
TYPES OF BLOOD SPATTER:
guided reference
PASSIVE BLOOD SPATTER
TRANSFER BLOOD SPATTER
PROJECTILE BLOOD SPATTER
Why Forensics?
CRIME SCENE DO NOT CROSS • CRIME SCENE DO NOT CROSS • CRIME SCENE DO NO
Division of Investigation
U.S. Department of Justice
Fingerprint Identification
Identification Key
2
1

Forensics is STEAM in action

-Students employ Science, Technology, Engineering, Art, and Math to Solve Problems.

Blood- Fluid Mechanics, Genetics,Trigonometry

Crime Scene Sketch- Geography, Math, Art

Forensic Anthropology- Math, Anatomy, Art

Fingerprinting- Biochemistry, Chemistry

-Interdisciplinary

Students use Language Skills, Math, analyze historical and geographical cases.

Students write and communicate ideas.

-Real World Connections

Students are able to apply science to real world situations.

-Develops Critical Thinking Skills

-Students use Deductive and Inductive reasoning to solve a problem

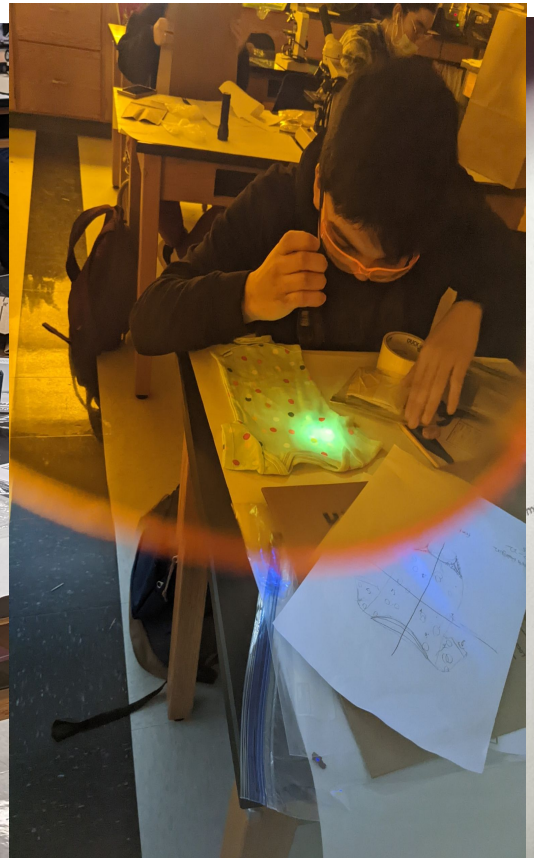
-Develops Science Skills

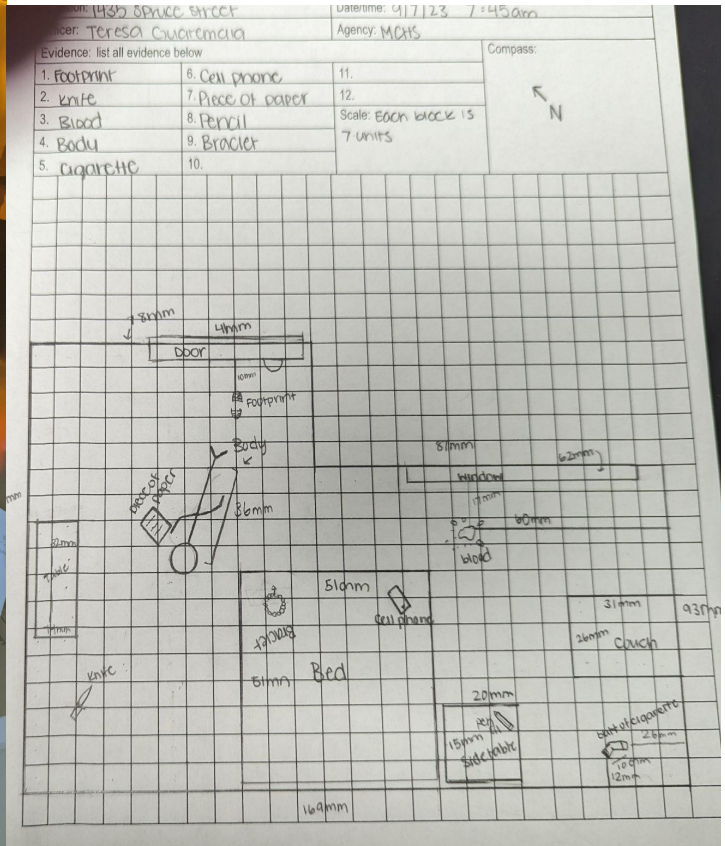
Students increase observation skills, data collection skills



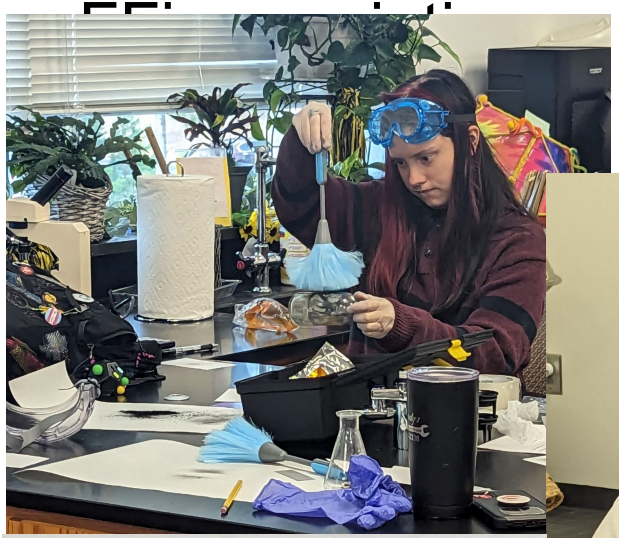
Crime Scene Evidence Collection and Sketches







Fingerprinting











Forensic Anthropology

