

SCIENCE, SOCIETY AND TECHNOLOGY

1. An exchange in which one benefit is given up in order to obtain another.
 - a) Trade-off
 - b) Engineer
 - c) Brainstorm
 - d) None of the above

2. A process in which an individual (or group members) freely suggest any creative solutions to a problem.
 - a) Trade-off
 - b) Engineer
 - c) Brainstorm
 - d) None of the above

3. Any factor (thing) that limits or restricts a decision.
 - a) Consequence
 - b) Undesirable
 - c) Constraint
 - d) None of the above

4. A person who is trained to use both technological and scientific knowledge to solve practical problems.
 - a) Engineer
 - b) Drag
 - c) Gravity
 - d) None of these

5. A working model used to test a design.
 - a) Constraint
 - b) Product
 - c) Prototype
 - d) None of these

6. A result of something
 - a) Desirable
 - b) Constraint
 - c) Consequence
 - d) None of these

7. Which of the following is NOT one of the 6 steps in technology design skills?
 - a) Form a hypothesis
 - b) Identify a need
 - c) Building a Prototype
 - d) All of these are part of the 6 steps

8. Something produced (i.e. made)
 - a) Gravity
 - b) Engineer
 - c) Product
 - d) None of these

9. Having pleasing qualities or properties
 - a) Constraint
 - b) Undesirable
 - c) Desirable
 - d) None of these

10. Not desirable; unwanted; not having pleasing qualities or properties
 - a) Constraint
 - b) Desirable
 - c) Undesirable
 - d) None of these

11. The air resistance on a rocket
 - a) Trade-off
 - b) Gravity
 - c) Drag
 - d) None of these

12. Force which pulls on a rocket and causes its weight.
 - a) Trade-off
 - b) Gravity
 - c) Drag
 - d) None of these