

Coimisiún na Scrúduithe Stáit State Examinations Commission

Junior Certificate Examinations, 2003

TECHNOLOGY

ORDINARY LEVEL

Marking Scheme

SECTION A – 80 MARKS ANSWER ANY $\underline{SIXTEEN}$ QUESTIONS FROM THIS SECTION

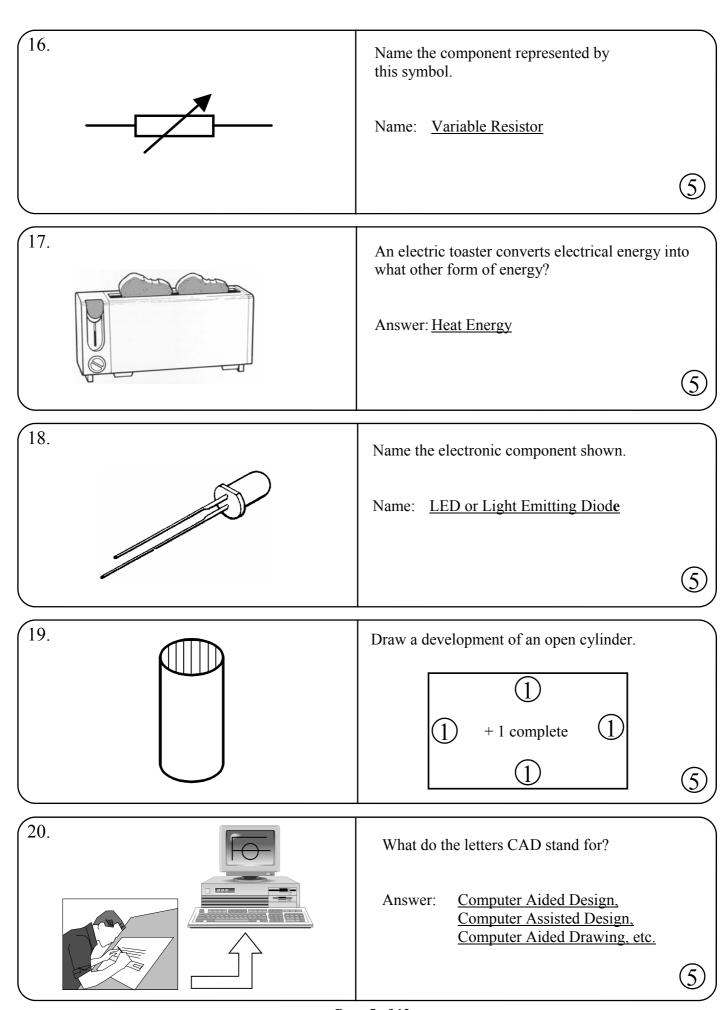
| 1. | This camera is shown in: | Elevation | |
|----|---|----------------|-----|
| | | Isometric | (5) |
| | | Plan | |
| 2. | This bit and brace is used to bore a hole in: | Steel | |
| | | Glass | |
| | | Wood | (5) |
| 3. | The drum skin is in: | Compression | |
| | | Tension | (5) |
| | | Torsion | |
| 4. | This is a: | Coping Saw | |
| | | Junior Hacksaw | (5) |
| | | Piercing Saw | |
| 5. | Which of these programs would you use to | Spreadsheet | |
| | write a letter? | Database | |
| | | Word Processor | (5) |

| 6. | | Pastry cutters are generally made from: | Iron | |
|--|---|--|-----------------------|-----|
| | | Wood | | |
| | | | Stainless Steel | (5) |
| 7. | | This is a: | Capacitor | |
| | | | Motor | (5) |
| | | | Transistor | |
| 8. | | This mechanism is a: | Rack and Pinion | |
| The state of the s | | Cam and Follower | | |
| | E COLORDO DE LA | | Gear Train | (5) |
| 9. | | This tool is a: | Centre Punch | (5) |
| | | Chisel | | |
| | | | Scriber | |
| 10. | | When using this paper punch the effort is: | Equal to the load | |
| | <u>.</u> | Bigger than the load | | |
| | | | Smaller than the load | (5) |

Page 3 of 12

| 11. | Natural fabrics are often used to cover | Nylon | |
|-----------|--|------------------|-----|
| | seats. Which of these is a natural fabric? | Leather | (5) |
| | | Polyester | |
| 12. | Electrical power is measured in: | Watts | (5) |
| | | Amps | |
| | | Volts | |
| 13. | Hurleys are made from: | Pine | |
| | | Oak | |
| | | Ash | (5) |
| 14. | This mechanism is a: | Rack and Pinion | |
| E STANDED | | Cam and Follower | |
| There | | Ratchet and Pawl | (5) |
| 15. | This tool is a: | Vice Grips | |
| | | Pliers | (5) |
| | | Snips | |

Page 4 of 12



Page 5 of 12

$\begin{array}{c} \textbf{SECTION B-80 MARKS} \\ \textbf{ANSWER ANY \underline{TWO} QUESTIONS FROM THIS SECTION} \end{array}$

40 Marks

1.

| | | 10 Marks |
|-------|--|--|
| (a) | A toddler's truck designed by Technology students is sl the truck are made from different materials. | nown. The frame and wheels of |
| (i) | Name the material you would use to make the frame of | the truck and give a reason for your choice. |
| | Material: Pine | |
| | Reason for choosing: | |
| | Attractive finish, cheap, easy to work with, etc. | |
| (ii) | Name a material that you would use to make the wheels | |
| | Material: Nylon 2 | |
| (iii) | Briefly explain how you would connect the wheels to the frame. | |
| | Secure with pins or screws, axle. | |
| | | |
| | | |
| | | |
| | | |

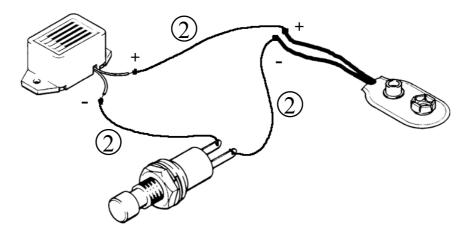
| | | 10 Marks |
|----------------|---|----------|
| (b) (i) | List three things that the Technology students had to consider when designing this truck. | |
| | 1. Height, cost, load to carry. | 2 |
| | 2. Width, coloure, finish, weight, stability. | 1 |
| | 3. Safety issues, will it appeal to toddlers? | 1 |

(ii) List three processes you would use to make this truck and name one tool or machine used in each process.

| Process | Tool or Machine | |
|-------------|-----------------|----|
| Marking out | Square (2 | 2 |
| Cutting | Tenon Saw | 2 |
| Drilling | Lathe | 2) |

10 Marks

(c) (i) An electronic circuit is to be included in the design which allows a toddler to switch on a buzzer. The components for the circuit are given below. Draw in the wires needed to complete the circuit.

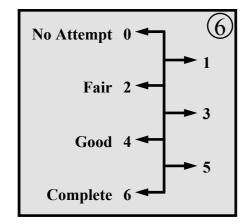


(ii) Briefly explain how the push to make switch works.

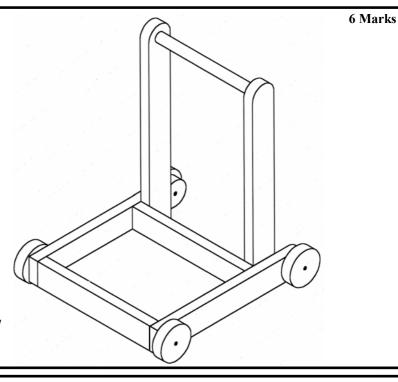


When the button on the push to make switch is pressed the switch contacts will close, current will flow and the buzzer will emit a sound.

Show how you would safely attach the electronic circuit to the truck.



Must show box or circuit neatly attached and not interfering with truck use.



(e) List two tests that you would carry out when evaluating this design.

4 Marks

Test 1: <u>Test for safety and or stability.</u>



Test 2: *Test operation of buzzer, wheels etc.*



10 Marks

(a) A mechanical toy is shown.

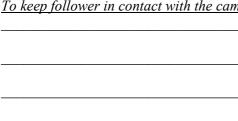
(i) Name the mechanism 'X'.

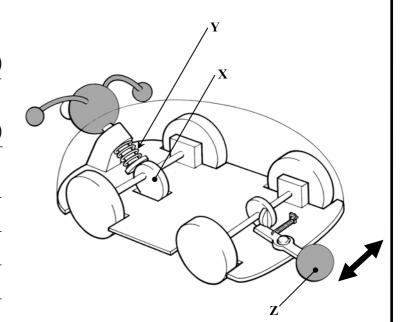
Name: <u>Cam</u>

(ii) What is the purpose of the spring 'Y'?

Answer: _____

To keep follower in contact with the cam





(iii) Indicate on the drawing the direction in which the tail 'Z' moves as the rear wheels rotate.

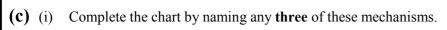


(iv) Name a material that you would use to make the base of the toy and give a reason for your choice.

Material: Plywood.

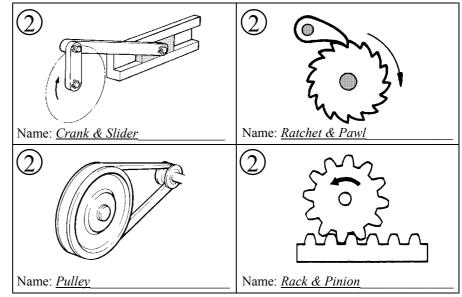
Reason: <u>Light and cheap</u>

(b) Draw the outline of the base of this toy on the grid below. 10 Marks Quality of drawing = 2Size & Proportion = 2



8 Marks

NOTE: 3 x 2 marks only.



(ii) Select one mechanism from the chart and give an example of where it is used.

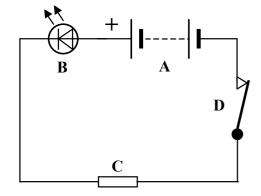
Mechanism: <u>Pulley</u>

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Use: Fan in a car engine.

(d) Name the components 'A', 'B', 'C' and 'D'.





| Component | Name | |
|-----------|----------|---|
| A | Battery | 2 |
| В | LED | 2 |
| C | Resistor | 2 |
| D | Switch | 2 |

| (e) | Designers have to be very careful when designing toys for young children. |
|------------|---|
| | List two precautions which must be taken when designing such toys. |

4 Marks

1. No loose parts or sharp edges.

(2)

2. Strong & durable. No small parts.

(2)

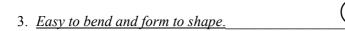
10 Marks

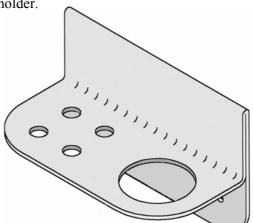
(a) A design for a wall mounted toothbrush and glass holder is shown.

(i) Give three reasons why acrylic is a suitable material for this holder.









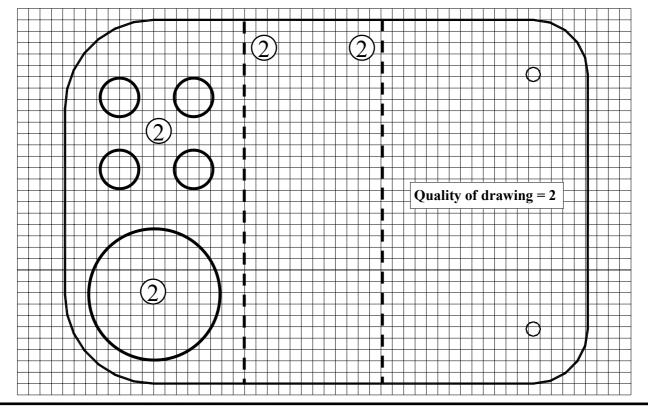
- (ii) Give two precautions that should be taken to prevent the acrylic from cracking while drilling.
 - 1. <u>Use correct drill bit, correct drill speed,</u>

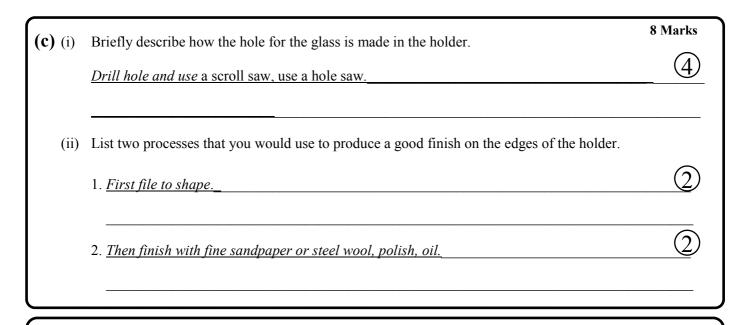
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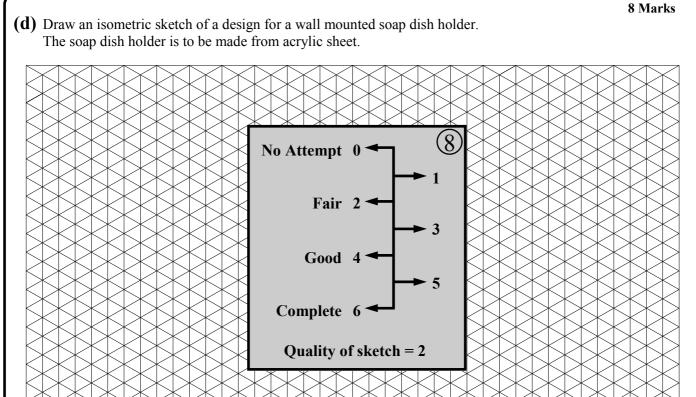
2. Hold work firmly while drilling, support with wood.

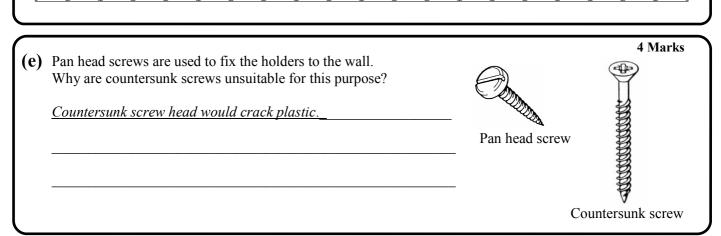
10 Marks

(b) Complete the development of the holder showing all holes and bend lines.









| (a) (i) | Briefly describe the contribution made to technology by one of the following: Alexander Graham Bell, Charles Babbage, John Logie Baird, Archimedes, Guglielmo Marco | 12 Marks | | |
|----------------|--|-------------------|--|--|
| | Name: | | | |
| | Contribution: <u>Bell (Telephone)</u> , <u>Babbage(Calculator/Computer)</u> , <u>Baird (Television)</u> , <u>Archimedes (Screw pump)</u> , <u>Marconi (Radio transmitter)</u> | 2 | | |
| (ii) | List three recent developments in modern technology. 1. <u>DVD technology</u> | <u></u> | | |
| | 2. Mobile communication | \longrightarrow | | |
| | 3. <u>Re-writable CDs</u> | (1) | | |
| (iii) | State the difference between renewable and non-renewable energy. Give an example of each Non-renewable energy cannot be used again Renewable: Solar, wind, water 2 Non-renewable: Nuclear, oil, peat | h type 2 | | |
| | Renewable: <u>Solar, wind, water</u> Non-renewable: <u>Nuclear, oil, peat</u> | _ 🕗 | | |
| (b) | A training aid to help children develop their grip, hand and arm movements is shown. The children have to thread coloured discs onto the rods. | 10 Marks | | |
| (i) | Give a suitable material for the base, the rods and the discs. | | | |
| | Base: <u>Pine</u> | | | |
| | Discs: Nylon 2 | | | |
| | | | | |
| (ii) | The aid was found to be unstable. How would you solve this problem? | | | |
| | Increase the size of the base 4 | | | |
| (-) (i) | C' to a land in the land and healther | 12 Marks | | |
| (c) (i) | Give two ways in which technology helps us to be fit and healthy. | $\overline{2}$ | | |
| | 1. Exercise bike, threadmill. 2. Modern medicine. | | | |
| | Give two ways in which technology may prevent us from getting fit. | | | |
| | 1. Watching too much television. 2. Playing game consoles too often. | | | |
| (ii) | Technology plays an important role in our hospitals. Briefly describe two ways in which technology can help save lives. | | | |
| | 1. <u>Incubator</u> | <u>(2)</u> | | |
| | 2. <u>Heart monitor</u> | (2) | | |
| | | \longrightarrow | | |
| (d) | Give three examples of how the entertainment industry has benefited from advances in technology. | 6 Marks | | |
| | 1. <u>Internet music</u> | (2) | | |
| | 2. <u>Special effects</u> | 2 | | |
| | 3. Consoles games, Flat screen TVs, satellite broadcasting. | 2 | | |