



Get a Clue

Our Own Troop/Group's Interest Project Patch For Cadette and Senior Girl Scouts

Skill Builders

- 1 Research the history of the Federal Bureau of Investigation (FBI), Central Intelligence Agency (CIA) or other crime-solving agency. List identifying information and agency symbol.
- 2 Read a detective story and then write your own short detective, mystery story. Include suspects, clues, alibi, evidence, witness, and other mystery-type words in your story.
- 3 One of the most important skills of being a detective is keeping an accurate written record of evidence found at the scene of the crime. Practice note taking and observation skills by selecting a person to observe. Record date, time, location, clothing, activity, and environmental or weather conditions. Take careful detailed notes describing their actions. Try to observe the person without him/her being aware of you. Why is note taking an important skill for a detective?
- 4 Learn and play several games that require cooperation among players. Were you a team player, did you communicate well, and did you cooperate with your teammates?
- 5 Find out how a scientist solves mysteries. Do a science experiment and solve a mystery. Write down your findings and conclusion.
- 6 Learn how to read a map and use a compass. Trace out a hiking, biking, or driving route on a map. Learn how to gauge distance using your pace or by using map symbols, and describe what you would see and experience along the way. Why learn this type of skill in the detective business?
- 7 Name some famous detectives (real or fictitious). Identify the gadgets they used in their job. Who made these gadgets?

Technology

- 1 What is biometrics? What types of biometrics are there? How is it used to solve cases? How does biometrics affect society?
- 2 There are many tools used in forensic science. Learn about the different tools a detective might use to collect evidence and solve a mystery, or for doing crime scene analyses. Lift a fingerprint and match a "lifted" print to a suspect. Or, look under a microscope at hair, fabric, or other samples. How are the samples different? Could you identify some one by these samples? Or, measure the length or distance of events with a meter stick or tape measure. Measure the size or weight of an object. Could that object have been used in the crime?

- 3 Police often use sketch artists or cameras to record events at a scene of a crime, to later study the evidence. Use a camera or sketch pictures to record events that have happened at a crime scene. Do the pictures tell a story? Do they show what happened in enough detail for some one to analyze the events at a later time? Display your pictures for others to analyze.
- 4 Investigate identification (ID) badges. What are they used for? Design a Special Agent Identification Badge, along with photo and personal information. What would you include and why? How would your badge be read or used?
- 5 Chemical Analysis– how is this used to identify suspects? Try a chemistry experiment and see if you can identify chemicals by smell, color, shape, state of matter, taste, or by chemical reaction?
- 6 Take the FBI building tour or visit the Spy Museum in Washington, DC. Name several things you learned about being a detective or about the world of espionage. Have you developed observation, analysis, critical thinking, and creative thinking skills while touring these places?
- 7 How has science progressed to help the modern day detective? An example might be DNA analysis-what is it? How is it used? How has forensic science stayed the same throughout time?

Service Project

- 1 Teach a secret code to a younger group and help them create their own secret messages. Show them how they could use this code in their games or activities.
- 2 Create a game to practice thinking and solving skills. Examples could be crossword puzzles, word searches, mazes, math problems, map skills, or cooperative games. Share your game with another group.
- 3 Develop a mystery trail for others to follow using trail signs, clues, etc. Use your trail at a Girl Scout event such as a day camp, encampment, outdoor day, or at another troop's campout or troop meeting.
- 4 Design a virtual trail of "spy museums" or "mystery activities" from the World Wide Web. Give specific web addresses, activities to do at each site, or things to see. Share your trail with others.
- 5 Make a display presenting forensic tools or crime solving techniques. Share with your friends or a younger group; or display in a public area such as a school, library, scout office, or camp.
- 6 Perform a "Who Dun It?" mini play before another group, of a crime that has been committed. Either have the audience participate and help solve your mystery based on the clues and evidence you present, or make the ending a surprise twist with no audience participation. Include suspects, clues, alibi, evidence, and any witnesses.
- 7 Visit or investigate around Washington, DC, Maryland, & Virginia (GSCNC areas) forensic science/detective-type museums/labs. Develop a hands-on booklet of these places for Girl Scouts to visit. Describe forensic science activities for girls to see and try. Give your booklet a title; describe the age level and objectives of activities. Give your booklet to your Council for other troops to enjoy.

Career Exploration

- 1 Interview a private investigator, police detective, or FBI agent. Find out why he/she became a detective. How long did it take for him/her to become a detective? What kind of education and training is required? Make a list of your own questions ahead of time to ask.
- 2 Many people assist the detective behind the scenes. Interview a person, or learn about a career that could help the detective in solving a case. Examples might be a chemist, biologist, physicist, research lab technician, a teacher, or a police profiler. What kind of education or training is required? What does he/she do on the job to provide assistance to the detective?
- 3 Start a career file on jobs related to a detective. Find out all you can about these careers.
- 4 List schools or colleges that offer training in law enforcement, intelligence, forensic science or investigative work. Pick one you would like to attend and state why you picked it.

Ordering info:

Permission from BDGSC was granted to GSCNC to change the requirements to fit our council and use the BDGSC IPP design. GSCNC approved this troop/group's own IPP in April, 2003. We used it at a day camp in June, 2003.

This IPP design can be purchased from Black Diamond GSC, WV; or you can make up your own patch.

You may call 304.345.7722 or [e-mail the shop \(shop@bdgsc.org\)](mailto:shop@bdgsc.org) for more information.
<http://www.bdgsc.org/councilown.html>

Mystery Interest Project Patches are \$.95 each and must be purchased by Girl Scout leaders. Consult order form for shipping and handling charges.

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