

Forensic Science on the Net
CHIN – Interactive Investigator

Name _____

You will need to use the **CHIN – Interactive Investigator** website to complete this page.
The Science Spot → *Kid Zone* → *Forensic Science* → Look in the *Mysteries & More* section for the link.

1. Read the information on the “Arriving at the Scene” page and summarize the key points below.

What happened? _____

Is foul play suspected? Explain. _____

Do police have any possible motives? _____

2. Read the information on the “Places of Interest” page and then describe each suspect in the space below.

#1 - _____

#2 - _____

#3 - _____

3. Investigate the three Places of Interest using the links at the bottom of the page. Fill in the chart with the four clues you found at each location and how it can be used to solve the crime.

NOTE: You will have to send all evidence to the lab or visit the police station and answer any questions that are asked before you can solve the crime.

Point of Entry

Evidence (Clue)	How can it be used to solve the crime?

Place of Struggle

Evidence (Clue)	How can it be used to solve the crime?

Place of Murder

Evidence (Clue)	How can it be used to solve the crime?

4. My Score = _____ out of 12 POSSIBLE

5. After you have answered all 12 questions, you need to return to the MAIN page and find the link for “END” at the bottom of the page. If you cannot see the link, then you do not have all the questions answered. Click the link to continue on this case.

6. Read the information presented on the “Discussing the Case” page.

7. Review each detective’s interpretation of events **BEFORE CLICKING A LINK TO SHOW YOUR DECISION**. Which detective do you agree with? Why?

Detective _____ thinks that _____ did the crime because _____

Detective _____ thinks that _____ did the crime because _____

I think that Detective _____ is correct.

8. Click on the link for the detective you think is right. Were you correct? _____

Done? Turn in your paper and then you may visit any of the other links on the FORENSIC SCIENCE page!