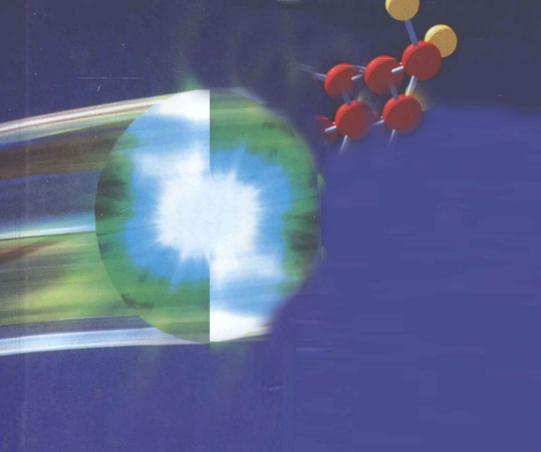
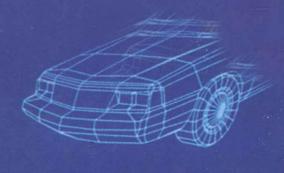
Technology Interactions







Henry R. Harms

Industrial Technology Teacher McBee High School Chesterfield County, South Carolina

Neal R. Swernofsky

Technology Teacher Lincoln Orens School Island Park, New York



Glencoe/McGraw-Hill



A Division of The McGraw-Hill Companies

Copyright © 1999 by Glencoe/McGraw-Hill. All rights reserved. Except as permitted under the United States Copyright Act, no part of this publication may be reproduced or distributed in any form or by any means, or stored in a database or retrieval system, without prior written permission from the publisher.

Send all inquiries to: Glencoe/McGraw-Hill 3008 W. Willow Knolls Drive Peoria, IL 61614

ISBN: 0-02-838779-1 (Student Text)

ISBN: 0-02-677701-0 (Teacher's Resource Guide)

Printed in the United States of America.

4 5 6 7 8 9 10 027 03 02

Acknowledgments

The publisher gratefully acknowledges the assistance received from many persons during the development of *Technology Interactions*. Special recognition is given to the following.

Contributors

Shirley Blackburn Metamora, Illinois

Charlene Crosby Manistique, Michigan

Carolyn Gloeckner Stuart, Florida

Jody A. James Oviedo, Florida

Deborah Paul Worthington, Ohio

Dr. Stuart Soman

West Hempstead Public Schools West Hempstead, New York

Consultants and Reviewers

Dr. Michael R. Bachler

Technology Education Instructor

Russell Middle School

Winder, Georgia Ronald G. Barker

Program Specialist
Technology Education

Georgia Department of Education

Atlanta, Georgia Pamela J. Brown

Technology Education Instructor

Central Middle School Newnan, Georgia

Michael F. Crull

Technology Education Instructor

West Jay Junior High Dunkirk, Indiana

Gary Foveaux

Coordinator, Technology Education Fairfax County Public Schools

Falls Church, Virginia

Raymond Haddix

Technology Education Teacher Barren County Middle School

Glasgow, Kentucky

Robert C. Horan

Technology Education Department Head

Plant City High School Plant City, Florida Robert J. Kraushaar

Teacher

Pinckneyville Middle School Gwinnett County, Georgia

Curtis Nelson

Industrial Technology Teacher Washington Community High School

Washington, Illinois

Michael T. Peterson

Technology Education Instructor New Smyrna Beach Middle School

New Smyrna Beach, Florida

Thomas N. Pitchford

Technology Education Teacher

Valdosta Middle School Valdosta, Georgia

Mark Roberts

Technology Teacher McLane Middle School Brandon, Florida

Jacquelyn W. Rozman

Technology Teacher Benito Middle School

Tampa, Florida

Jeffery Scott Salyer

Technology Education Teacher Wolfe County Middle School

Campton, Kentucky

Nancy L. Smith

Technology Education Teacher

Booker Middle School Sarasota, Florida

John R. Stover

Industrial Technology Teacher

Calhoun High School Calhoun, Georgia

William A. Vallance

Teacher—Technology and Career Exploration

Russell Middle School Russell, Kentucky

Steve Wash

Industrial Technology Teacher Batesburg-Leesville High School

Batesburg, South Carolina

Raymond D. Wilson

Technology Education Instructor

McAlester Middle School McAlester, Oklahoma

Contents in Brief

SECTION 1	Introduction to Technology Chapter 1 How Technology Works Chapter 2 Design and Problem Solving	12 14 30
SECTION 2	Chapter 3 Computer-Aided Drafting (CAD) Chapter 4 Desktop Publishing Chapter 5 Computer Animation Chapter 6 Internet Chapter 7 Audio, Video, and Multimedia	46 48 66 84 98 114
SECTION 3	Production Technologies Chapter 8 Manufacturing Chapter 9 Structures	136 138 158
SECTION 4	Power Technologies Chapter 10 Flight Chapter 11 Land and Water Transportation Chapter 12 Fluid Power	180 184 204 228
SECTION 5	Bio-Related Technologies Chapter 13 Health Technologies Chapter 14 Environmental Technologies	246 248 264
SECTION 6	Control Technologies Chapter 15 Electricity and Electronics Chapter 16 Computer Control Systems Chapter 17 Robotics	286 288 308 326
SECTION 7	Integrated Technologies Chapter 18 Lasers and Fiber Optics Chapter 19 Engineering Chapter 20 Applied Physics	348 350 370 390
	Glossary Index	412 418

Table of Contents

SECTION 1	Introduction to Technology	12
Chapter 1	How Technology Works	14
	nology	
	Technology	
	echnology	
	gn and Build a Lifting Deviceechnology	
	Scillology	
	gn and Build a Profile Map of an Ocean Floor	
-	chnology	
Chapter 2	Design and Problem Solving	30
	2 congression and response contracting minimum.	
	Process	
	gn and Build a Floor Plan	
	gn and Build a Time-Keeping Device	
•	sign Process	
	gn and Build a Spreadsheet	
	esign and Problem Solving	
Review		45
CECTION	Communication Technologies	4.0
SECTION 2	Communication Technologies.	46
Chapter 3	Computer-Aided Drafting (CAD)	48
CAD Advanta	ges	49
	Components	
	ordinate System	
Two-Dimension	onal and Three-Dimensional CAD Drawings	53
,	gn and Build a Site Plan	
O .	System	
	gn and Build a Tic-Tac-Toe Board	
•		
	an and Duild Orthographic Draination	
	gn and Build Orthographic Projection	
	omputer-Aided Drafting (CAD)	
neview		

Chapter 4 Desktop Publishing	66
The Publishing ProcessWhat Is Desktop Publishing?	67
Software and Hardware	70
Activity: Design and Build a Document	74
Impacts	79
The Future	80
Careers in Desktop Publishing	
Chapter 5 Computer Animation	84
What Is Animation?	
Activity: Design and Build a Flip-Book	88
Activity: Design and Build a Zoetrope	94
Review	
Chapter 6 Internet	98
What Is the Internet?	
Getting on the Internet Internet Safety and Appropriate Use	100
Activity: Design and Build an Internet Report	102
World Wide WebActivity: Design and Build a Timeline	108
Impacts The Future	109
Activity: Design and Build a Home Page Careers in Internet Technology	
Careers in Internet Technology	113

114
115 120 125 126 128 131 131 132 134 135
136
138
139 140 146 150 151 152 153 154 156
158
159 161 162 163 166 172 173 174 175 176 178

SECTION 4 Power Technologies	180
Chapter 10 Flight	
Forces	185
Aerodynamics	100
Activity: Design and Ruild an Airfoil	191
Activity: Design and Build an Airfoil Activity: Design and Build a Rocket	192
Helicopters	194
Jet Planes	194
Activity: Design and Build a Propeller	
Careers in Aviation	
Review	203
Chapter 11 Land and Water Transportation	204
Modes of Transportation	205
Systems in Transportation	
Land Transportation	207
Activity: Design and Build a Model Maglev System	
Activity: Design and Build a Cam Operating System	
Water Transportation	
Impacts The Future	
Activity: Design and Build a Catamaran	
Careers in Land and Water Transportation	
Review	
Chapter 12 Fluid Power	228
What Is Fluid Power?	229
Fluid Science	
Fluid Power System Safety	
Activity: Design and Build a Water Squirter	
Types of Fluid Power Systems Fluid Power System Diagrams	
How Fluid Power Is Used	
Activity: Design and Build an Air Cushion Vehicle	
Impacts	
The Future	
Activity: Design and Build a Gameboard	
Careers in Fluid Power	
Review	245

SECTION 5	Bio-Related Technologies	246
Chapter 13	Health Technologies	248
Physical Enha	ncements	249
	ology Resources	
	n and Build a Human Joint Replacement	
	echnology	
, ,	n and Build an Assisted-Living Product	
•		
	n and Build a New Computer Keyboard	
	alth Technologies	
Review		263
Chapter 14	Environmental Technologies	264
Agriculture and	d Environmental Technologies	265
1. The state of th	n and Build a Hydroponic Growing System	
	vironment Agriculture (CEA)	
	n and Build a Plant Watering Device	
	-	
Impacts		279
		281
, ,	n and Build a Casein Glue	
	turing System	
	vironmental Technologies	
Review		285
SECTION 6	Control Technologies	286
Chapter 15	Electricity and Electronics	200
Chapter 15	Electricity and Electronics	200
	icity?	
	n and Build an LED Warning System	
	ectricity	
-	among Voltage, Current, and Resistance	
	uits	
	onics?	
	tems	
	n and Build a Continuity Tester	
	ctronics	
Review	011011103	307

Chapter 16	Computer Control Systems	308
Computer Nui	nd Product Designmerical Control	311
	gn and Build a Product Concept	
,	gn and Build a Flowchart	
	ed Manufacturing (CAM) Systems	
· ·		
	gn and Build Computer Numerical Control	520
	ates	322
	omputer Systems Control	
	mipater dystems control	
11011011		
Chapter 17	Robotics	326
	Developed	
	tic Systems	
	potic Movements	
	gn and Build a Feedback Control Game	
	Dublic Systems	
	gn and Build a Pneumatic Control Device	
	botics	
SECTION 7	Integrated Technologies	348
Chapter 8	Lasers and Fiber Optics	350
The Nature of	f Light	351
Activity: Design	gn and Build a Prism System	354
Activity: Design	gn and Build a Light-Carrying Device	362
Impacts		365
The Future		
	gn and Build a Lighted Monogram	The state of the s
	sers and Fiber Optics	
Review		369

Chapter 19 Engineering	370
What Is Engineering?	371
Types of Engineering	
Activity: Design and Build a Jack-in-the-Box	
The Engineering Process	377
Activity: Design and Build a Shelf for a School Locker	380
Using the Engineering Process: A Case Study	381
Impacts	
The Future	
Activity: Design and Build a Toothpick Dispenser	
Careers in Engineering	
Review	389
Chapter 20 Applied Physics	390
Motion	391
Activity: Design and Build a Crane	
Newton's Laws of Motion	Market and the second s
Work, Power, and Machines	
Sound Waves and Light Waves	AND THE RESERVE OF THE PERSON
Activity: Design and Build a Sound Wave Tester	ATTENDA
Impacts	
•	And the second s
The Future	407
The Future	
Activity: Design and Build a "Reaction" Rocket Racer	408
	408 410
Activity: Design and Build a "Reaction" Rocket Racer Careers in Applied Physics	408 410
Activity: Design and Build a "Reaction" Rocket Racer Careers in Applied Physics	408 410 411
Activity: Design and Build a "Reaction" Rocket Racer Careers in Applied Physics	408 410 411 412
Activity: Design and Build a "Reaction" Rocket Racer Careers in Applied Physics	408 410 411 412 418
Activity: Design and Build a "Reaction" Rocket Racer Careers in Applied Physics Review	408 410 411 412 418
Activity: Design and Build a "Reaction" Rocket Racer Careers in Applied Physics Review	408 410 411 412 418

Introduction to Technology

CHAPTER 1 How Technology Works

CHAPTER 2 Design and Problem Solving

Technology depends on design and problem solving. To complete a design or to solve a problem, you need resources. The chapters in this section will introduce you to the resources of technology. They will also show you how you can use these resources to create the tools you will need to solve problems. Design and problem solving are important in technology. They are also important in life.

Technology and Society

Solving One Problem Can **Create New Problems**

Henry Ford applied the process of mass production to automobile assembly. He invented the automobile assembly line in 1913

It now seems obvious that Ford's improvement to auto-making technology

would greatly increase the number of cars on the road. This, of course, would increase the possibility of traffic accidents.

By the 1970s, Americans were dying in car accidents at a

rate of 45,000 to 50,000 per year.

The Blowup Over Air Bags

Air bags were introduced in the early 1990s. It seemed that this new technology could help lower the traffic accident death rate.

Air bags, stowed in the steering column and dashboard, inflate within one-tenth of a second after an impact. They provide a cushion for people in the front seats. Holes in the air bags allow them to deflate barely one second later. The bags "give" and absorb the energy of a toosudden stop.

By the mid-1990s accident reports showed that air bags were causing severe injuries. More than fifty deaths were linked to air bags, according to the National Highway Traffic Safety Administration.

In most instances, however, air bags did the job they were designed to do. By

> the mid-1990s. they had saved an estimated 1.500 lives.

Modifications to air bags will

reduce their force of inflation. This will help reduce the risk of injury or death from too-rapid

inflation. However, an air bag will still hit harder than the worst shot you ever took in a pillow fight.

Make a list of three inventions and the new problems they caused. What changes to the technology could solve the problems?

Linking to the **COMMUNITY**

Research the number of traffic accidents in your community within the past year. How many of the accidents resulted in death or injury? Did air bags prevent death or injury in any of the accidents?

CHAPTER

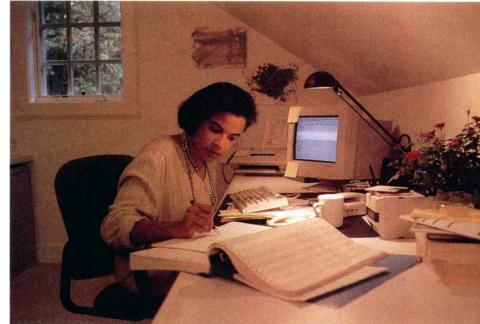
How Technology Works

OBJECTIVES

- identify the basic needs and wants.
- identify the seven resources upon which all technologies depend.
- describe and give examples of manufacturing, construction, transportation, communication, and bio-related technologies.
- explain the similarities shared by all technological systems.
- be describe and give examples of technological impacts.

KEY TERMS

feedback input output process system technology



A man sits by a fire. In one hand, he holds a large rock. In the other, he holds a small stone. He uses the small stone to strike chips from the large rock. After a short time, he holds the sharpened head of a stone axhead. He fastens the axhead to a short piece of wood. He now has a tool that he can use for many tasks.

In our own time, a woman sits in her home preparing a message that she will fax to her business partner 3,000 miles away. Rather than traveling to an office each day, the woman works at home. Her home has become an electronic cottage. It has become a place where she can work and still be close to her family. Here, she designs computer software that is used to control robots in a factory.

TOOLS OF TECHNOLOGY

Technology is using knowledge to develop products and systems that satisfy needs, solve problems, and increase our capabilities. All problem-solving tasks have much in common. This is true whether the task is making an ax head or writing a computer program. Technology is the link that ties various tasks together. Fig. 1-1.

A tool is an object used in carrying on work. Tools are the instruments of technology. A tool may be simple, such as an ax. It may be complex, such as a computer program. Tools help us satisfy our needs and wants. Fig. 1-2. All people have needs and wants. These include food, water, shelter, communication, protection, recreation, transportation, and health care.

The prehistoric man made his stone ax to meet various needs. Using the ax, he could hunt animals. In so doing, he could satisfy his need for food. He could also use the ax for protection and as a construction



Fig. 1-1 In technology, the effectiveness of any tool can be judged by how well it can focus energy. Note that the shape of these arrowheads will focus energy at the point.

Fascinating facts

Toolmakers have always searched for stronger tool materials and ways to make sharper edges. Early stone tools were crudely chipped to give them an edge. As toolmaking skills developed, the chips became smaller and the tool edge became sharper. Today, archaeologists can date many stone tools by the pattern in which chips have been struck from the stone.

tool. The man used a simple technology to help meet his basic needs.

Over time, people settled in villages. Their activities centered around farming and the raising of livestock. Agriculture changed how people lived and worked. New technologies were developed to satisfy new wants and needs. The hoe, plow, and sickle were the tools of this Agricultural Age.



Fig. 1-2 These electronic parts are tools. Like the arrowheads on the left, they allow energy to be focused. In this case, the energy is electronic. The parts will be used in an electronic circuit.

To be usable, most raw materials need to be processed. This led to the development of tools that could be used to process such materials. The loom is one example of such a tool. The loom was used to weave fabric from natural fibers such as wool.

As people learned more about their world, they undertook more complex tasks. Their needs and wants also became more complex. As trade developed, the need for transportation increased. To make transportation easier, transportation systems were developed and slowly improved.

Bridges and better roads made travel easier. They also allowed people to move products more quickly from one village to another. These early transportation systems were crude. However, they provided a base for new technologies that would make transportation more efficient.

New needs and wants continued to emerge as daily life became more complex. In the 1700s, new technologies and products exploded onto the scene during the *Industrial Age*. The steam engine enabled factories to satisfy consumer demand for new products. Transportation systems were improved to transport goods and people more rapidly.

Trade became more important. It became necessary to communicate more quickly and reliably. The technologies that led to the telegraph, telephone, and radio were developed in the Industrial Age.

Are we still in the Industrial Age? What makes a way of life change so much from one era to another? The answer lies in what people need. When the needs of people change, they develop new systems and new technologies. Today we live in the *Information Age*.

The Information Age began in the 1950s. It was brought about by the need to gather, organize, store, and share information. The Information Age was built upon the development of the transistor and the computer. The electronics of the Information Age improved all technologies. It made them faster and more reliable.

The technologies of the Information Age touch on all aspects of modern life. These technologies, for example, fuel the research that has advanced medicine. This research has helped us meet our need for health care. Doctors can now diagnose and treat illnesses that previously could not be cured.

Video games, portable stereos, CD players, videocassette recorders, and inline skates are all products of technology. These items help us satisfy our need for recreation and relaxation.

People have always had the same basic needs and wants. What has changed through the ages is how we satisfy them. Technology is the process we use to create the products and services we use to meet our needs and wants. Fig. 1-3.

RESOURCES OF TECHNOLOGY

How would you make a stone ax? How would you write a computer program that controls industrial robots? You would rely on many resources to complete both tasks. *Resources* are all the things you may need to produce a product, provide a service, or solve a problem. Would you believe that it takes many of the same types of resources to produce a stone ax as it does to write a computer program?