VOCABULARY WORDS - MINERALS

Atom	element	compound	molecule
Proton	neutron	electron	atomic number
Atomic mass	mineral	crystal	silica tetrahedron
Color	streak	hardness	Moh's hardness scale
Cleavage	fracture	acid test	special properties
Silicate	carbonate	iron oxides	sulfides

Minerals to be familiar with: all minerals on the ESRT!

^{**} be able to identify using a periodic table the proton, electron, neutron numbers of individual atoms

^{**} be able to identify element names by both symbol to name and name to symbol (iron = Fe and Fe = iron)

^{**} be able to list 2 different kinds of crystal shapes

^{**} be able to draw a silica tetrahedron and identify the atoms in the molecule

^{**} be able to use properties listed along with the ESRT to identify minerals

^{**} be able to identify Moh's hardness scaled for numbers 1,3,5,7 with tools

^{**} be able to identify minerals that would be affected by acid

^{**} be able to identify 4-7 minerals with special properties

^{**} be able to use the igneous mineral chart to identify percentages and amounts of certain minerals in an igneous rock

VOCABULARY WORDS – ROCKS

Uniformitarianism

Igneous Mafic	magma felsic	lava texture	sedimentary clastic	chemical
Organic	silica	calcite	iron oxide	grain sizes
Stratification	fossils	metamorphic	regional met	tamorphism
Foliation	contact metam	orphism	rock cycle	

Rocks to know and be able to located and describe using ESRT

Granite	gabbro	rhyolite	obsidian	pumice
Sandstone	conglomerate	shale	limestone	rock salt
Gypsum	schist	gneiss	slate	

^{**} Be able to identify grain sizes and composition for any sedimentary rock

^{**} Be able to use vocabulary words related to each class of rocks from the rock cycle

^{**} Be able to list the properties of each kind of rock

^{**} Be able to take a well defined rock and identify its class by using its characteristics

^{**} Be able to describe the environment that each rock type was created.

^{**} Be able to look at New York State Bedrock Map and identify regions with certain types of bedrock, and classify each region as to rock class (I, S, M)