

# Technology Education Techno-Terms

Use these for your Key Terms and Jeopardy Review...

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          | 8. Natural World       | 15. System                   |
| 2. Designing        | 9. Optimization        | 16. Technologically Literate |
| 3. Feedback         | 10. Process            | 17. Technology               |
| 4. Human-Made World | 11. Requirement        | 18. Trade-off                |
| 5. Innovation       | 12. Resource           | 19. Technologist             |
| 6. Invention        | 13. Scientific Inquiry |                              |
| 7. Investigating    | 14. Scientist          |                              |

## Chapter 2: “Technology and Society”

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

## Chapter 3: “Design and Problem Solving”

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

## Chapter 4: “Communicating Design Solutions”

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

## OTHER NOTES:

Graphic Design/Publications/Drawing/Sketching:

Chapters: \_\_\_\_\_

Biotechnology/Agriculture:

Chapters: \_\_\_\_\_

Electricity/Electronics/Engineering:

Chapters: \_\_\_\_\_

Manufacturing/Construction/Energy/Power Systems:

Chapters: \_\_\_\_\_

Transportation/Aerospace/Aviation:

Chapters: \_\_\_\_\_

Lab Safety/TSA-Technology Student Association:

Chapters: \_\_\_\_\_

Video Editing/Audio Production:

Chapters: \_\_\_\_\_

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## Chapter 5: "Resources for Technology"

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

## Chapter 6: "Technological Systems"

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

## Chapter 7: "Processing Materials"

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

**OTHER NOTES:**

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## 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
28. National Electric Code
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:**

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## 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. Computer-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
24. Single-Lens Reflex Camera
25. Stop Bath
26. Toner
27. Twin-Lens Reflex Camera
28. View Camera
29. Word Processor

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## Chapter 14: "Energy and Power"

1. Biomass
2. Diesel Engine
3. Elastic Potential Energy
4. Electrical Generator
5. Energy
6. External Combustion
7. Fossil Fuel
8. Gasoline Engine
9. Gasoline Turbine Engine
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 Fission
19. Nuclear Fusion
20. Photovoltaic Cell
21. Potential Energy
22. Power
23. Power System
24. Radioactive Waste
25. Rocket Engine
26. Solar Energy
27. Thermal Energy
28. Turbine
29. 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

# Technology Education Techno-Terms

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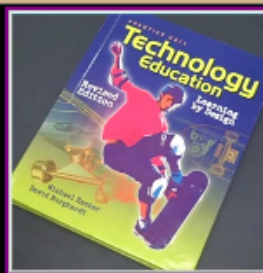
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## Welcome to our Online Textbook Testing Lab!

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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| • Chapter 2, "Technology and Society"<br><a href="#">Study Guide</a> , & <a href="#">Test</a>         | • Chapter 11, "Electronics and the Computer"<br><a href="#">Study Guide</a> , & <a href="#">Test</a> |
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