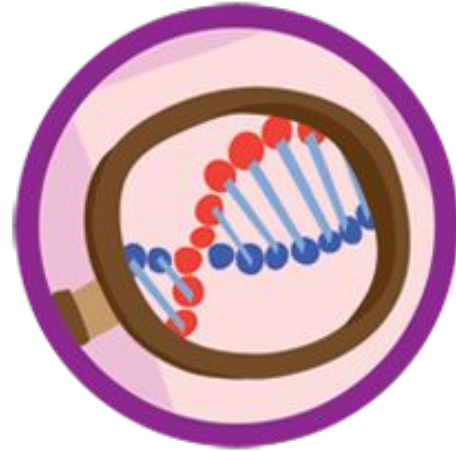


Junior Detective



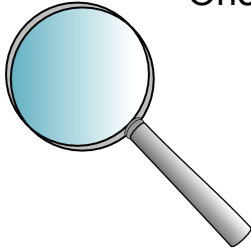


Instructions

Go through each step, completing the activity or activities for each. The activities can be adapted or changed based on what you have available at your house.

Step 1- Practice the power of observation!

One of a detective's most important abilities is to watch people and situations very closely. Let's do an activity to sharpen our observation skill!



Shake up a room!

Pick any room in your house, take about 5 minutes to take notice of everything. Then have someone in your home take five items out of a room, make sure that they don't let you see the items.

Try to identify the items that had been taken out of the room

Then have the individual add the items back to the room and see if you can identify them.

Once you think you are done, check to see if you were correct!



Step 2- Communicate in code!

Sometimes detectives, spies, or special agents can't talk to one another because of distance or the chance of being found out. They then have to use other ways to get the messages to each other.

There are many different types of codes, like morse code.

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A	— •••	U	••• —
B	— ••• ••	V	••• — ••
C	— ••• — ••	W	— ••• —
D	— ••• ••	X	— ••• •• —
E	•••	Y	— ••• — ••
F	••• — ••	Z	— ••• — ••
G	••• —		
H	••• ••		
I	•••		
J	••• — —		
K	— ••• ••	1	— — — —
L	— ••• ••	2	••• — — —
M	— —	3	••• •• — —
N	— ••	4	••• •• — ••
O	— — —	5	••• •• ••
P	— •• —	6	••• •• ••
Q	— •• — ••	7	••• •• •• ••
R	••• — ••	8	••• •• •• ••
S	••• ••	9	••• •• •• ••
T	— ••	0	— — — —

Create your own code!

With a friend, parent, or sibling create your own special code. Write the letters of the alphabet out and beneath each draw a picture or a symbol. Make a dictionary so that you can remember the code.

Try sending messages to each other in your new code!

Step 3- Fingerprint for fun!

Fingerprinting is used to find criminals and to identify missing or injured persons. Using the materials listed below take your fingerprints and those of 2 other people and compare them.

Taking your Fingerprint

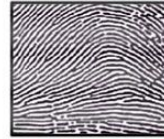
Materials:

Paper
Clear Tape
Pencil

Rub a pencil on a piece of paper until there is enough to act as ink. Then, rub your finger on the pencil mark and stick a piece of transparent tape to your finger. Remove the tape from your finger and see your print. You can even stick the tape to clean paper to see it better.

Arches

Ridges enter on one side & exit on the other side.



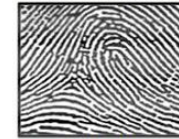
Plain Arch



Tented Arch

Loops

Ridges enter on one side & exit on the same side



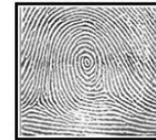
L - Radial Loop
R - Ulnar Loop



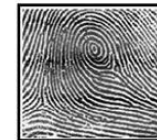
L - Ulnar Loop
R - Radial Loop

Whorls

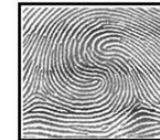
Consists of circles, more than one loop, or a mixture of pattern types



Plain Whorl



Central Pocket Whorl



Double Loop Whorl



Accidental Whorl

Now you can use the chart above to compare fingerprints!