

W1. Technology around us

1. What are tools?

- a. a result that we get from using a tool
- b. a set of tools required to perform different tasks that are part of the same activity
- c. everything that solves our problems or our needs from the early ages until now, and in the future
- d. an object used to extend the ability of an individual to modify features of the surrounding environment
- e. using many tools in an order to create a product

2. What is equipment?

- a. a result that we get from using a tool
- b. a set of tools required to perform different tasks that are part of the same activity
- c. everything that solves our problems or our needs from the early ages until now, and in the future
- d. an object used to extend the ability of an individual to modify features of the surrounding environment
- e. using many tools in an order to create a product

3. What is a product?

- a. a result that we get from using a tool
- b. a set of tools required to perform different tasks that are part of the same activity
- c. everything that solves our problems or our needs from the early ages until now, and in the future
- d. an object used to extend the ability of an individual to modify features of the surrounding environment
- e. using many tools in an order to create a product

4. What is technology?

- a. a result that we get from using a tool
- b. a set of tools required to perform different tasks that are part of the same activity
- c. everything that solves our problems or our needs from the early ages until now, and in the future
- d. an object used to extend the ability of an individual to modify features of the surrounding environment
- e. using many tools in an order to create a product

5. What is a process?

- a. a result that we get from using a tool
- b. a set of tools required to perform different tasks that are part of the same activity
- c. everything that solves our problems or our needs from the early ages until now, and in the future
- d. an object used to extend the ability of an individual to modify features of the surrounding environment
- e. using many tools in an order to create a product