



Game

Drug Scene Investigators



Evidence ratings:



This resource is supported by one published study. See our Help/Q&A section for more details.

Year: Year 7-8, Year 9-10, Year 11-12

Targeted Drugs: Cannabis, GHB, Hallucinogens, Heroin, Ketamine, Steroids

Tags: Painkillers, Sedatives, Growth Hormones

Time Allocated: 1-6 lessons

Links to National Curriculum:

ACPPS072 (Yr 7-8), ACPPS073 (Yr 7-8), ACPPS074 (Yr 7-8), ACPPS076 (Yr 7-8), ACPPS077 (Yr 7-8), ACPPS089 (Yr 9-10), ACPPS090 (Yr 9-10), ACPPS092 (Yr 9-10), ACPPS095 (Yr 9-10), ACPPS096 (Yr 9-10), ACPPS098 (Yr 9-10)

Origin: International

Cost:

Costs Involved

Available

NOTE: This game requires Flash. If you are using an iOS device, please note these devices do not support Flash. We recommend playing this game on Internet Explorer.

[Access a demo of 'Drug Scene Investigators'](#)

Developers

In Depth Learning

Summary

Students conduct scientific inquiry in simulated real-life situations to solve drug-related mysteries. Players are encouraged to collect evidence from witnesses, crime scenes and laboratory experiments to support/disprove various hypotheses.

Watch this introductory video for more information.

Training & Costs

For information about costs to access this resource, see website for details.

Format

3 × 30-minute episodes.

Expected Benefits

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- Increased general knowledge of drug(s)
 - Increased knowledge of drug-related effects and harms.

Evidence Base

Benefits associated with playing Drug Scene Investigators have been evaluated in one published study (see below). The benefits have not yet been evaluated in an Australian sample.

Midgley, A. R., Kleinsmith, L. J., Howell, P. D., Huneke, B. H., & Lee, K. M. (2010). Teaching the Essence of Science with a Game? *Michigan Science Teachers Association, 55*, 56-63.