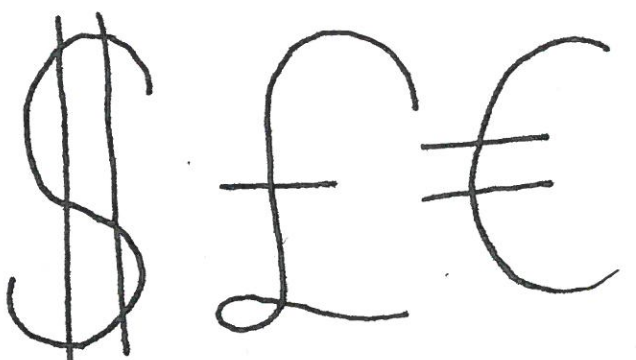


<p><b>EXPLAIN THEORY OVERVIEW</b> (including research carried out by theorist)</p> <ul style="list-style-type: none"> <li>◦ Taylor's theory was mainly based around pay or a financial advantage.</li> <li>◦ Workers do not naturally enjoy work and so need close supervision and control</li> <li>◦ Break production into small series of tasks.</li> <li>◦ Workers are then paid according to the number of items they produce.</li> <li>◦ Money is the only thing that motivates them.</li> </ul>	<p><b>DIAGRAM / IMAGE LINKED TO THEORY</b></p> 
<p><b>LINKS TO WHICH FINANCIAL AND NON-FINANCIAL METHODS OF MOTIVATION?</b> (e.g. job rotation, team working, bonuses etc)</p> <p>Paid according to how many products they make.</p> <p>Breaking productions down into a small series of tasks.</p>	<p><b>STRENGTHS, WEAKNESSES AND CRITICISMS OF THE THEORY?</b></p> <ul style="list-style-type: none"> <li>- Workers soon became bored due to the repetitive tasks that had to be carried out.</li> <li>- As productivity levels increased, firms could afford to lay off workers. - This led to an increase in strikes.</li> <li>- As the worker gets paid for how many items they produce, this could decrease the quality of the product.</li> </ul>
<p><b>SIMILARITIES / DIFFERENCES TO OTHER THEORIES?</b></p> <p>Taylor is different due to his motivation methods mainly include Money whereas the other theorists think of methods that have non motivational methods</p>	<p><b>RELEVANCE TODAY?</b> (including types of work situation / examples of organisations it best applies to)</p> <p>- This theory applies to a few jobs today; A brick-layer gets paid depending on how quickly they complete the job. This might lead to poor quality of the product as the worker will try to complete the jobs as fast as possible to get the highest possible pay.</p>