

# CSI Web Adventures: CASE 3

Name \_\_\_\_\_

Go to <http://forensics.rice.edu/> and click "Case Three: The Burning Star" to complete this worksheet.

Registration Information: USER NAME: \_\_\_\_\_ Password: \_\_\_\_\_

## 1. Talk to DR. GIL GRISSOM to answer these questions.

- (A) What is the crime? \_\_\_\_\_
- (B) What tools will you need? \_\_\_\_\_
- (C) Click on the tools you'll need and read the information provided.

## 2. Click the LOCATIONS tab and go to the CRIME SCENE. Talk to STOKES to help you answer these questions. You may need to talk to them more than once! Remember to list any evidence you find in the box on the back of this worksheet

- (A) Who found the car? \_\_\_\_\_
- (B) Use your TOOLS to gather evidence at the crime scene. List the items in the box at right.

## 3. Return to HEADQUARTERS and find the MORGUE. Talk to the doctor to help you answer these questions.

- (A) Who was the victim? \_\_\_\_\_
- (B) How long did death occur? \_\_\_\_\_
- (C) What was the cause of death? \_\_\_\_\_

## 4. Exit to the hallway and make your way to the LAB to process your evidence. Talk to WILLOWS and choose two pieces of evidence to analyze. Write down what you learned about the items in the box.

## 5. Return to the MORGUE. Follow the directions to complete the task.

## 6. Go to the AGENT'S OFFICE. What did you learn? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

## 7. Check your messages.

- (A) What did your message say? \_\_\_\_\_
- (B) Where do you need to go now? \_\_\_\_\_
- (C) What did you learn from talking to the mother and boyfriend?

\_\_\_\_\_  
\_\_\_\_\_

- (D) What evidence did you find at the house? List the items in the box at right.

## EVIDENCE

Use this space to keep track of the evidence and what you learn about the crime during processing.



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## ANSWER KEY

Go to <http://forensics.rice.edu/> and click “Case Three: The Burning Star” to complete this worksheet.

Registration Information: USER NAME: \_\_\_\_\_ Password: \_\_\_\_\_

### 1. Talk to DR. GIL GRISSOM to answer these questions.

- (A) What is the crime? Burned out car with a body inside
- (B) What tools will you need? PDA and field kit
- (C) Click on the tools you'll need and read the information provided.

### 2. Click the LOCATIONS tab and go to the CRIME SCENE. Talk to STOKES to help you answer these questions. You may need to talk to them more than once! Remember to list any evidence you find in the box on the back of this worksheet

- (A) Who found the car? Two teenagers
- (B) Use your TOOLS to gather evidence at the crime scene. What 3 pieces of evidence did you gather? Keys, shoeprint, empty liquor bottle

### 3. Return to HEADQUARTERS and find the MORGUE. Talk to the doctor to help you answer these questions.

- (A) Who was the victim? White female, 20-25 years old, 5'5" tall, and 115 pounds
- (B) How long did death occur? 2-3 days
- (C) What was the cause of death? Stab wound to the chest that pierced her heart

### 4. Exit to the hallway and make your way to the LAB to process your evidence. Talk to WILLOWS and choose two pieces of evidence to analyze. Write down what you learned about the items in the box on the back.

### 5. Return to the MORGUE. Follow the directions to complete the process.

### 6. Go to the AGENT'S OFFICE. What did you learn from talking to WAN and/or STOKES? The agent claimed he didn't know about any dead girl and would not give permission to search his office.

### 7. Check your messages.

- (A) What did your message say? There was a report of a missing girl and Grissom wants me to go there.
- (B) Where do you need to go now? The Reynold's house
- (C) What did you learn from talking to the mother and boyfriend? The boyfriend thinks that Wan may be involved, but mother says she didn't have any enemies.
- (D) What evidence did you find at the house? List the items in the box at right.

## EVIDENCE

Use this space to keep track of the evidence and what you learn about the crime during processing.

*Students need to list the evidence in this box along with information it provides to help solve the crime.*

