

Supporting Information

Newman et al. 10.1073/pnas.0914056107



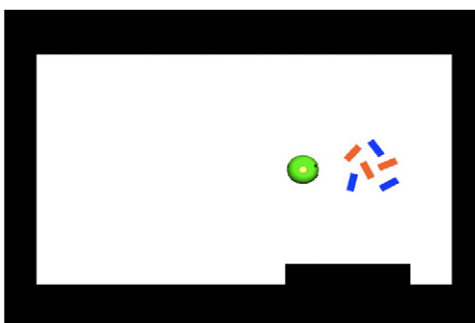
Movie S1. Experiment 2: animate disorder. This movie was presented to infants in the agent conditions of experiment 2 and showed an event in which a computer-animated agent appeared to change an ordered arrangement of blocks into a disordered pile.

[Movie S1](#)



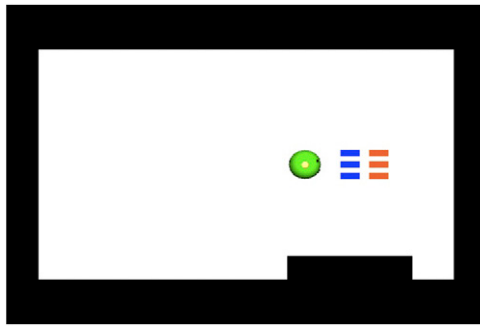
Movie S2. Experiment 2: animate order. This movie was presented to infants in the agent conditions of experiment 2 and showed an event in which a computer-animated agent appeared to change a disordered pile of blocks into an ordered arrangement.

[Movie S2](#)



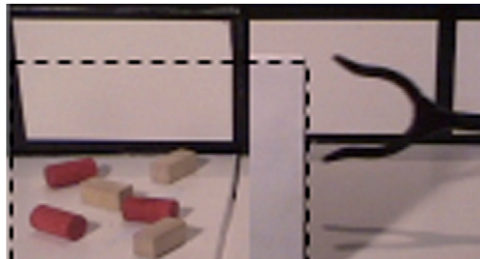
Movie S3. Experiment 2: inanimate disorder. This movie was presented to infants in the ball conditions of experiment 2 and showed an event in which a computer-animated ball appeared to change an ordered arrangement of blocks into a disordered pile.

[Movie S3](#)



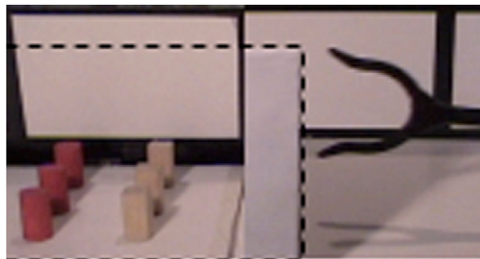
Movie S4. Experiment 2: inanimate order. This movie was presented to infants in the ball conditions of experiment 2 and showed an event in which a computer-animated ball appeared to change a disordered pile of blocks into an ordered arrangement.

[Movie S4](#)



Movie S5. Experiment 3: familiarization claw disorder. This movie was presented to infants in the claw-disordering conditions during the familiarization phase of experiment 3 and showed an event in which an inanimate claw appeared to change an ordered arrangement of blocks into a disordered pile.

[Movie S5](#)



Movie S6. Experiment 3: familiarization claw order. This movie was presented to infants in the claw-ordering conditions during the familiarization phase of experiment 3 and showed an event in which an inanimate claw appeared to change a disordered pile of blocks into an ordered arrangement.

[Movie S6](#)

