

“The Science of Mystery II” Traveling Crime Lab Exhibition

Everyone loves a mystery. Although some people might think that they don't like science, it would be difficult to find someone who doesn't like to investigate, explore, and conduct experiments. “The Science of Mystery II” combines mystery and investigation in an exciting, engaging, and educational experience.

“The Science of Mystery II” reinforces the investigative skills of: observing, comparing, relating, sorting, classifying, analyzing and evaluating evidence, making inferences, distinguishing evidence from inference, problem solving, drawing conclusions, communicating, describing, working in teams, logical thinking, organizing data, debating, drawing, and mapping.

“The Science of Mystery II” will guide visitors to develop critical thinking skills and directly experience both real-life applications of science and the joys of scientific exploration.



Based on a list of crime notes, use deductive reasoning to determine guilt.

COST:

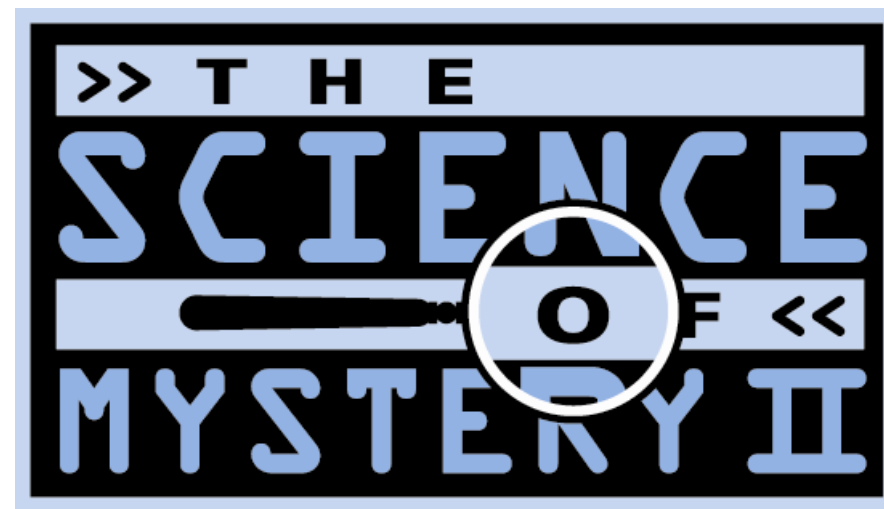
- Price based on length of venue and annual attendance. Discounts are available for longer venues.
- Actual shipping costs (Shipping weight = approx. 1,600 lbs.)
- Cost of additional supplies, if needed.

AVAILABILITY:

- Contact Gateway to Science Exhibits Coordinator (701) 258-1975.
- Mail: 1810 Schafer Street, Suite 1, Bismarck, ND 58501-1218
- E-mail: gscience.org



Calculate the height of a victim using the measurements from a bone that was washed ashore. Could it belong to one of several people reported missing?



Presented by . . .
Gateway to Science

1810 Schafer Street, Suite 1
Bismarck, ND 58501-1218
(701) 258-1975
www.gscience.org
gscience@gscience.org

"The Science of Mystery II"

A Hands-On Crime Lab Exhibit Recommended for Grades 4 & up

Designed and produced by Gateway to Science Exhibits Department

RENTAL PERIOD:

- Typically 3 months (Based on availability)

REQUIREMENTS:

- 800-1,000 sq. ft. display space
- Electricity required for computer station only
- One day estimated time each for installation and take-down

COMPONENTS:

8 display tables (6 with center dividers)

- Introduction/Pinning It Down
- Hospital Mixup/Missing Parents
- Blood Drops/Give Me a Clue
- Forces That Fracture Glass/Making Your Mark
- Bare Facts About Bones
- Bits & Bones
- I've Got My Eye on You
- Dental Forensics/Missing Person

SUPPLEMENTAL MATERIALS:

- Data sheets for each station
- Exhibit Maintenance Manual
- Extra supplies for lab tests plus order information for additional supplies
- Sample classroom letter



Compare breech impressions to determine ownership in a rifle burglary case.

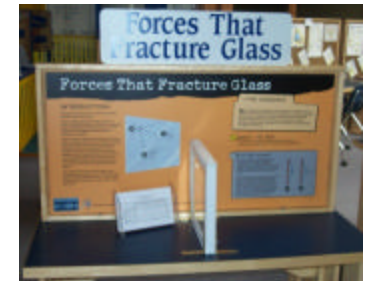


Apply information gained from "Bare Facts About Bones" to determine if bones dug up at a construction site are those of a missing person.

Step into the crime lab to test evidence found at various investigation scenes to determine what happened in each case.



Bone characteristics are used to illustrate age and sex differences of skeletons.



Determine the order in which gunshots were fired through a window.



Compare tools with pry molds to decide which tool was used at a crime scene.



Observe patterns left by drops of blood to provide clues in a murder case.



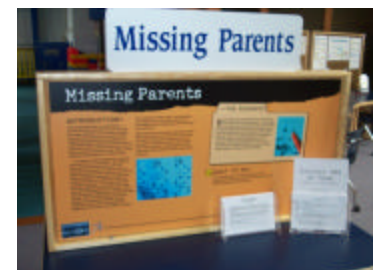
Use teeth marks from gum found at a crime scene to determine who left it behind.



Test your ability to recall details after observing a video of a crime in progress.



Use blood typing to identify two newborns switched at birth.



Compare DNA fingerprints to determine identity of birth parents.