**Section 3.2 – Mineral I.D.**

**Identifying Minerals**

1. **Color**
2. **Hardness – How easily a mineral is scratched**

**Mohs Scale of Hardness – 10 – hardest, 1- softest**

1. **Luster – How a mineral reflects light**

**Metallic – metal like**

**Non-metallic – dull, pearly, silky or glassy**

1. **Specific Gravity – Ratio of the minerals weight compared to an equal weight of water**
2. **Streak – Color of powder left when mineral scratches a tile. Only works for minerals softer than the tile.**
3. **Cleavage and Fracture**

**Cleavage – Smooth break**

**Fracture – Rough break**

1. **Unique Properties – magnetism, double image**