

Take care with your dead

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 and a 3% chance of becoming infected if it is next to a dead creature. So its a good idea to clear up the dead!
- An infected creature can die (5% chance), and then decomposes, very, 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 both areas
 - 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
- ◇ In one area, be ready to clear up the dead
 - Click on the hammer tool
 - Click on the dead creatures to remove them
- ◇ Set the simulation running.
 - How does the infection spread through the two populations?
 - Can you account for the differences?