

Try a virtual pet behaviour experiment

Change one habitat object, record what a creature actually did and pick the behaviour to encourage.

01 Run a one-object experiment in a creature grove

You want to see whether adding a pond changes what a pet visits. Which setup makes the result easiest to interpret?

- ▢ Move every object at the same time as adding the pond
- ▢ Add the pond while leaving the other objects in place

02 Give a grove creature an observation line

Imagine a little creature that walks past a chime, then returns to stand beside it. Write a field note describing only what you saw.

Write a one-line field note

03 Choose the behaviour to encourage in your grove

You want your creature to visit a seedpod more often. Which moment would you choose to cheer in Puffgrove?

- ▢ When it investigates the seedpod
- ▢ When it ignores the seedpod and goes elsewhere

Worked answers
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