

# FORENSIC SCIENCE DIGITAL ESCAPE ROOM

## EDITABLE & DIGITAL



  
**2 Peas and a Dog**

Middle School Teaching Resources

## RESOURCE INCLUDES

- ✓ 1 Digital Escape Room
- ✓ 11 Challenges “Locks”
- ✓ Teacher Instructions
- ✓ Student Instructions
- ✓ Answer Key
- ✓ Reflection Questions



# THE RULES

## ESCAPE ROOM RULES



1. Once you and your team are ready to start, hit the timer button. You are not allowed to pause or change the time. Your teacher will tell you how long to set the timer for.
2. Make sure you look at and read EVERYTHING in each section, including titles, images, etc.
3. Write answers in ALL CAPS with NO SPACES.
4. You are allowed ONE FREE HINT.
5. You are then allowed two more hints, but they will cost you 3 minutes on the clock per hint!
6. Please do not Google the answers.
7. Please do not share your answers with other students.

**STUDENTS CAN  
PLAY:**

- ✓ **INDIVIDUALLY**
- ✓ **PAIRS**
- ✓ **GROUPS**

# THE STORYLINE

## THE PRINCIPAL'S MISSING CAR



Your school's principal and vice principal both drive electric cars. Your school only has two electric car charging stations. They keep the keys to their cars on a peg board in the office in case someone needs to charge their car on one of the two school chargers, as principals are sometimes in meetings and cannot move their cars. Your principal's car was parked at the charging station in the morning, but when they went to find their keys at lunch to run out to the store, their keys and car were missing. Solve the next 11 locks to help your principal find their car.

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**THIS IS NOT A  
SCARY  
DIGITAL  
ESCAPE  
ROOM.**

**IT IS ABOUT  
THE SCIENCE  
BEHIND  
SOLVING  
CRIMES.**

# SAMPLE CHALLENGE

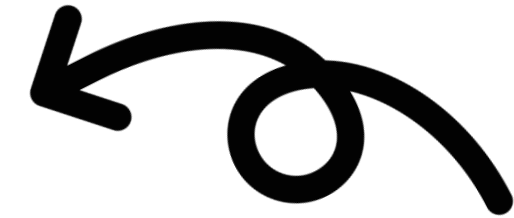


## CHALLENGE #6



Watch the video and then answer the true or false questions below, using T or F for your answers.

1. The footprints taken from a suspect's shoe are compared to the footprints of those at the scene of a crime.
2. The shoes are dusted with gold powder.
3. The film used is a clear film.
4. The shoes are placed underneath the film on the floor.
5. Weight does not have to be applied to the shoe to get a print.
6. The print taken is used as a control for that shoe.
7. This process is completed in a police car.
8. The footprint process is done by a detective.



**AFTER WATCHING  
A VIDEO,  
STUDENTS USE  
THEIR  
COMPREHENSION  
SKILLS  
TO SOLVE THIS  
CHALLENGE.**

# SAMPLE CHALLENGE

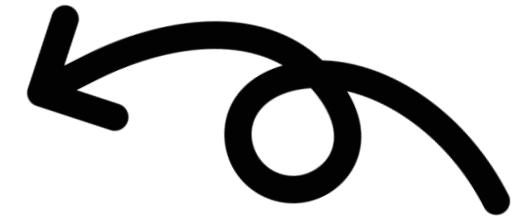


## CHALLENGE #8



The following is a list of words used when talking about crime scene investigations. Match the letter for the word to its definition to create a lock code (e.g. 1F).

Word	Definition
1. Evidence	A. A science that helps solve crimes by studying clues such as fingerprints, blood, or D.N.A.
2. Document Analysis	B. Anything that can help show what happened in a crime.
3. Chain of Custody	C. This makes each person unique, which makes it a powerful tool for solving crimes. The scientific name for this is deoxyribonucleic acid.
4. D.N.A.	D. A story or explanation that someone gives to show they were not at the scene of a crime.
5. Forensicology	E. This is a way to keep track of evidence to make sure it hasn't been changed or tampered with.
6. Alibi	F. Examining written or printed materials to gather information or verify their authenticity, such as looking at handwriting, typewriting, ink, paper, etc.



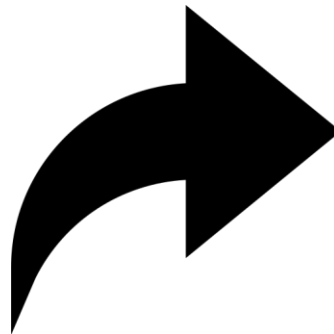
**STUDENTS USE  
THEIR  
DETECTIVE  
SKILLS TO  
SOLVE THIS  
CHALLENGE**

# LESSON FORMAT



**DIGITAL**

✓ Editable Google Form

A screenshot of a digital form titled "Forensic Science Digital Escape Room". The form has a header with a yellow and black "CRIME SCENE DO NOT CROSS" banner. Below the title, it says "Work through each set of challenges to solve the escape room." There is a legend indicating that a red asterisk (\*) denotes a required question. The form contains three input fields: "First Name \*", "Last Name \*", and "Class Code or Period \*", each with a "Your answer" label and a text input line.

**RESOURCE CAN BE USED IN-PERSON OR ONLINE**