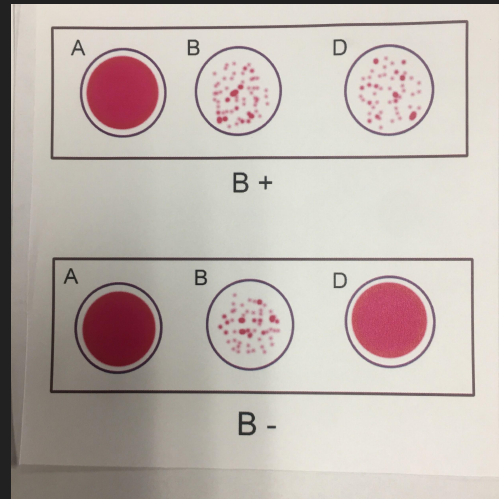
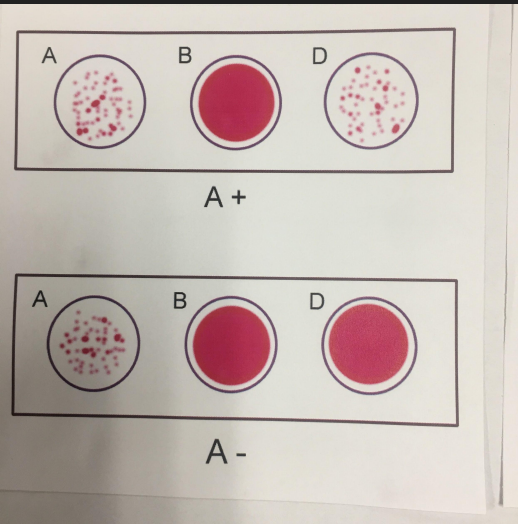
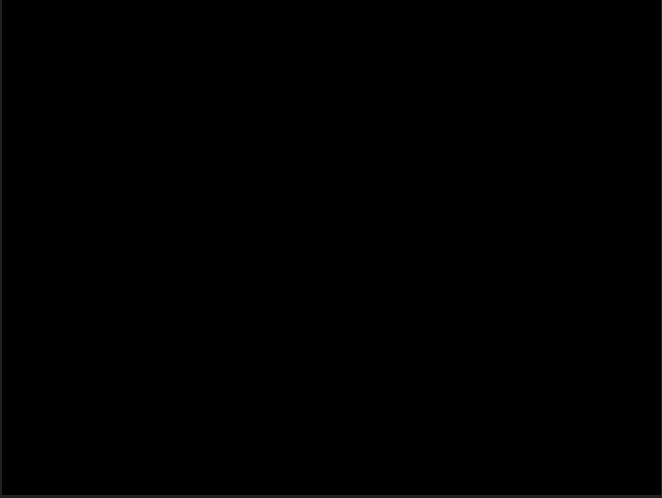
CRIME SCENE



Procedure

Look for agglutination.

See the pictures to determine the sample's blood type.



Thank you!

CRIME SCENE

