

## SECONDARY SECTOR: ACTIVITIES CONCERNED WITH TRANSFORMING RAW MATERIALS INTO PRODUCTS THAT SATISFY HUMANS' NEEDS

- ▶ **Industry** → most important
- ▶ **Mining**
- ▶ **Energy production**
- ▶ **Construction**



What activities can you recognize in these pictures?

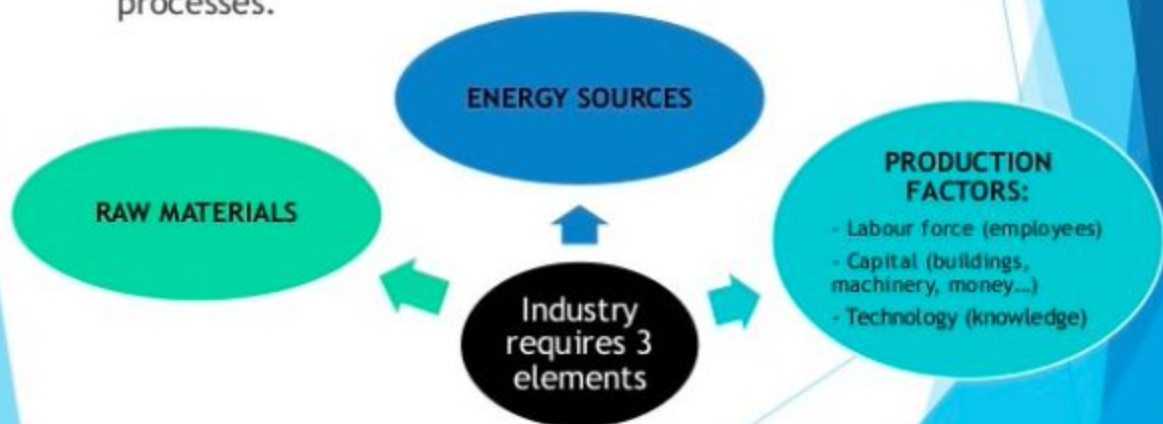


# INDUSTRY



## ▶ TRANSFORMS RAW MATERIALS INTO...

- ▶ **MANUFACTURED PRODUCTS** → for direct consumption in the market.
- ▶ **SEMI-FINISHED PRODUCTS** → to be used in other industrial processes.



# MINING



- ▶ LOCATES, EXTRACTS AND REFINES ROCKS & MINERALS FOUND ON/BENEATH THE SURFACE.

**PROSPECTION:**  
to locate the minerals.

**EXTRACTION:**  
to obtain the minerals from subterranean & open-air mines.

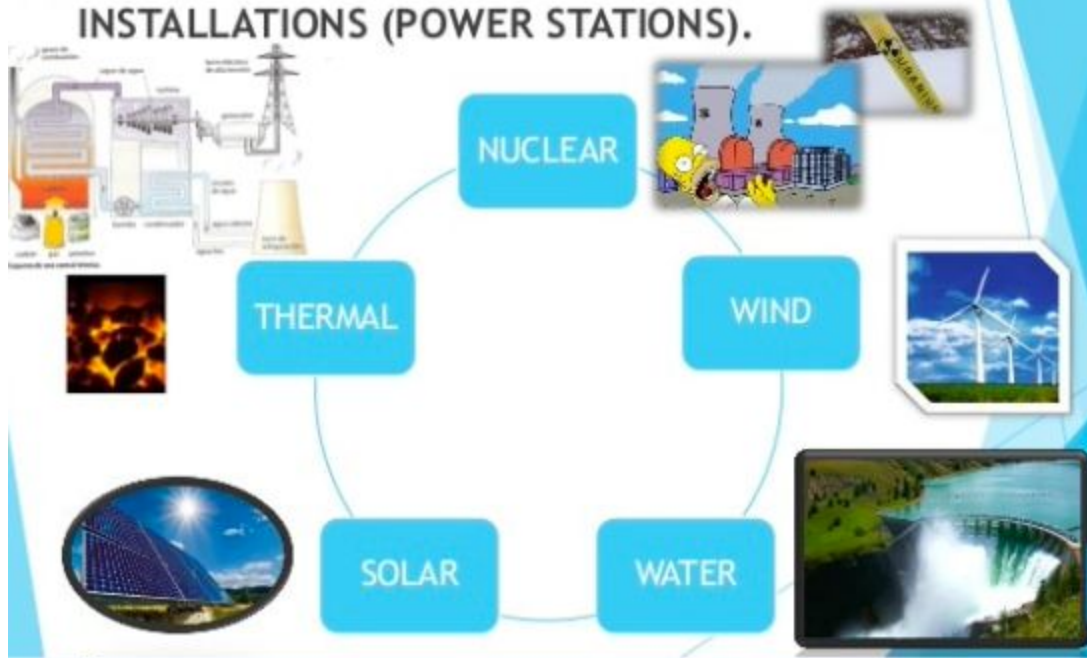
**REFINING:**  
to separate the mineral from the rock that contains it.



# ENERGY PRODUCTION



- ▶ CREATION OF ELECTRICITY & HEAT IN SPECIALISED INSTALLATIONS (POWER STATIONS).



# CONSTRUCTION



- ▶ **CREATES BUILDINGS & INFRASTRUCTURES\*** (roads, bridges, reservoirs,...)



\*INFRASTRUCTURES: basic facilities, services & installations needed for the functioning of a society and its economy (transportation and communication systems such as roads, bridges, tunnels, etc., water supply, sewer systems, power lines...)



# Sources Of Raw Materials

**Plant-based (sugar, cellulose, cooking oil, corn, lumber, cork, cotton, etc.)**

**Animal-based (leather, wool, silk, etc.)**

**Mineral-based (clay, sand, marble, iron ore, gasoline, natural gas, coal, precious metals, etc.)**



# Traditional vs. Alternative Energy Sources

- oil
- natural gas
- coal
- hydroelectricity
- nuclear electricity



- solar
- wind
- biomass energy (wood, peat, manure)
- tidal power
- geothermal





# Alternative Energy

## **Definition:**

Energy sources that are still in development

## **Criteria that needs to be met in order to be an Alternative Energy Source:**

- Cost effective
- Causes little damage to the environment

[https://www.youtube.com/watch?v=rYAf\\_yCID8o](https://www.youtube.com/watch?v=rYAf_yCID8o)