

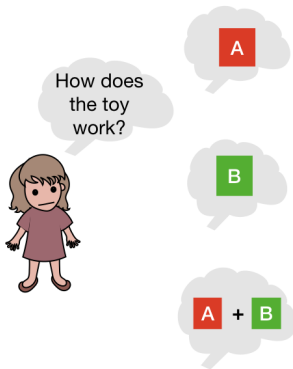
Goals

Anna sees an object playing music and generates an inquiry goal



Hypotheses

She generates a set of possibilities for how the toy might work



Queries

She considers possible actions (queries) to learn how the toy works



Answers

She considers how much each possible answer will reduce her uncertainty

Does button A play music? → yes
→ no

Does button B play music? → yes
→ no

Do both buttons play music? → yes
→ no

Anna reasons about hypotheses, queries, and answers to select the “most useful” action that leads to the largest decrease in uncertainty