



Agent Impact

STEM Sims

Lesson 2: Biological Warfare

Biological warfare is the use of biological weapons like toxins, bacteria, viruses, or fungi with intent to injure or kill people. Terrorists use biological warfare to spread diseases that can make people extremely sick. Are you ready to see the effects of biological warfare?

Doing the Science

1. Start the Agent Impact Simulation by clicking on the “Sim” tab.
2. Click on “Low” for the population density.
3. Click on “Biological” for the type of agent.
4. Click on “Min Impact” for the impact.
5. Click “Start” to begin the simulation of the biological warfare.
6. After the effects of the agent have worn off, record the casualties in Table 1 below for low population density and in Table 2 for high population density.
7. Repeat steps 2 - 6 except with “Max Impact” for the impact instead of “Min Impact” in step 4.
8. Click on “High” for the population density.
9. Repeat steps 3 - 7 for the high population biological warfare.

Table 1. Low Population Density.

	Hospital	Clinics	Drug Stores	Morgue
Minimum Impact				
Maximum Impact				

Table 2. High Population Density.

	Hospital	Clinics	Drug Stores	Morgue
Minimum Impact				
Maximum Impact				

Do You Understand?

1. Why does it take such a long time for the effects of the biological weapon to wear off?
2. Why are there many more people in the hospital than in the morgue?