

# Classroom Epidemic Simulation

## Materials:

- 26 plastic spheres (or similar opaque containers)
- 26 counters/tokens (1 per sphere)
- Opaque bag
- Whiteboard or grid paper for bar chart

## Setup:

1. Place 1 token inside each sphere, then all spheres in the bag.
2. Draw a results table with columns: Round, Draws, New Cases, Cumulative Cases, Susceptible Left, Immune.

## Rules of Play:

- Round 1: Draw 1 sphere. If it has a token, remove it (new case) and return the sphere.
- Record results and plot the bar.
- Each new case leads to 2 draws in the next round.
- If sphere has no token, it is immune (no new case).
- Continue until no new cases occur.

**Variation:** Try changing the multiplier ( $2x \rightarrow 1.5x$  or  $3x$ ) or start with some vaccinated spheres (no tokens).

Round	Draws	New Cases	Cumulative Cases	Susceptible Left	Immune
1					
2					
3					
4					
5					
6					
7					

## Bar Chart:

Draw axes labelled "Round" (x-axis) and "New Cases" (y-axis). Plot each round's cases as a bar to see how the epidemic grows, peaks, and declines.