Family edition

Crime Scene Lab: The Trophy Case, a Crime Scene in One Period

Ages 14-18 · about 50 minutes, in one sitting

Your child processes a virtual crime scene in Crime Scene Lab: a broken trophy case, glass on the floor, a trail of drops, a note. The rule is the one real investigators live by: photograph everything before touching anything, mark it, then collect it the right way. The app keeps a log of every mistake, and reading that log is the lesson.

What you need

- A computer or Chromebook with a current browser.
- The lesson link: mytekdev.com/try/crimescenelab?lesson=the-trophy-case&ref=fam-crimescenelab-1. No account, no email and nothing to install.

Before you start: try it once yourself

Open mytekdev.com/try/crimescenelab?lesson=the-trophy-case&ref=fam-crimescenelab-1. A short guide opens over the app in a dark hallway you can turn and zoom: a trophy case on the back wall with a broken pane, glass under it, a trail of drops to the side door under the exit sign, lockers, a desk with a note, tape across the main door.

1. **Photograph first.** `Camera`, then press anywhere in the dark: photo 1, the whole room, and the lights come on. Press the trophy case to step up to it. `Camera` with `close-up` and `with the scale`, press the pane. The panel on the right reads the pane's state after every step.
2. **Mark, glove, powder, tape.** `Marker` on the pane. `Gloves` on. `Powder` on the pane: three prints come up, two from the hand that pushed the glass and one from the custodian who cleans it. `Tape` on one: lift 1, on a card. `send lift 1 to the lab` in the panel.
3. **Make the mistake.** Press `The glass on the floor`. `Tweezers` on a shard before any photo: the log says no photo in place, the strip counts 1 unphotographed, and the Case tab's chip for that shard carries the words. Now do the next shard the right way.
4. **Print the answer key.** `Setup`, then `Print the answer key`: the true story of this seed, whose prints are where, the pen, the shoe and the blood type. Keep it; it never appears in your child's copy.

> The moment that lands is the fourth print. A student who powders with the gloves off gets four prints instead of three, and the tape can lift the one that is their own.

The ideas, in plain words

A scene is documented before it is disturbed: the whole room, then each area closer, then each item close up with a scale in the shot so the photo can be measured. A numbered marker goes beside each item before it is collected, so the photo, the log and the bag all carry the same number. The log is the inventory; the chain of custody is the record of every hand the item passed through. These are the procedures in the published guides the app's teaching notes cite, and the app follows them exactly: a photo at close range with the scale is the only one the Lab can measure from.

Wet or biological evidence is air dried and packaged in paper, never plastic. The app plays this as a consequence: a swab in a plastic bag arrives at the lab spoiled. A latent print is the oil and sweat the skin leaves; powder brings it up on a smooth surface, and tape lifts it onto a card. Powder does nothing on paper, and the app says so if your child tries the note.

Common mistakes, each of which the app logs rather than prevents: picking up before photographing; a close-up without the scale; powdering with the gloves off, which adds your child's own print; brushing the powder twice, which smudges the print; a stain swabbed before it was photographed, which leaves nothing to measure.

Do it together

1. Open mytekdev.com/try/crimescenelab?lesson=the-trophy-case&ref=fam-crimescenelab-1 together. A short guide opens over the app in the dark hallway. Drag to turn it, scroll to move closer. Pick the camera and press the plan: the whole room, before anything is touched.

   > **You'll know it worked when:** Your child can say why the camera comes before the tweezers.

2. Press the trophy case in the room. Camera again, `close-up`, `with the scale`, and press the broken pane. Then the `Marker` tool on the pane.

   > **If you get stuck:** The scale chip only lights for a close-up. Pick close-up first.
   >
   > **You'll know it worked when:** The panel on the right says the pane has one photo close with the scale and marker 1.

3. `Gloves` on. `Powder`, and press the pane: three prints come up. `Tape`, and press one of them: it lifts onto a card. Press `send lift` in the panel.

   > **If you get stuck:** If four prints came up, the gloves were off, and one of them is your child's own. The app says so.
   >
   > **You'll know it worked when:** The strip under the scene reads 1 lift.

4. Now the glass on the floor. Have your child pick up one shard with the `Tweezers` before photographing it, on purpose, and read what the log says.

   > **You'll know it worked when:** Your child can say what the scene lost: there is no photo of where the shard lay, for good.

5. Process the floor and the desk the right way: photograph, mark, collect, paper bag, send. Then open the `Evidence` tab and read the chain of custody of any item.

   > **You'll know it worked when:** Your child can read one item's chain aloud, in order.

Talk about it

Ask these while you work together. A child who has understood the lesson can answer them without help:

- Which of your photos can the lab measure from? What makes it the one?
- Read me the chain of custody of marker 2.
- Four prints came up on the pane. Whose is the fourth, and why is it there?
- Your swab is in plastic. What happens to it, and what should it have gone in?
- What does the strip's last number count, and why does it never hide?

> The last question is the real test: anyone who says the mistakes stay on the record because the teacher reads the log, not a score, has understood why the app never punishes.

For younger and older kids

Younger: For a younger child, open `Setup` and pick middle school, then do the trophy case and the glass only.

Older: For a teenager, open the `Lab` tab afterward: the Prints station compares the lift with the four suspects' cards.

Keep going

- Open the Lab tab and compare the lift with the suspects' cards at the Prints station.
- Measure two markers on the sketch with the Measure tool, from A and from B, and write the four numbers.
- Open Setup, turn gloves to always on, and write what changed at the scene.

Bring it into other subjects

- Math: measure two markers on the sketch from points A and B with the Measure tool, and check them against the printed answer key.

- Civics: find your state's rules on who may collect evidence at a scene and how long it is kept.
- English: write the chain of custody of one item as a paragraph, in order, with no numbers.
- Computer science: write the steps a program would follow to decide whether an item was photographed before it was picked up, from the app's log.

For your records

Ready to copy into an hour log, a portfolio or a transcript.

LESSON	Crime Scene Lab: The Trophy Case, a Crime Scene in One Period
SUBJECTS	Forensic science
TIME	50 minutes
WHAT WE DID	Processed a virtual crime scene in order: photographed the room and each surface, set markers, powdered the glass and lifted a print, packaged the evidence, and read the chain of custody and the log of mistakes back.
SKILLS PRACTICED	Documenting a scene; Chain of custody; Lifting a latent print

Activity sheet (optional)

Name: _____ Date: _____

Open the app: scan the QR code, or go to mytekdev.com/try/crimescenelab?lesson=the-trophy-case

Essential question: Why does an investigator photograph everything before touching anything?

Warm-up: The first thing I would do at this scene: _____.

1. **Vocabulary.** Chain of custody, latent print, scale, evidence marker, lift: write each in your own words.

2. **The lift, together.** Lift number: ____. Its chain, in order numbers from the Evidence tab: photo ____, marker ____, powder ____, tape ____, sent ____. How many prints came up on the pane: ____. Whose is each one?
3. **The evidence log.** Every item you bagged: its marker, its photos (how many, and was one close with the scale), its bag (paper or plastic), and whether it reached the lab.

4. **The log line.** Copy the line under The evidence points at on the Case tab: _____.

1. Pick one mistake on your record. What did the scene lose because of it, and what does the chip on the Case tab say?

2. Why does a stain go in paper and not plastic? What does the app say happens to a swab in plastic?

Quick check

Name: _____

1. The photo the lab can measure from is: (A) the whole room (B) a midrange shot of the case (C) a close-up with the scale in the shot

2. A shard was picked up before it was photographed. The app says: (A) nothing (B) no photo in place, for good (C) take the photo now and it is fine

3. Name the two things that go beside an item before it is picked up, and say what each one is for.

Answers

QUESTION	ANSWER	WHY
1	C	Only a close-up with the scale in the shot can be measured; the app's Lab reads nothing else.
2	B	There is no record of where it lay. The log keeps the line and the evidence chip carries it.
3	A numbered marker and the camera (a photo close up with the scale)	The marker ties the photo, the log and the bag to one number; the photo is the record of where it lay. Two named with their purposes is a full answer; two named with no purpose is half.

If your state or umbrella school asks, this lesson covers Common Core ELA W.9-10.1.

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The app this lesson uses is free and runs in the browser, with nothing to install and no account needed. It is at mytekdev.com.

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