

The Effects of Innoculation

This is plenty complex enough. Imagine the creatures as you will.

Read these rules carefully. They describe the behaviour of all six things in the world.

- Healthy(green), infected(blue), recovered (dark green) and inoculated(purple) 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 have a 1% chance of recovery, after which they are immune
 - You can inoculate by hitting a healthy creature with a hammer
 - You can clear up the dead by hitting them with a hammer
- ◇ Press play and watch.
 - Can you describe what happens?
 - Can you explain this in terms of the rules?
 - ◇ Stop the simulation.
 - How many situations can you create where none die?
 - ◇ Clear the world from the worksheet
 - Click on the rubber, then drag over the worksheet to rub out
 - ◇ Paint four 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 all.
 - 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 all 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
 - ◇ Treat the four areas differently. Inoculate in one, clear up the dead in another, make different arrangements in another, leaving one as a control.
 - Can you provide a commentary to go with your experiments?
 - What have you managed to show?