Some genus-species exercises.

I. Identify at least three referents for each of the concepts/general terms below. After that, try to identify a genus and a species for each concept/general term as well
   1. Philosopher
   2. Tree
   3. Country
   4. Artist
   5. Number
   6. River

II. Extend the list of species below.
   2. Automobiles: red automobiles, expensive automobiles, . . .
   4. Clothing: expensive clothing, clothing made by Oscar de la Renta, .

   . .
   5. Games: board games, basketball games, . . .

III. Arrange the following terms in order of increasing abstractness
   1. doctor of medicine, plastic surgeon, person, surgeon, professional person
   2. parallelogram, polygon, square, rectangle, quadrilateral
   3. flavored corn chips, snack food, Doritos, corn chips, food
   4. Minnesota Vikings, professional sports team, NFL team, NFL teams that haven't won a Super Bowl, sports team

Rules for Classification
1. Try to make the categories (species) of your classification mutually exclusive and jointly exhaustive. (The best way to ensure this is to use a single principle for generating categories at each stage of the classification).

2. The principles used to generate categories should appeal to essential (fundamental or important) properties of the items being classified.

Classification Exercises.

I. Arrange the following concepts/general terms into a coherent classification scheme. Add concepts where you deem necessary.

1. Horizontal, rectangular, large, round, infinitesimal, vertical

2. Baptist, Methodist, Jewish, Religions, Catholic

3. Public Universities, Big Ten schools, University of Minnesota, NCC schools, St. Cloud State, Gustavus Adolphus College

4. CD player, audio equipment, CDs, wall speakers, receivers

5. Philosophy, Ethics, ethical theories, Utilitarianism, Deontology, noncognitivism, emotivism