SMARTWIZ

GRADE 8 TECHNOLOGY EXAM

MARKS: 50	MARKS	
TIME: 2 hours		
SCHOOL		
CLASS (e.g. 4A)		
SURNAME		
NAME		-
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Instructions for Students:

- > Read all instructions carefully before beginning the exam.
- > Write your name and student ID clearly on the answer sheet/booklet.
- > Answer all questions unless otherwise stated.
- > Show all your work/calculations where applicable.
- > Write clearly and legibly.
- > Use blue or black ink only. * Do not use correction fluid/tape.
- > No electronic devices (calculators, phones, etc.) are allowed unless explicitly permitted.
- > Raise your hand if you have any questions.
- > Do not talk to other students during the exam.
- > Any form of cheating will result in disqualification.

This test consists of 5 pages, excluding the cover page.

SECTION A: TYPES OF STRUCTURES

1.1 Identify each of the following as a frame , shell , or solid structure: a) A brick wall		
b) A soccer ball (3)		
c) A steel bridge(3)		
1.2 Give two advantages of shell structures.		
(2)		
1.3 What is the main function of a foundation in a building? (2)		
1.4 Study the image of a truss bridge below and answer the question:		
What role does the triangle play in the design of this bridge?		
what role does the triangle play in the design of this bridge?		
(2)		
1.5 Define the term load as used in structures.		
(1)		
1.6 What is the difference between static and dynamic loads ?		
(2)		

SECTION B: ELECTRICAL SYSTEMS
(14 Marks)
Question 2
2.1 What is a closed circuit ? (2)
2.2 Name any three components of a basic electrical circuit.
1
2.3 Study the circuit diagram and answer: Switch Battery
2.3.1 What happens when the switch is open? (1)
2.3.2 What does the bulb represent in the circuit? (1)
2.3.3 Draw the symbol for a resistor:

(1)

2.4 Why are wires covered in plastic? (2)
2.5 Match the terms in Column A with the correct answers in Column B: (Write the correct letter next to the number.)
Column AColumn B1. InsulatorA. Allows current2. ConductorB. Rubber3. Power sourceC. Battery
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SECTION C: DESIGN PROCESS (10 Marks)
Question 3
3.1 What is the purpose of the evaluation step in the design process? (2)
3.2 Name two reasons why sketching your design is important.
(2)
3.3 Define the term design brief . (2)

3.4 Study the image of a product and answer:



3.4.1 Identify one material used in this product.	(1)
3.4.2 Suggest one improvement you would make to the de	esign. (1)
3.5 What does ergonomics mean in product design?	(2)
SECTION D: IMPACTS OF TECHNOLOGY	
(14 Marks)	
Question 4	
4.1 Give two ways that technology has improved comm	unication.
	(2)
4.2 What does green technology mean?	HWORKS
4.3 Explain one negative effect of mining on the environment	ment. (2)
4.4 How can learners help save energy at school?	(2)
4.5 State two examples of smart or modern technology	used in homes today.
1(2)	
4.6 Name two careers that involve technology.	
1(2)	
4.7 Why is it important to learn technology at school?	(2)

MEMO

SECTION A: TYPES OF STRUCTURES (12 MARKS)

- 1.1
- a) Solid structure
- b) Shell structure
- c) Frame structure (3)
- 1.2
 - Lightweight
 - Encloses space efficiently
 - Strong in compression (Any 2 = 2)
- 1.3

To support the structure and distribute the load evenly to the ground. (2)

1.4

Triangles make the bridge stronger and more stable by spreading the forces evenly. (2)

1.5

A load is the weight or force a structure must support. (1)

1.6

Static load: does not move (e.g., a roof).

Dynamic load: moves or changes (e.g., people walking). (2)

SECTION B: ELECTRICAL SYSTEMS (14 MARKS)

2.1

A closed circuit is a complete path through which electricity flows. (2)

Any three: battery, switch, wires, bulb, resistor, motor. (3)

The bulb will not light up. (1)

2.3.2

It is the output device / converts electrical energy to light energy. (1)

2.3.3

(Diagram: a rectangle representing a resistor) \checkmark (1)

2.4

To prevent electric shocks and protect the wire from damage. (2)

2.5

 $1 \rightarrow B$

 $2 \rightarrow A$

 $3 \rightarrow C(3)$

SECTION C: DESIGN PROCESS (10 MARKS)

3 1

To check if the product works and meets the needs of the user. (2)

3.2

- Helps visualize the idea
- Communicates the design to others (Any 2 = 2)

3.3

A short statement that explains the task, who it's for, and what it should do. (2)

3.4.1

Example: Plastic, metal (1)

3.4.2

Any valid improvement (e.g., better lid, easier grip, added insulation). (1)

3.5

Designing products that are comfortable and efficient for people to use. (2)

SECTION D: IMPACTS OF TECHNOLOGY (14 MARKS)

4.1

- Emails and instant messages
- Mobile phones and social media (Any 2 = 2)

4.2

Technology that is environmentally friendly and sustainable. (2)

4.3

Causes pollution, destroys natural habitats, and contaminates water. (2)

4.4

- Switch off lights when not in use
- Use energy-saving bulbs (Any 1 = 2)

4.5

Examples:

- Smart TVs
- Voice-activated assistants
- Smart fridges (Any 2 = 2)

4.6

Any two:

- Engineer
- Architect
- IT Technician
- Electrician (2)

4.7

To prepare for future careers, solve problems, and understand the world of technology. (2)

TOTAL: 50 MARKS