

### **Construction Technology –**

*Definition:* Building of a structure on a site for everyday use as shelter

*Examples:* Houses, Schools, High-rise buildings, Bridges, Tunnels, Towers

*Impacts:* (Positive) Shelter for all needs (Negative) Destroys wild animal habitats

### **Manufacturing Technology –**

*Definition:* Production of goods for all people

*Examples:* Factories, assembly lines, robots for assembly and painting, computers, mass production

*Impacts:* (Positive) Most products made faster and cheaper, (Negative) Pollution, Workplace issues such as poor treatment of workers (sweatshops)

### **Seven Resources of Technology (TICTEMP)**

**T = Time** (how long will a given project take to complete)

**I = Information** (written or verbal directions, data or knowledge about a task or item)

**C = Capital** (money or any form of material wealth - such as resources)

**T = Tools (and Machines)** (extend human strength and capabilities to do work)

**E = Energy** (human or mechanical power to do work and complete a task)

**M = Materials** (objects needed to create a particular technological item or project)

**P = People** (create the need for, build and regulate technology and its effects – both positive and negative)