ADMJ 0636 - BASIC TRAFFIC COLLISION INVESTIGATION

Catalog Description

Prerequisite: Completion of POST Basic Academy

Hours: 24 (18 lecture, 6 laboratory)

Description: Designed to provide officers with knowledge and skills to conduct traffic collision investigations and develop reasonable cause for establishing fault pursuant to California Vehicle Code Section 40600. (pass/no pass grading) (not degree applicable)

Course Student Learning Outcomes

- CSLO #1: Compare and contrast various types of traffic collisions and subsequent investigations.
- CSLO #2: Analyze collision-scene evidence to determine "primary collision factors".
- CSLO #3: Analyze tire skid marks to determine vehicle speeds.

Effective Term

Fall 2017

Course Type

Credit - Nondegree-applicable

Contact Hours

24

Outside of Class Hours

36

Total Student Learning Hours

60

Course Objectives

Lecture Objectives:

- 1. Apply statutory and case law to traffic collision investigations;
- 2. Compare and contrast various types of traffic collisions;
- 3. Identify primary collision factors;
- 4. Demonstrate safe and proper scene management;
- 5. Analyze collision scene evidence;
- 6. Determine vehicle speed by skid analysis;
- 8. Diagram a collision scene;
- 9. Prepare an investigative collision report;
- 10. Investigate criminal culpability;
- 11. Identify and diagnose DUI violations; and
- 12. Prepare for court testimony.
- Laboratory Objectives:

1. Investigate mock accident scene to determine primary collision factors;

2. Analyze and interpret accident scene evidence to establish reasonable cause; and

3. Identify types of skid marks to develop vehicle speeds.

General Education Information

- Approved College Associate Degree GE Applicability
- CSU GE Applicability (Recommended-requires CSU approval)
- · Cal-GETC Applicability (Recommended Requires External Approval)
- IGETC Applicability (Recommended-requires CSU/UC approval)

Articulation Information Methods of Evaluation

- Problem Solving Examinations
 - Example: Students will be given five vehicular collision scenarios. From these situations the student will correctly identify which party is most at fault, the primary collision factor, and if applicable, any associated collision factors for the collision.
- Skill Demonstrations
- Example: Students will sketch a mock traffic accident scene.

Repeatable

No

Methods of Instruction

- Laboratory
- Lecture/Discussion

Lab:

 The instructor through a mock accident scene will demonstrate standard measurement techniques for sketching and diagramming a traffic collision. Instructor will identify the advantages and disadvantages of the Coordinate Measure, Station Line, and Triangulation measurement methods and explain their appropriate usages. Students are expected to understand the advantages and disadvantages and be able to demonstrate how to take appropriate measurements.

Lecture:

 The instructor will describe and define the significance of Area of Impact (AOI) in determining the primary vehicular collision factors. Students are expected to understand the dynamics of vehicular collision factors.

Typical Out of Class Assignments Reading Assignments

1. Read sections of the CA Vehicle Code pertaining to driving under the influence and be prepared to discuss in class. 2. Read assigned materials on skid mark analysis and be prepared to discuss in class.

Writing, Problem Solving or Performance

1. Investigate a mock vehicle accident scene, locating and recording evidence and determining the primary collision factors. 2. Work in a team of 4 to 5 students to evaluate traffic collision related issues and give an oral presentation to the class.

Other (Term projects, research papers, portfolios, etc.) Required Materials

• CA Vehicle Code

- Author: State of California
- Publisher: Department of Motor Vehicles
- Publication Date: 2016
- Text Edition:
- Classic Textbook?: No
- OER Link:
- OER:

Other materials and-or supplies required of students that contribute to the cost of the course.

Other related materials and handouts provided by Instructor.