



Forensic Lab

Grades 2 to 5

Use forensic science to help solve some Mad Science mysteries. Learn about collecting evidence, blood typing, pH, and fingerprints as you help solve a case. Extract the DNA from wheat germ and make a model cell. Create a mystery scene for fellow campers to analyze and solve.

Donut Caper

Use chemistry to identify blood types (using synthetic samples) and learn about pH as you identify the mystery suspects' beverages. Decipher DNA and fingerprint evidence as you solve the donut caper. Take home a *Fingerprint Finder* to look for glow-in-the-dark fingerprints.

Dog Disappearance

Help solve the case of the missing dog. Analyze the fiber, handwritten note, shoeprint and paw print evidence left at the scene as you narrow down the suspect list. Take home a *Case Stamper* to create your own story.

Funky Forensics

Learn about cells and DNA and how DNA is used to solve mysteries. Extract the DNA from wheat germ and make a model cell to take home. Use microscopes to identify the components of an onion cell.

Mystery Scene

Today you are going to be sleuths on the scene, ask questions, make observations, examine evidence and develop theories about what happened! Become a forensic entomologist as you learn about the life cycle of insects. Create a mystery scenario for fellow campers to analyze and solve. Use your new *Whodunit Kit* to reconstruct the faces of the suspects.

Travel Tracks (only in 5 day camps)

Use your own *Inspectikit* and the power of observation to collect evidence. Then classify the evidence with your team to find out what it suggests about the mystery scene and person. Reassemble partially destroyed travel postcards and translate foreign words from the cards to try and figure out the sequence of events.

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