


<p>EXPLAIN THEORY OVERVIEW (including research carried out by theorist)</p> <p>Key summary for Taylor:</p> <ul style="list-style-type: none"> • Workers given one repetitive task so they can learn to master it • Managers should give orders and closely control workers • Workers should be paid per item they produced – piece rate • He thought money is the only motivators for workers in the industries 	<p>DIAGRAM / IMAGE LINKED TO THEORY</p> 
<p>LINKS TO WHICH FINANCIAL AND NON-FINANCIAL METHODS OF MOTIVATION? (e.g. job rotation, team working, bonuses etc)</p> <ul style="list-style-type: none"> • Piece rate: Rate of payment for a piece of work. • Wages: money earned by worker per hour • Salaries: Money paid at an annual rate • Profit related to pay: is that part of pay which varies in line with the movement in profits of a business, or part of a business, in which the employee works 	<p>STRENGTHS, WEAKNESSES AND CRITICISMS OF THE THEORY?</p> <ul style="list-style-type: none"> • Narrow minded approach to thinking about motivation in general as there is many different people out in different industries who do their work as a passion and to strive to do better things • Suggestion schemes for workers, who should be rewarded by cash premiums
<p>SIMILARITIES / DIFFERENCES TO OTHER THEORIES?</p> <ul style="list-style-type: none"> • It is the only theory that is solely based on the idea that money is the only motivator to workers • His theory has some similarities of that of porter and lawler 	<p>RELEVANCE TODAY? (including types of work situation / examples of organisations it best applies to)</p> <ul style="list-style-type: none"> • People nowadays are greedier and extremely motivated by money •

