Name: ____________________________ Company: ____________________________ Grade: 6[_] 7[_] 8[_]
Table: 0[,] 1[,] 2[,] 3[,] 4[,] 6-Weeks: 1[,] 2[,] 3[,] 4[,] 5[,] 6[,] Date: ___/___/___ A[_] B[_]

**Textbook:** “Technology Education… Learning by Design”

**Technology Timeline:** Trace technology through history. (Page 544) **Special Features:** Cool stuff. (Page xxi)

**Glossary:** Words and definitions. (Page 550) **Index:** Search for topics of your choice. (Page 562)

### Chapter 1: “The Nature of Technology”

1. Control  
2. Designing  
3. Feedback  
4. Human-Made World  
5. Innovation  
6. Invention  
7. Investigating  
8. Natural World  
9. Optimization  
10. Process  
11. Requirement  
12. Resource  
13. Scientific Inquiry  
14. System  
15. Technologically Literate  
16. Trade-off  
17. Technology  
18. Technologist  

### Chapter 2: “Technology and Society”

1. Agricultural Era  
2. Alloy  
3. Aqueduct  
4. Bronze Age  
5. Coke  
6. Ethical Dilemma  
7. Exponential Rate of Change  
8. Factory System  
9. Hybrid Electric Vehicle  
10. Industrial Revolution  
11. Information Age  
12. Iron Age  
13. Linear Rate of Change  
14. Smelting  
15. Stone Age  

### Chapter 3: “Design and Problem Solving”

1. Aesthetics  
2. Anthropometry  
3. Brainstorming  
4. Constraints  
5. Design Brief  
6. Ergonomics  
7. Functionality  
8. Informed Design  
9. Mathematical Model  
10. Probability  
11. Prototype  
12. Quality  
13. Risk/Benefit Trade-off  
14. Scale Model  
15. Specifications  
16. Values  
17. Variables  

### Chapter 4: “Communicating Design Solutions”

1. Asymmetrical  
2. Balance  
3. Bar Graph  
4. Circle Graph  
5. Computer-Aided Design (CAD)  
6. Crating  
7. Drafting Tablet  
8. Freehand  
9. Graph  
10. Graphic Techniques  
11. Isometric Drawing  
12. Oblique Drawing  
13. Orthographic Drawing  
14. Perspective Drawing  
15. Pictorial Drawing  
16. Pie Chart  
17. Plotter  
18. Proportion  
19. Rendering  
20. Rhythm  
21. Shading  
22. Sketch  
23. Symmetry  
24. T-Square  
25. Technical Drawing  
26. Texture  
27. Unity  

### OTHER NOTES:

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Chapter 5: “Resources for Technology”
1. Availability
2. Appropriateness
3. Capital
4. Coal
5. Cost
6. Energy
7. Finite
8. Gas
9. Geothermal
10. Hydroelectricity
11. Inclined Plane
12. Information
13. Laser
14. Lever
15. Machines
16. Material
17. Nuclear Energy
18. Oil
19. People
20. Resources
21. Solar
22. Synthetic
23. Time
24. Tools
25. Trade-Offs

Chapter 6: “Technological Systems”
1. Closed-Loop System
2. Comparator
3. Control
4. Controllable
5. Controller
6. Desired Results
7. Feedback
8. Feedback loop
9. Input
10. Monitoring
11. Open-Loop System
12. Output
13. Process
14. Sensor
15. Subsystem
16. System
17. Thermostat
18. Timer
19. Transducer

Chapter 7: “Processing Materials”
1. Annealing
2. Blow Molding
3. Brittle
4. Casting
5. Ceramic
6. Compression
7. Conductor
8. Drilling
9. Ductile
10. Elasticity
11. Electroplating
12. Extruding
13. Ferrous Metal
14. Filtering
15. Forging
16. Forming
17. Glaze
18. Grinding
19. Hardening
20. Hardness
21. Hardwood
22. Industrial Material
23. Insulator
24. Manufactured Board
25. Nail
26. Nonferrous Metal
27. Optical Property
28. Plastic
29. Plasticity
30. Pressing
31. Primary Material
32. Processing
33. Rivet
34. Sawing
35. Screw
36. Separating
37. Shaping
38. Shear
39. Shearing
40. Sintering
41. Softwood
42. Soldering
43. Strength
44. Tempering
45. Tension
46. Thermal Property
47. Thermo Plastic
48. Torsion
49. Toughness
50. Turning
51. Vacuum Forming
52. Vulcanize
53. Welding

OTHER NOTES:
Chapter 8: “Manufacturing”
1. Agile Manufacturing
2. Assembly Line
3. Automation
4. Computer-Aided Manufacturing
5. Computer-Integrated Manufacturing
6. Craft Approach
7. Durable
8. Entrepreneur
9. Feedback Control
10. Flexible Manufacturing
11. Interchangeable Part
12. Just-in-Time Manufacturing
13. Manufacturing
14. Market Research
15. Market Share
16. Mass Production
17. Nondurable
18. Productivity
19. Program Control
20. Quality Circle
21. Quality Control
22. Total Market
23. Venture Capitalist
24. Warranty

Chapter 9: “Construction”
1. Arch Bridge
2. Architect
3. Beam Bridge
4. Bridge
5. Building
6. Building Permit
7. Cantilever Bridge
8. Certificate of Occupancy
9. Concrete
10. Construction
11. Construction Site
12. Contract
13. Drywall
14. Electrical Panel
15. Engineer
16. Exterior Finishing
17. Footing
18. Foundation
19. Foundation Wall
20. General Contractor
21. Gantt Chart
22. Interior Finishing
23. Macadam
24. Modular Construction
25. Modules
26. Mortar
27. Mortgage
29. Project Manager
30. Renovation
31. Roof Truss
32. Sheathing
33. Siding
34. Stud
35. Subcontractor
36. Subfloor
37. Superstructure
38. Suspension Bridge
39. Thermal Windows
40. Tradesperson
41. Tunnel
42. Union
43. Voltage
44. Wind Drift
45. Zoning Board

Chapter 10: “Communication Systems”
1. Channel
2. Communication
3. Communication Medium
4. Decoder
5. Electronic Communication
6. Encoder
7. Geosynchronous Orbit
8. Graphic Communication
9. Gravitation
10. Machine-to-Machine Communication
11. Mass Media
12. Message
13. Person-to-Person Communication
14. Receiver
15. Source
16. Transmit

OTHER NOTES:
## Technology Education Techno-Terms

*Use these for your Key Terms and Jeopardy Review…*

### Chapter 11: “Electronics and the Computer”

1. Ampere  
2. Analog Circuit  
3. Application Program  
4. Atom  
5. Binary  
6. Bit  
7. Byte  
8. Central Processing Unit  
9. Circuit  
10. Computer  
11. Computer Virus  
12. Current  
13. Digital Circuit  
14. Diode  
15. Electromotive Force  
16. Electron  
17. Electronic Component  
18. Element  
19. Floppy Disk  
20. Hard Copy  
21. Hard Disk  
22. Hardware  
23. Inkjet printer  
24. Integrated Circuit  
25. Laser Printer  
26. Mainframe  
27. Memory  
28. Microcomputer  
29. Motherboard  
30. Mouse  
31. Neutron  
32. Nucleus  
33. Ohm  
34. Ohm’s Law  
35. Operating System  
36. Personal Computer  
37. Photoresistor  
38. Printed Circuit  
39. Proton  
40. RAM- Random Access Memory  
41. Resistance  
42. Resistor  
43. ROM- Read Only Memory  
44. Scanner  
45. Secondary Storage  
46. Semiconductor  
47. Short Circuit  
48. Software Program  
49. Solder  
50. Supercomputer  
51. Thermistor  
52. Transistor  
53. Volt

### Chapter 12: “Information Technology”

1. Browser  
2. Carrier Frequency  
3. Cell Phone  
4. Compact Disc  
5. Computer Network  
6. Demodulation  
7. Digital Videodisc  
8. Downlink  
9. E-Mail  
10. Fiber-optic Cable  
11. Frequency  
12. Instant Messaging  
13. Internet  
14. Internet Service Provider  
15. Internet Telephone  
16. Landline Phone  
17. Local Area Network (LAN)  
18. MiniDisc  
19. Modem  
20. Modulation  
21. MP3  
22. Network Interface Card  
23. Network Operating System  
24. Peer-to-Peer Network  
25. Point-to-Point Transmission  
26. Radio Broadcasting  
27. Satellite Dish  
28. Server  
29. Telephone Switching  
30. Television  
31. Telnet  
32. Uplink  
33. Wide Area Network  
34. Wire Cable  
35. World Wide Web (www)

### Chapter 13: “Graphic Communication”

1. Advance Photo System  
2. Animation  
3. Bitmap  
4. Camera Obscura  
5. Camera-to-Plate Printing  
6. Darkroom  
7. Desktop Publishing  
8. Developer  
9. Digital Camera  
10. Digital Image  
11. Dye-Sublimation Printer  
12. Facsimile (FAX)  
13. Film  
14. Film-Based Photography  
15. Fixer  
16. Gravure Printing  
17. Lithography  
18. Movable Type  
19. Photocopier  
20. Pixel  
21. Relief Printing  
22. Screen Printing  
23. Shareware  
25. Stop Bath  
26. Toner  
27. Twin-Lens Reflex Camera  
28. View Camera  
29. Word Processor
Chapter 14: “Energy and Power”
1. Biomass
2. Diesel Engine
3. Elastic Potential Energy
4. Electrical Generator
5. Energy
6. External Combustion Engine
7. Fossil Fuel
8. Gasoline Engine
9. Gasoline Turbine
10. Geothermal Energy
11. Gravitational Potential Energy
12. Heat
13. Internal Combustion Engine
14. Jet Engine
15. Joule
16. Kinetic Energy
17. Law of Conservation of Energy
18. Nuclear Fusion
19. Photovoltaic Cell
20. Power System
21. Potential Energy
22. Power
23. Rocket Engine
24. Radioactive Waste
25. Solar Energy
26. Thermal Energy
27. Turbine
28. Work

Chapter 15: “Transportation”
1. Air-Cushion Vehicle
2. Blimp
3. Buoyancy
4. Cargo
5. Conveyor Belt
6. Drag
7. Glider
8. Hydrofoil
9. Intermodal Transportation System
10. Lift
11. Lighter-than-Air Vehicle
12. Mach 1
13. Maglev
14. Pipeline
15. Submarine
16. Submersible
17. Supersonic
18. Thrust
19. Transmission
20. Ultralight
21. Vehicle
22. Weight

Chapter 16: “Biotechnical Systems”
1. Aquaculture
2. Bionics
3. Bioprocessing
4. Biotechnology
5. CAT Scan
6. Chromosome
7. Cloning
8. Crossbreeding
9. DNA
10. Fermentation
11. Fertilizer
12. Genetic Engineering
13. Genome
14. Herbicide
15. Heredity
16. Hybrid
17. Hydroponic
18. Irrigation
19. Pesticide
20. Ultrasound

Chapter 17: “Chemical Technology”
1. Batch Process
2. Catalyst
3. Chemical
4. Compound
5. Continuous Process
6. Cracking
7. Endothermic Reaction
8. Exothermic Reaction
9. Formulation
10. Gas Chromatograph
11. Natural Product
12. Period Table
13. Pharmaceutical
14. Purify
15. Rate of Reaction
16. Spectrometer
17. Surfactant
18. Synthesize
19. Synthetic Product

Chapter 18: “The Future of Technology”
1. Artificial Intelligence
2. Delphi Survey
3. Future Wheels
4. Information Overload
5. International Space Station
6. Nanotechnology
7. Robotics
8. Space Factory
9. Space Tourism
10. Speech Recognition
11. Speech Synthesis
12. Technostress
13. Telecommuting
14. Trend Analysis
15. Virtual Reality
16. Wireless Personal Area Network
17. Wireless Revolution
Welcome to our Online Textbook Testing Lab!

Complete each Chapter Study Guide FIRST while working together in your company, then, when you feel that you are ready, take your test individually for your actual score.

Please take your time, and answer ALL questions before submitting your work.

**Lab Safety & Procedures & Techno-Terms Listing**
(For Your Reference while working in the lab areas)

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