# CSI: EP Program Selections

*1-3 grades*

## Sticky Fingers (Fingerprint ID)

Learn all about the challenges of crime solving with the most basic evidence, fingerprints. Find out how complicated this basic evidence can be. This program is for groups of up to 35. (30 minutes)

## Jail Break (Chemistry)

Sylvester Snodgrass has broken out of prison using a nail key baked into a cupcake. Use some super sleuthing chemistry to discover who baked the toothsome treats. This program is for groups of up to 30. (45 minutes)

*4-5 grades*

## The Write Stuff (Oblique Lighting & Chemical Reactions)

Investigators will use different writing and investigative methods to solve this case of espionage. This program is for groups of up to 30. (30 minutes)

## The Pen is Mightier Than the Sword (Chromatography)

Solvents, pigments and predicaments will be encountered in this kidnapping case. See if your investigators can discover whodunit. This program is for groups of up to 24. (45 minutes)

*6-8 grades*

## Montezuma's Revenge (Chemistry & Environmental Science)

Someone has been making tourists sick. Using simple acid/base, dissolved oxygen and turbidity tests, discover what has been making the tourist sick. This program is for groups of up to 30. (30 minutes)

## Build-a-Bad-Guy Workshop (Forensic Art & Biology & Sociology)

Do you have incredible powers of observation? Do you know how to ask the right questions to get the information that you need? Find out as we use the similar software used by police departments to ID suspects. Your creations will save or ruin someone's life. This program is best for small groups of approximately 15 students. (30 minutes)

## The Writing on the Wall (Handwriting Analysis & Chromatography)

Someone has been leaving graffiti on the wall. Use your exceptional skills to determine whodunit using your newly found expertise in handwriting analysis and chemistry. This program is for groups of up to 25. (60 minutes)

*9-12 grades*

## Hair Today, Gone Tomorrow (Biology)

An examination of hair used as evidence in crime scene investigation from strand matching and species ID to DNA. This program is best for smaller groups of 20 or fewer. 75 minutes.

## Squirt, Splatter, Splash (Physics & Geometry)

This case solves the "What happened?" not necessarily the "Whodunit?" by examination of spatter patterns and trajectory found in crime scene investigation. This program is for groups up to 30. (60 minutes)

## No Bones About It (Biology, Algebra, Geometry)

Several bones have been found at a construction site. During this examination, we will attempt to determine to whom these bones belong. This program can be done for groups of up to 35. (30-40 minutes)