A detailed breakdown of how worker improvements modify terrain values:

Farm = 1F			
With Terrain (flatland)	With Tech: **Agriculture** (non-irrigated), only near fresh water	With Tech: **Biology +1F** (irrigated with Civil Service tech)	With Tech: **Biology** (non-irrigated) can build without fresh water or chaining
Tundra (by rivers only)	2F 1C	2F 1C	not available
Plains	2F 1P (1C river bonus)	3F 1P	2F 1P
Grassland	3F (1C river bonus)	4F	3F
Floodplains	4F 1C	5F 1C	not relevant
Best Terrain: Floodplains **5F 1C** (with Civil Service)			
Best Possible Food with Resource: 7F 2C (Wheat +2F 1C on Floodplains) - see resource table			

Mine = 2P		
With Terrain (hills)	With Tech: **Mining**	With Tech: **Railroads +1P** (must be built on tile)
Snow, Desert, Tundra Grassland	3P	4P
Plains	4P	5P
Best Terrain: Plains **5P** (with railroad) **+ 1C** with river		
Best Possible Production with Resource: 7P 2C (Aluminum +2P 1C + Plains/river/railroad) - see resource table		

Workshop = -1F 1P						
With Terrain (flatland)	With Tech: **Metal Casting**	With Tech: **Guilds +1P**	With Tech: **Chemistry +1P**	With Civic: **State Property +1F**		
					+ Guilds	
				+ Guilds	+ Chem or Guilds	+ Chem + Guilds
Tundra (by rivers only)	1P 1C	2P 1C	2P 1C	**3P 1C**	1F 1P 1C	1F 2P 1C	**1F 3P 1C**
Grassland	1F 1P	1F 2P	1F 2P	**1F 3P**	2F 1P	2F 2P	**2F 3P**
Plains	2P	3P	3P	**4P**	1F 1P	1F 2P	**1F 4P**
Floodplains	2F 1P 1C	2F 2P 1C	2F 2P 1C	**2F 3P 1C**	3F 1P 1C	3F 2P 1C	**3F 3P 1C**
Best Terrain (max production)**:** Plains **1F 4P 1C** (+ river + State Property)						

Windmill = 1F 1C				
With Terrain (hills)	With Tech: **Machinery**	With Tech: **Replaceable Parts +1P**	With Tech: **Electricity +1C**	
				+ Replace Parts
Snow, Desert, Tundra	1F 1P 1C	1F 2P 1C	1F 1P 2C	**1F 2P 2C**
Grassland	1F 2P 1C	1F 3P 1C	1F 2P 2C	**1F 3P 2C**
Plains	2F 1P 1C	2F 2P 1C	2F 1P 2C	**2F 2P 2C**
Best Terrain (max production)**:** Plains **1F 3P 3C** (Replaceable Parts, Electricity + river)				
Best Terrain (max food)**:** Grassland **2F 2P 3C** (Replaceable Parts, Electricity + river)				

With Terrain (flatland, on river)	With Tech: **Machinery**	With Tech: **Replaceable Parts +1P**	With Tech: **Electricity +2C**		With Civic: **State Property +1F**			
				+ Replace Parts		+ Replace Parts	+ Electricity	+ Rep Parts + Electricity
Snow	1P 1C	2P 1C	1P 3C	**2P 3C**	1F 1P 1C	1F 2P 1C	1F 1P 3C	**1F 2P 3C**
Tundra	1F 1P 1C	1F 2P 1C	1F 1P 3C	**1F 2P 3C**	2F 1P 1C	2F 2P 1C	2F 1P 3C	**2F 2P 3C**
Grassland	2F 1P 1C	2F 2P 1C	2F 1P 3C	**2F 2P 3C**	3F 1P 1C	3F 2P 1C	3F 1P 3C	**3F 2P 3C**
Plains	1F 2P 1C	1F 3P 1C	1F 2P 3C	**1F 3P 3C**	2F 2P 1C	2F 3P 1C	2F 2P 3C	**2F 3P 3C**
Floodplains	3F 1P 1C	3F 2P 1C	3F 1P 3C	**3F 2P 3C**	4F 1P 1C	4F 2P 1C	4F 1P 3C	**4F 2P 3C**

Watermill = 1P + 1C from river

Best Terrain (max production)**:** Plains **2F 3P 3C** (Replaceable Parts, Electricity, State Property)
Best Terrain (max food)**:** Floodplain **4F 2P 3C** (Replaceable Parts, Electricity, State Property)

Lumbermill = 1P

With Terrain (forest)	With Tech: **Replaceable Parts**	With Tech: **Railroads +1P** (must be built on tile)
Snow	2P	3P
Tundra	1F 2P	1F 3P
Grassland	2F 2P	2F 3P
Plains	3P	4P
Snow/Hill	3P	4P
Tundra/Hill	3P	4P
Grassland/Hill	1F 3P	1F 4P
Plains/Hill	4P	5P

Best Terrain: Plains/Hill **5P** (with railroad) **+ 1C** with river

Charts by Stuporstar