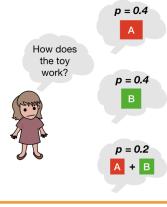
Goals sees a to and gene inquiry go

Allison sees a toy playing music and generates an inquiry goal



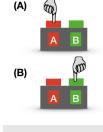
Hypotheses

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



Queries

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



(C)

Answers

She considers the possible answers for each query

(A)

Does button A play music?

(B)

Does button B play music?

(C)

Do both buttons ye play music?

Allison reasons about the hypotheses, queries, and answers to select the "most useful" query that leads to the largest decrease in her uncertainty



