

Roles for Habits of Mind

Adapted from *Habits of Mind: An Organizing Principle for Mathematics Curriculum* Al Cuoco, E. Paul Goldenberg, and June Mark, 1996

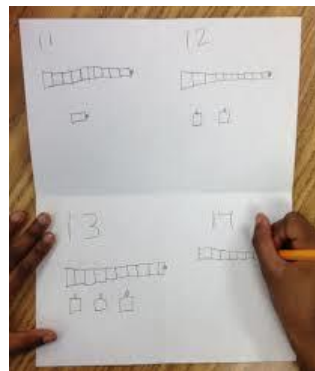


Pattern Sniffer

I look for patterns among a set of numbers or figures or letters.

Tinkerers

I “play around” and investigate. I can take ideas apart and put them back together. I stick with my work and try a different approach if needed.



Visualizer

I draw pictures or make diagrams to help me understand a problem. I “see” math. I can understand drawings and diagrams.

Experimenter

I question and then experiment. I record and study results. I perform thought experiments.



Inventor

I can invent mathematics. I can model a situation. I use math for fun (in games) as well as for finding a solution to a problem.



Guesser

I make clever guesses based on things I already know as well as new patterns and relationships I have observed.



Describer

I can describe clearly a problem, a process, or a strategy. I use language appropriate for the audience.



Conjecturer

I make conjectures and predictions about patterns in numbers, for example. I can explain and support my conjectures.

