The dead can be infectious too

This is a more complex world. The creatures can 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 and a 3% chance of becoming infected if it is next to a dead creature
- An infected creature can die (2% chance), and then decomposes, very slowly
- Infected creatures do not recover

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 two separate but equal areas 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 equal numbers of healthy creatures in both.

- 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.

◇ Add a few infected creatures to one area

- Click on the blue item in the gallery(infected creature)
- Click on the pencil tool
- Click on a grey area in the worksheet to place them

◇ Add a few dead creatures to the other area

- Click on the red item in the gallery(dead creature)
- Click on the pencil tool
- Click on a grey area in the worksheet to place them

◇ Set the simulation running.

- How does the infection spread through the two populations?
- Can you make the time to spread the same for both?