

A Fatal Virus

This is a more complex world. You can imagine the creatures to be anything that you want. There are a few more rules as well as four things in the world.

- Healthy (green) and infected (blue) creatures move around randomly on the grey areas that you paint.
- A healthy creature next to an infected creature has a 7% chance of becoming infected itself.
- An infected creature can die (2% chance), and then decomposes, slowly
- There is no chance of recovery.
- The dead are not infectious

Possible explorations

- ◇ Press play and watch.
 - Can you describe what happens?
 - Can you explain this in terms of the rules?
- ◇ Stop the simulation.
- ◇ Clear the world from the worksheet
 - Click on the rubber, then drag over the worksheet to rub out
- ◇ Paint a large area in grey
 - Click on the grey item from the gallery
 - Click the pencil or the filled rectangle from the toolbar
 - Drag over the worksheet area to fill
- ◇ Put lots healthy creatures at one end of area, and a few scattered at the other
 - Click on the green item in the gallery
 - Click the pencil from the toolbar
 - Click on the worksheet to place each creature or drag to place lots.
- ◇ Set the simulation running. Watch the healthy creatures enjoy their world.
- ◇ Add a few infected creatures to each end
 - Click on the blue item in the gallery (infected specimen)
 - Click on the pencil tool
 - Click on a grey area in the worksheet to place them
 - How does the infection spread through the two populations?
 - How many die?
- ◇ Can you find arrangements of the creatures that always lead to the whole populations recovering, or all dying?