MythQuester Example Mind Map

Create a **mind map** to compare story elements found in two or more folktales or myths. Look for elements that the stories have in common or that are unique to each story. Below is an example; many other **motifs** could be included.

**Rumpelstiltskin**
- Girl who can’t spin
- One helper
- Three rooms full of flax to spin
- A trick is played that results indirectly in a happy ending

**The Three Spinners**
- Three helpers

Next, jot down some notes about possible interpretations or answers to questions that arise. In this case, you might question the role played by spinning or how the trick played in each case leads to a happy ending.

**Notes:**

Read **Rumpelstiltskin** and **The Three Spinners** stories, as well as other Grimm’s Fairy Tales, at:
- Bartleby.com at [www.bartleby.com](http://www.bartleby.com)
- Project Gutenberg at [http://www.gutenberg.net/index.shtml](http://www.gutenberg.net/index.shtml)