**Exercise 2 work sheet**

**Step 1 - Character matrix**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** |
| **Aesop** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| **French** |  |  |  |  |  |  |  |  |  |  |  |
| **Perrault** |  |  |  |  |  |  |  |  |  |  |  |
| **Italian** |  |  |  |  |  |  |  |  |  |  |  |
| **Chinese** |  |  |  |  |  |  |  |  |  |  |  |
| **Grimm** | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | 1 |

**Step 2 - Determining groups**

|  |  |  |
| --- | --- | --- |
| Character state | Linked folktales | Number |
| 1 [tiger] |  |  |
| 1 [ogre] |  |  |
| 2 [human] |  |  |
| 3 [single girl] |  |  |
| 4 [red hood] |  |  |
| 5 [poses as grandmother] |  |  |
| 6 [victim goes out] |  |  |
| 7 [mother warns] |  |  |
| 8 [encounter in woods] |  |  |
| 9 [toilet excuse] |  |  |
| 10 [victim eaten] |  |  |
| 11 [rescue by huntsman] |  |  |

**Step 3 - constructing the tree**