英語

(1期)

(1期)

第1問

① school

次位	り問	引1~5 の定義で表される語(句)としてもっとも適切なものを、	次の①~④から
それる	ぞれ	し一つずつ選べ。	
問	1	something that you do often or regularly	
	解	¥答番号 1	

問2 to watch something carefully, especially in order to learn or understand

(3) habit

(4) birth

② food

something about it 解答番号 ① guard ② obey ③ observe 4 remember

a movement that you make with a part of your body to express emotion or information

解答番号 1 language 2 gesture ③ conversation 4 word

問 4 to take care of someone or something

解答番号 1 look after ② take after 3 turn out (4) leave out

問5 to cancel something that has been planned

解答番号 1 take off ② see off ③ put off 4 call off

第2問

次のA、	Bに答えよ。

A 次の問1~3の会話の () に入れるのにもっとも適切なものを、次の①~④ からそれぞれ一つずつ選べ。
問1 $X: I'm$ sorry $I'm$ late. My bus was delayed because of a traffic accident. $Y: ($)
解答番号 6
 Really? How exciting! Really? I'd love to.
③ It's OK. Why are you late?
④ It's OK. Let's go.
問2 X: I think I met you at a conference last year. Do you remember me? Y: ()
解答番号 7
① Not at all. Go ahead.
② Sorry, I'm not sure.
③ I won't be long.
④ That's not you, I'm afraid.
問3 X: Isn't it surprising that Tony turned down our offer?
Y:(
解答番号 8
① He must be surprised.
② Not really. I'm surprised.
3 Yes, it is. I wonder why.

4 No, he should have turned up.

B 次のメールの一部を読み、問1、問2に答えよ。

18th June

Dear Mr Jones

Thank you for your telephone call yesterday. We are delighted that you are coming to stay with us. We are very pleased to confirm that we have reserved a single room for five nights from Wednesday, 21st August.

問1 このメールの送信者としてもっとも適切なものを、次の①~④から一つ選べ。

解答番号 9

- ① ジョーンズ氏の秘書
- ② ホテルの予約係
- ③ ジョーンズ氏主催のツアーの参加者
- ④ 旅行会社の社員
- **問2** ジョーンズ氏について正しいものを、次の①~⑤から**二つ**選べ。解答は順不同とする。

解答番号 10 11

- ① ジョーンズ氏は電話で宿泊の予約をした。
- ② ジョーンズ氏は旅行会社に勤めている。
- ③ ジョーンズ氏は家族旅行を計画している。
- ④ ジョーンズ氏は8月26日までホテルに滞在する予定だ。
- ⑤ ジョーンズ氏は6月18日にこのメールの送信者にメールを送った。

第3問

次の英文を読み、問1~4に答えよ。*印には語注がある。

After an Oxford study last month showed that people who play more video games report greater wellbeing, the headlines reflected a sense of *stunned incredulity. "Playing video games BENEFITS mental health," exclaimed one online newspaper.

But why the surprise? For anyone who actually plays video games, this is hardly news. Video games are fun and interesting, and doing fun, interesting things makes you happy. Would we need a study to show that watching a few episodes of your favorite TV show makes you feel good, or that sitting down with a good book is relaxing? This year especially, video games have been a form of *escapism and therapy for millions, and this study proves that I was hardly the only one devotedly playing Animal Crossing to calm down and relax after an intense day of lockdown parenting.

If you look at the way video games are still <u>covered</u> on TV and in the news, however, it's easy to see why a study about their positive effects might prompt such shock. Video games are still seen by many as a waste of time, at best.

I've been on the sharp end of this confusing *stigma since 2005, when I first started writing professionally about video games. Even though I am now a grown woman with two children of my own, when I talk about games, some people worry about me, as if I've just admitted that I have a gambling habit.

According to market research firm Newzoo, there are nearly 3 billion gamers in the world. What the vast majority of them get out of their hobby is (**) and life-enhancing. I cannot tell you how many people I've met who've said games have helped them manage their depression, stress or anxiety, or just the everyday difficulties of life. When my first son was born, I spent a lot of time playing The Legend of Zelda: Breath of the Wild on my Nintendo Switch. It was a way for me to reconnect with the person I used to be and escape some of the stress of motherhood.

Will people ever stop characterising video games as a guilty pleasure? Will they acknowledge that in they are no different from film or music or TV? Will

they accept that there are good games and bad games, serious games and entertaining games? And will $\underline{\text{iii}}$ they find that they make $\underline{\text{iv}}$ them happy? Try talking to people who play them, which these days is 85% of people under 35 and plenty of older folks too, and you'll find the real stories.

The Guardian Weekly, 4 December 2020, *Gaming Is Good for You*, by Keza MacDonald より引用:一部改編

[注] stunned incredulity: 驚くほどの不信感 escapism: 現実逃避 stigma: 汚名

問1 本文中の波線部 covered の意味としてもっとも適切なものを、次の①~④から 一つ選べ。

解答番号 12

① included

2 helped

③ hidden

4 discussed

問2 本文中の空所 (※) に入れるのにもっとも適切な語を、次の①~④から一つ選べ。

解答番号 13

1 positive

2 negative

3 possible

4 impossible

問3 本文中の下線部 i)~iv)の語の中で、内容として video games を指しているものを次の①~④から一つ選べ。

解答番号 14

① 下線部 i)の they

② 下線部 ii)の they

③ 下線部iii)の they

④ 下線部iv)の them

問4 本文の内容と一致するものを、次の① \sim 5から**二つ**選べ。解答は順不同とする。

解答番号 15· 16

- ① ビデオゲームが精神衛生によいというニュースに驚く人はいない。
- ② 人は気に入ったテレビ番組を見たり本を読んだりすると気分がよくなるもの だ。
- ③ テレビやニュースでは、ビデオゲームは今もよくないものと評価されている。
- ④ 筆者はプロのビデオゲーム評論家で、多くの人々に支持されている。
- ⑤ ビデオゲームは精神を健全に保つのに役立つという話を筆者は直接聞いたことがない。

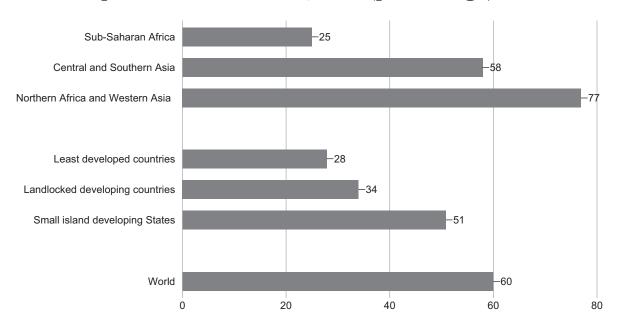
第4問

次のA、Bに答えよ。

A 次の英文とグラフを参照しながら、問1~4に答えよ。

Handwashing is one of the cheapest, easiest and most effective ways to prevent the spread of the coronavirus. But in 2017, only (a) per cent of people worldwide had a basic handwashing facility with soap and water at home. In 2017, an estimated 3 billion people worldwide lacked the ability to safely wash their hands at home. The regional differences are (b): in sub-Saharan Africa, (c) per cent of the population (767 million people) lacked basic handwashing facilities, followed by (d) at 42 per cent (807 million people), and Northern Africa and Western Asia at 23 per cent (116 million people).

Proportion of population that has a handwashing facility with soap and water at home, 2017 (percentage)



The Sustainable Development Goals Report 2020 より引用

問1	本文中の空所(a)に入れるのにも	っとも適り	切な数値を、2	欠の①~④から一
	解答番号 17				
	① 20	② 40	3 60		④ 80
問 2	本文中の空所(選べ。	b)に入れるのにも	っとも適り	刃な語を、次の	カ①~④から一つ
	解答番号 18				
	① severe	2 vague	3 simil	ar	4 slight
問 3	本文中の空所(つ選べ。	c)に入れるのにも	っとも適り	刃な数値を、ど	欠の①~④から一
	解答番号 19				
	① 25	② 34	3 51		④ 75
問 4	本文中の空所(d)に入れるのにも	っとも適り	刃な語句を、ど	次の①~④から一
	解答番号 20				
	① Least develope	d countries	② Sub-	Saharan Afi	rica
	③ Central and So	outhern Asia	4 Small	ll island dev	veloping States

B 次の英文を読み、問1~4に答えよ。

"I'm sorry to cut our dinner date short, but I have to run home. I forgot my phone." Sound crazy? Not anymore. With more and more connectivity among friends and at work, not replying immediately to your boss's email or your friend's Facebook post can cause a lot of trouble.

These days, there are so many sites on the web. Twitter is useful for keeping up with current events, for keeping in touch with friends, and even for keeping tabs on your favorite celebrities. You can "tweet" a quick update in 140 characters. Facebook is good for sharing anything from short, private messages to videos and articles you've seen or read online. LinkedIn is best for networking and job-hunting, and Instagram is best for photos.

(**) convenient, social media can also put a lot of pressure on friendships. Don't worry: there are some simple rules to follow to make sure you don't have this problem. Regularly and promptly respond to posts, especially if a friend has posted on your wall. Also, avoid using social media at work. And do not be a stranger—face-to-face communication is still necessary. Most important, think before you post. Negative posts or pictures of people drunk and disorderly never go away.

So by all means, stay connected, but set some rules for self-control. Keep all electronic and digital devices out of the bedroom. Just like TV, the bluelight of a tablet and the constant noise of music hinder sleep. Set time limits or certain times of the day for social media use so that <u>it</u> does not interfere with your classes, work, or face-to-face time with others.

English Indicator 4 (Nan'un-do) より引用

つj	本文中の空所(選べ。 答番号 21	※)に入れるのにも	っとも適切な語を、	次の①~④から一	
1	Since	② At	3 During	④ Though	
つj	本文中の下線部 it 選べ。 答番号 22	が表すものとしてもっ	っとも適切なものを、	次の①~④から一	
1	the bluelight of	a tablet	② the constant no	oise of music	
3	social media use)	4 face-to-face tim	e	
 問3 本文の内容と一致するものを、次の①~⑤から二つ選べ。解答は順不同とする。 解答番号 23 · 24 ① 夕食デートを切り上げて、忘れた携帯電話を家に取りに帰ることは馬鹿げている。 ② リンクトインはネットワーク作りや仕事探しに最適なサイトである。 ③ あなたの家の壁に友人が張り紙をしたらすぐに連絡した方がよい。 ④ ソーシャルメディアに投稿する前に考えることは重要である。 ⑤ 全ての電子機器やデジタル機器は寝室に置いておくべきである。 					
問4 2	本文の題名として	もっとも適切なものを	:、次の①~④から-	-つ選べ。	
	答番号 25	Casial Madia			
	 How to Develop Social Media The Popularity of Facebook 				

③ The Points to Remember for Social Media Use

④ The Future of Social Media