

## Exercise 2 work sheet

### Step 1 - Character matrix

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