

Lab: Crime Scene Sketch

Background:

The art of forensics science begins at the crime scene. It is very important to protect and secure the area where the crime took place to ensure that evidence is not destroyed. Investigators usually comb the crime scene for clues and evidence that later may be used in a court. In order to record the crime scene, notes are taken, photographs are made, and sketches are done. Photographs and sketches are used together to get the most accurate information from the crime scene. Sketches and notes must be very detailed. There are three different methods for recording a crime scene: 1) Written notes can be taken by an officer 2) Photography – both still and video recordings 3) Sketch of the crime scene.

Materials:

Ruler

Markers

Calculator

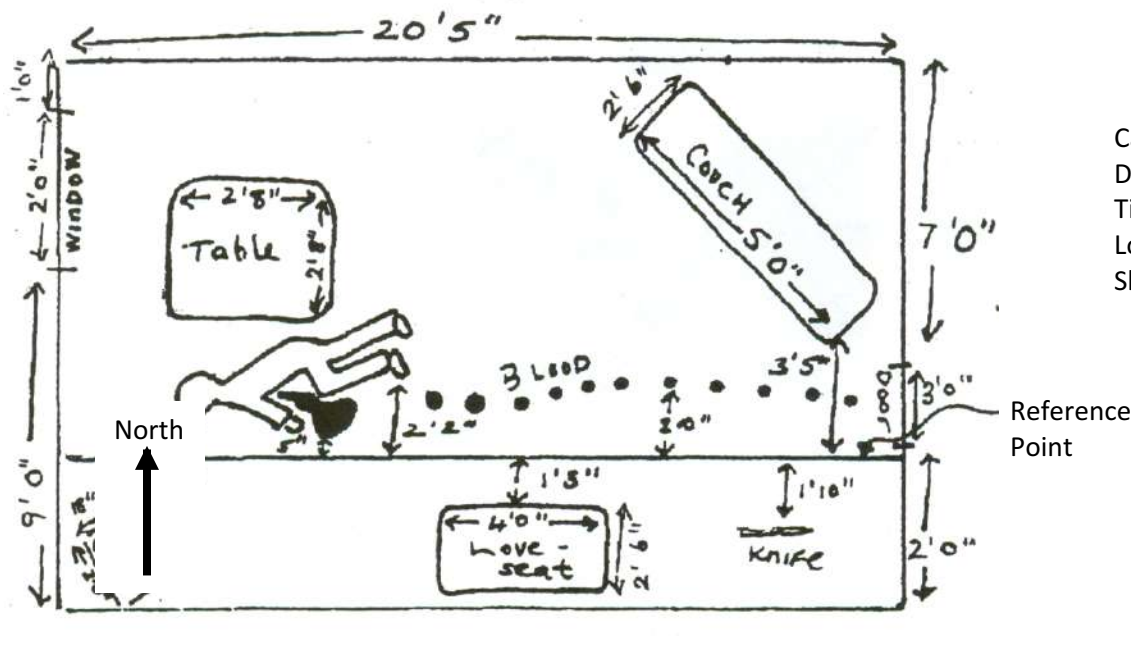
Tape measure/meter stick

Crime Scene

Pencil

Drawing a Rough Sketch:

Using the provided crime scene draw a rough sketch in the space provided. Draw the evidence (the victim acts as evidence #1). This should also include any doors, windows, and large pieces of furniture. This first drawing is a **rough sketch** that roughly represents the dimensions of the scene and shows the location of all objects that may be important to the case. Each item of evidence must be measured from **two fixed points** (something that cannot move) within the crime scene. The fixed points will be the 2 adjacent walls closest to each particular piece of evidence. In your sketch, provide an accurate depiction of the entire scene with dimensional measurements as well as location measurements for all pieces of physical evidence. See example below. Complete and check off the steps on the following page.



Case No. NY-135

Date: 31 Dec 06

Time: 1600 hr

Location: 10 Wats St

Sketcher: P/O F. Kurt

North

NOT DRAWN TO SCALE

Name _____

Date _____

Period _____

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Steps for Drawing a Rough Sketch: (Check off each step as you go!)

- _____ 1. Draw the crime scene on the area provided.
- _____ 2. Label victim as evidence marker #1 and the 2 additional pieces of evidence as markers #2 and #3.
- _____ 3. Draw, label and number any additional items from crime scene (furniture, doors, windows, etc.)
- _____ 4. Measure the crime scene boundary in cm. This will be the length & width of the edges of the table. Record measurements on the rough draft.
- _____ 5. Measure **each** piece of evidence from two fixed points to the same point on the evidence (cm). Your fixed points will be 2 adjacent walls (edges of table) closest to the evidence. Measurements from the wall should be at right angles. Include these measurements on the rough sketch
- _____ 6. Find and label **North** on your sketch (use your phone compass).
- _____ 7. Fill in the following on your rough sketch using the table below (you can make this up):
 - a. Case Number
 - b. Offense
 - c. Location
 - d. Date & Time
 - e. Sketched Artist
 - f. Agency

ROUGH SKETCH

Compass

| | |
|--|------------------|
| Rough Sketch – Not Drawn to Scale | Location: |
| Agency: | Offense: |

| | | | |
|------------------|--------------|--------------|----------------|
| Drawn by: | Date: | Time: | Case #: |
|------------------|--------------|--------------|----------------|

Steps for Drawing a Final Sketch:

| Measurement Table | | | | |
|-----------------------------|--|---------------------|---|--|
| Item # / Description | X-Axis (W/E) | Y-Axis (N/S) | Scaled X-Axis (W/E) (number of boxes) | Scaled Y-Axis (N/S) (number of boxes) |
| | Actual Length from butcher paper (cm) | | Scaled measurements (Actual Length / value of the scale) | |
| Wall Length | Shortest Wall: | Longest Wall: | Shortest Wall: | Longest Wall: |
| 1) Victim | | | | |
| 2) | | | | |
| 3) | | | | |

On your own, you will complete a final sketch that is **drawn to scale**. Final sketches should display accurate locations of all evidence in relation to the area. They should also include any doors, windows, and large pieces of furniture. In order to scale down your drawing from your rough draft, you have to determine an appropriate scale. Find your largest measurement of the room (longest wall) and divide it by the number of boxes (lengthwise) on your graph paper. **For example: 90 cm / 30 boxes = 3 cm/box**. This means that each box on the graph paper counts as 3 cm. (You may not use all of the boxes.)

- ____ 8. Determine the **scale** you will use for your final draft (read example above). Use the longest length and divide by the number of boxes used to determine to determine the scale.
- ____ 9. Draw the borders of the crime scene onto the graph paper using the scaled measurements.
- ____ 10. Draw and number each piece of evidence in the correct location using measurements from the rough draft.
- ____ 11. Label **North** on your sketch.
- ____ 12. On the outside of your sketch, include the **scaled** used. (How many cm does each box represent?)
- ____ 13. Add a **Legend** using the numbers for each piece of evidence and items in the room. (Ex: #1 – victim, etc.)
- ____ 14. On the bottom of your sketch, you must include the following information:

| | |
|----------------|--------------------|
| a. Case Number | d. Date & Time |
| b. Offense | e. Sketched Artist |
| c. Location | f. Agency |

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| | | |
|-----------------------------|------------------------|--|
| 3 items of evidence | 18 points (6 pts/evid) | |
| North labeled | 6 points | |
| Scale drawn and labeled | 6 points | |
| Legend drawn and labeled | 6 points | |
| Information table filled in | 7 points (1 pt/box) | |
| Grade out of 100 | | |