

(2018年度)

## 3 英語問題 (90分)

(この問題冊子は23ページ、5問である。)

### 受験についての注意

1. 試験監督者の指示があるまで、問題冊子を開いてはならない。
2. 試験開始前に、試験監督者から指示があったら、解答用紙の右上の番号が自分の受験番号と一致することを確認し、所定の欄に氏名を記入すること。次に、解答用紙の右側のミシン目にそって、きれいに折り曲げてから、受験番号と氏名が書かれた切片を切り離し、机上に置くこと。
3. 試験監督者から試験開始の指示があったら、この問題冊子が、上に記したページ数どおりそろっていることを確かめること。
4. 筆記具は、HかFかHBの黒鉛筆またはシャープペンシルに限る。万年筆・ボールペンなどを使用してはならない。時計に組み込まれたアラーム機能、計算機能、辞書機能やスマートウォッチなどのウェアラブル端末を使用してはならない。
5. 解答は、解答用紙の各問の選択肢の中から正解と思うものを選んで、そのマーク欄をぬりつぶすこと。
6. マークをするとき、マーク欄からはみ出したり、白い部分を残したり、文字や番号、○や×をつけたりしてはならない。また、マーク箇所以外の部分には何も書いてはならない。
7. 訂正する場合は、消しゴムでていねいに消すこと。消しきずはきれいに取り除くこと。
8. 解答用紙を折り曲げたり、破ったりしてはならない。
9. 試験監督者の許可なく試験時間中に退場してはならない。
10. 解答用紙を持ち帰ってはならない。
11. 問題冊子は必ず持ち帰ること。

**1** 以下の[1]～[8]のパラグラフに分けられた文章を読み、(1)～(15)の問いに対する答えとして最も適切なものを、それぞれ(a)～(d)から1つ選びなさい。

なお、\*印のついた語句については下に注が与えられている。

- [1] Have you ever wondered if life is not exactly what it's cracked up to be? OK, let's take that thought a little further. Have you ever suffered from an identity crisis? Yes? One in which you suspected that you're not a real person, but instead an extremely sophisticated computer simulation of a real person produced by an immensely more developed civilisation than that which we take to be our own?  
(1)
- [2] It's just possible that I lost you on that last point, but stay with me, because the reality we take for granted is coming under increasing technological and theoretical threat. Earlier this month in an office block in Euston, I put on a virtual reality (VR) headset and began playing a prototype of a game developed by a company called Dream Reality Interactive. The company was set up by David Ranyard, the former head of Sony's VR division. Ranyard has a PhD in artificial intelligence which he says has been "useless for 19 years". But he believes there's going to be a convergence in VR and artificial intelligence (AI) soon, and his company aims to be there when that happens.  
(4)
- [3] Right now I'm wearing a large case over my eyes, and headphones. I feel instantly removed from my environment. In front of me I can see a ball, which I can move by looking at a cursor. The ball travels along a high narrow pathway in a vertiginous 3D computer simulation, and I must guide it into various targets to get to the next stages, where a series of ever more fantastic backdrops unfold. In terms of skill, it is quite simple,  
(5)  
(6) but the striking aspect of the game is the physical sensation of playing it. I feel and therefore believe that I am physically moving back and forth, as though I am on a chair on wheels. External reality has fallen away and I

am in a strange and compelling world, anxious not to fall off the terrifying precipices. My brain sends signals to my body that create the illusion that it's shooting around like a pinball, when in fact I am stationary.

[4] So from one perspective it's just another video game with added thrills. But there's also something else going on here, a radical change of narrative perspective. Computer games are a form of story, and human beings are devoted storytellers.<sup>(8)</sup> As Yuval Noah Harari\* argues in his book *Sapiens*, the ability to create binding fictions is what enabled us to become the most dominant species on the planet. And what are stories if not representations, or simulations, of reality?

[5] "I do talks and I have this image of Harold Lloyd [the silent movie star] who's about to fall off this clock," says Ranyard. "And the point I make is that in order to care about it, you have to care about him. So part of the film is setting you up to like him. In VR you don't need to do that set-up because it's you." There are a whole range of emotions we haven't used because<sup>(10)</sup> we've always had to do it through empathy."

[6] VR is different because it's not like a film, in which you watch other people in an invented reality. You are instead the star of what feels like an alternative reality. Leaving aside the moral implications<sup>(11)</sup> of this change—and whether it heralds greater self-absorption and social detachment—what is notable, for me, is the aftereffect. It is something of a relief, but also disorienting, to remove the headset and return to the real world. I experience a kind of ontological dissonance, as it takes a few minutes before the familiar returns to its reliable concrete self.

[7] And in that discomfort,<sup>(13)</sup> that bodily sense of uncertainty, there lies a far more profound and unsettling question. What if the reality I've returned to isn't real but just another, more finely realised simulation? What if the thing our senses—so easily fooled by the headset—tell us is real life is in fact an elaborate creation, every bit as illusory as that I'd experienced

on the precarious pathway built out of pixels? It's a hoary metaphysical debate that has concerned thinkers as diverse as Descartes\*, Zhuang Zhou\* and even, arguably, the godfather of philosophy, Plato. It has also been the subject of countless science-fiction stories, including, most influentially, *The Matrix* film series. But how can we be sure that reality is real?

[8] In *The Matrix*, made in 1999 by the Wachowski sisters\*, humans have been enslaved, paralysed and used as an energy source by advanced machines. But instead of realising their plight, humans are locked in a false reality, a giant simulation created by their machine masters to subdue them. In essence *The Matrix* was a reworking of the philosopher Hilary Putnam's\* "brain in a vat" scenario, in which a disembodied brain is subject to computer stimulation and operates in a false reality. And in turn Putnam's vision was an update of the 17th-century French philosopher René Descartes's first meditation, in which he posited the idea that an evil demon had fabricated the external world.

出典：Andrew Anthony, "What if we're living in a computer simulation?" (*The Guardian*, 22 April 2017). (一部改変)

〈注〉

Yuval Noah Harari: ユヴァル・ノア・ハラリ, イスラエル人の歴史学者

Descartes: ルネ・デカルト(1596-1650), フランス生まれの哲学者, 数学者

Zhuang Zhou: 莊子(B.C. 369頃-B.C. 286頃), 中国の思想家

Wachowski sisters: ウォシヤウスキー姉妹(ラナ・ウォシヤウスキーとリリー・ウォシヤウスキー), アメリカ合衆国の映画監督, 脚本家

Hilary Putnam: ヒラリー・パトナム(1926-2016), アメリカ合衆国の哲学者

[1]について

- (1) In this context, the word "take" means \_\_\_\_\_.
- (a) steal
  - (b) suppose
  - (c) get
  - (d) consume
- (2) In the first paragraph, the writer wonders whether \_\_\_\_\_.
- (a) there are much more advanced civilisations than ours somewhere in the universe
  - (b) the reader has ever been suspected of doing something illegal
  - (c) he is a computer simulation
  - (d) the reader has ever suspected that he or she is not real

[2]について

- (3) Which of the following is correct?
- (a) The writer played a virtual reality game called Dream Reality Interactive in an office block in Euston.
  - (b) David Ranyard has a PhD and used to be the head of Sony's virtual reality division.
  - (c) A company in Euston has developed a prototype of a game that threatens our reality.
  - (d) Artificial intelligence has been useless for 19 years, but it is now set to take over from virtual reality.

(4) The word "aims" could best be replaced by \_\_\_\_\_.

- (a) shoots
- (b) directs
- (c) points
- (d) wants

[3]について

(5) When the writer says, "Right now I'm wearing a large case over my eyes, and headphones," he means \_\_\_\_\_.

- (a) he wears a case and headphones at the time of playing the VR game
- (b) he has never actually worn a case and headphones, but he imagines what it would be like
- (c) he is wearing a case and headphones while he is writing
- (d) he is imagining that life is a VR game, in which we are all wearing a case and headphones

(6) The words "ever more" could be replaced by \_\_\_\_\_.

- (a) for ever
- (b) always more
- (c) more and more
- (d) once again

(7) The aim of the game is for players to \_\_\_\_\_.

- (a) move a ball into various targets with their eyes
- (b) physically move a chair back and forth
- (c) watch as a series of fantastic backgrounds unfolds
- (d) experience the sensation of falling off terrifying precipices

[ 4 ]について

- (8) What does the underlined phrase mean?
- (a) Humans love telling stories.
  - (b) Humans have always told stories.
  - (c) Humans have a commitment to telling stories.
  - (d) Humans love storytellers.
- (9) Which of the following is NOT stated in this paragraph?
- (a) Virtual reality is like storytelling from a different perspective.
  - (b) Computer games are different from other stories because they do not represent reality.
  - (c) The reason humans have become the dominant species on earth is because they have the ability to tell stories.
  - (d) Stories reflect reality.

[ 5 ]について

- (10) By "it's you" Ranyard means \_\_\_\_\_.
- (a) in virtual reality players know they aren't really in danger
  - (b) silent movies are very different from virtual reality games
  - (c) the character in a virtual reality game is the same as the person who is playing the game
  - (d) people who play virtual reality games experience the same emotions as the characters in movies

[6]について

(11) The expression "Leaving aside the moral implications" means \_\_\_\_\_.

- (a) the moral implications are not important
- (b) there are no moral implications
- (c) the writer does not care about the moral implications
- (d) the moral implications are a separate topic

(12) Which of the following is NOT stated in this paragraph?

- (a) In virtual reality, participants experience an alternative reality in which they themselves are the star character.
- (b) Virtual reality leads to greater self-absorption and social detachment.
- (c) Although returning to the real world after experiencing virtual reality is disorientating, it is also a relief.
- (d) It takes a few minutes to readjust after removing the virtual reality headset.

[7]について

(13) By "that discomfort" the author means \_\_\_\_\_.

- (a) the loss of identity one experiences while playing virtual reality games
- (b) the uncomfortable headset one has to wear in order to experience virtual reality
- (c) the feeling of disorientation when one removes the virtual reality headset
- (d) the harshness of the real world compared to the virtual world



- (14) Which of the following is stated in this paragraph?
- (a) Descartes and Zhuang Zhou disagree with Plato on the nature of reality.
  - (b) What we think of as real life is an illusion.
  - (c) A virtual reality game based on *The Matrix* film series has been developed.
  - (d) Virtual reality makes one question whether what we think of as reality is, in fact, real.

[ 8 ]について

- (15) In this paragraph the author argues \_\_\_\_\_.
- (a) that humans are locked in a false reality
  - (b) that the Wachowski sisters' movie is influenced by the philosophical ideas of Putnam and Descartes
  - (c) that in the future humans could be used by machines as an energy source
  - (d) that virtual reality creates the danger that humans will become slaves and machines will be the masters

**2** [ 1 ] ~ [ 4 ] のパラグラフからなる以下の文章を読み、下の(16) ~ (30)の間に対する答えとして最も適切なものをそれぞれ(a) ~ (d)から1つ選びなさい。なお、\*印のついた語句については下に注が与えられている。

[ 1 ] Mark Zielinski knew he was onto something when his mice stopped sleeping. Normally, the animals woke and slept on a 12-hour cycle. When the lights were on in the lab, the mice were active. When it went dark on a timer, down they went. But Zielinski, who teaches psychiatry at Harvard Medical School, had recently tweaked their schedule to keep the mice up past their bedtime. Zielinski and his colleagues would rustle the

bedding in the mice's cages to keep them from dozing off when they started to display the telltale signs of sleepiness—drooping lids, sluggish walk, EEG\* readings showing their brain activity was waning. But Zielinski noticed that when the mice were left alone to slumber at will after the disruption, they didn't, or perhaps couldn't, fall asleep. That the sleep-deprived rodents slept less than they normally would didn't really surprise Zielinski. The mice had a genetic mutation that he suspected was linked to sleep problems. More striking were the electrical brain readings showing that even when they did sleep, they weren't getting the deep, restorative kind of rest that doctors say matters most—not just to rodents but also to humans.

[ 2 ] In the right conditions, researchers believe, the brain produces a signal that essentially tells the body's major systems—the heart, the lungs, the digestive system, the nervous system, even the muscles—that it's time to call it quits for the day. Zielinski's research has found that, just as with the mice with the mutation, it's likely that in some people with chronic sleep problems, that critical signal isn't firing. Understanding what's behind some forms of insomnia, an aim of Zielinski's research, is a major step in learning how to fix it. That's a big deal in sleep research, because evidence linking quality rest to good health and longevity has never been more convincing. Scientists are learning that shortchanging sleep can compromise nearly every major body system, from the brain to the heart to the immune system, making our inability—or unwillingness—to sleep enough one of the unhealthiest things we can do.

[ 3 ] Studies of people whose sleep sessions are irregular or short show they are at higher risk of developing diseases that can lead to early death, including heart disease, diabetes, high blood pressure and obesity. Poor sleep may have detrimental effects on the brain as well, increasing the risk of dementia, including Alzheimer's disease, as well as mood disorders

like depression, posttraumatic stress disorder (PTSD) and anxiety. And like smoking, a terrible diet and not exercising enough, poor sleep is now linked to an overall increased risk of premature death. “I used to suggest that sleep is the third pillar of good health, along with diet and exercise,” says Matthew Walker, a professor of neuroscience and psychology at the University of California, Berkeley. “But I don’t agree with that anymore. Sleep is the single most effective thing you can do to reset your brain and body for health.”

- [ 4 ] Despite the mounting evidence of its benefits, Americans are sleeping about two hours less each night than they did a century ago. Blame the technology-fueled 24/7 workplace, social media or the relentless news cycle, but about one-third of U.S. adults sleep less than the recommended seven hours daily, and 40% report feeling drowsy during the day, according to data from the Centers for Disease Control and Prevention\*. The problem begins early: only 15% to 30% of U.S. teens get the 8½ hours<sup>(27)</sup> a night recommended for adolescents. While life expectancy has been inching upward over the past century thanks to advances in medicine and technology, those gains could start to sag under the weight of our collective sleeplessness.<sup>(28)</sup> Many people still dismiss sleep as something they can occasionally (or even regularly) skimp on, but the biological facts are clear: it is neither safe nor wise to take sleep lightly.<sup>(29)</sup>

出典：Alice Park, “The Sleep Cure: The Fountain of Youth May Be Closer Than You Ever Thought” (*Time*, 16 February 2017). (一部改変)

〈注〉

EEG: electroencephalogram, 脳波

Centers for Disease Control and Prevention: アメリカ疾病予防管理センター

[1]について

- (16) What does the underlined phrase mean?
- (a) The lights became dim.
  - (b) The scientists wrote down observations.
  - (c) The mice fell asleep.
  - (d) The timers broke down.
- (17) How did scientists prevent the mice from sleeping?
- (a) They genetically modified them.
  - (b) They looked for telltale signs of sleepiness.
  - (c) They kept the lights on a timer.
  - (d) They disturbed them before they could fall asleep.
- (18) Which of the following is NOT given as one of the indicators of sleepiness?
- (a) Almost closed eyes.
  - (b) Slow movement
  - (c) EEG readings showing increased brain activity
  - (d) Reduced mental activity
- (19) What happened after the sleep-deprived mice were left alone?
- (a) They returned to their normal sleeping patterns.
  - (b) They still slept well but on a different cycle.
  - (c) They required less sleep than before.
  - (d) They no longer slept well.

[ 2 ]について

- (20) What is the "critical signal" mentioned in paragraph [ 2 ]?
- (a) a mutation present in people with chronic sleep problems
  - (b) a message sent from the brain to other organs
  - (c) a part of the nervous system
  - (d) an indicator of sleep problems that researchers are looking for
- (21) What does the word "That" refer to in this sentence?
- (a) fixing problems related to insomnia
  - (b) Zielinski's research methods
  - (c) the way to observe problems
  - (d) the issue of chronic fatigue

[ 3 ]について

- (22) In this context, the word "detrimental" means \_\_\_\_\_.
- (a) adverse
  - (b) determined
  - (c) positive
  - (d) risky
- (23) Why is not getting enough sleep damaging to health?
- (a) It negatively affects the heart and brain.
  - (b) It can cause an early death.
  - (c) Both of the above.
  - (d) Neither of the above.

- (24) Which option best summarises Professor Walker's opinion?
- (a) He used to think that diet, exercise and health are equal to sleeping well.
  - (b) He now believes sleep is the most important factor.
  - (c) He used to think that sleep was the most important factor.
  - (d) He now believes sleep is as important as diet and exercise.

[ 4 ]について

- (25) Which of the following best summarises the paragraph?
- (a) Americans are sleeping more now overall although less per night than a hundred years ago.
  - (b) Americans are sleeping less now overall although more per night than a hundred years ago.
  - (c) Americans are sleeping less now overall than a hundred years ago.
  - (d) Americans are sleeping more now overall than a hundred years ago.
- (26) Which statement is correct according to paragraph [ 4 ]?
- (a) The majority of adults in the U.S. do not get at least seven hours' sleep, but many do.
  - (b) The majority of adults in the U.S. get at least seven hours' sleep, but many do not.
  - (c) Only one-third of adults in the U.S. get at least seven hours' sleep.
  - (d) 40% of adults in the U.S. do not get at least seven hours' sleep.

- (27) When the article mentions that “The problem begins early”, it is referring to the fact that \_\_\_\_\_.
- (a) problems mainly arise early in the morning
  - (b) teenagers have problems waking up early
  - (c) adolescents require more sleep than adults
  - (d) problems start during the teenage years
- (28) What does the underlined phrase mean?
- (a) Lack of sleep may undo some of the medical progress made in recent years.
  - (b) Sleeplessness is a heavy responsibility for medical researchers.
  - (c) Although we can live longer now, we do not sleep as well as we should.
  - (d) The collective weight of sleeplessness is a serious burden for us all.
- (29) Why does the author say “it is neither safe nor wise to take sleep lightly”?
- (a) To highlight the importance of sleeping deeply.
  - (b) To show the risks of sleeping lightly.
  - (c) To suggest that we must take the issue of sleep seriously.
  - (d) To make intelligent suggestions about how to improve sleep.
- (30) Overall, what is the main point being put forward by the article?
- (a) People sleep less due to using their cell phones at night and being available 24/7.
  - (b) Sleep is vital for health, although overall people seem to be getting less sleep.
  - (c) Due to breakthroughs in medical science, we can now understand how to cure insomnia.
  - (d) There is evidence linking sleep to health, but it mainly relates only to adolescents.

3

次の各文の空所を埋めるのもっともふさわしい語句を、(a)~(d)から1つ選びなさい。

(31) John turned at the sound of Janet's footsteps, and his face, which had been sober, ( ) up.

- (a) lit                      (b) made                      (c) rose                      (d) went

(32) She had been afraid that they would find nothing to say to each other, and her fear was well-grounded. They sat at the table in total ( ).

- (a) argument              (b) engagement              (c) fear                      (d) silence

(33) 'I'm not arguing,' Tatsuo said to his sister. Truly he did not ( ) one way or the other what she thought of him.

- (a) believe                      (b) care                      (c) disagree                      (d) guess

(34) On Saturday mornings it was unusual for anybody to be up before ten, so Helen had the living room ( ) herself.

- (a) by                      (b) in                      (c) to                      (d) with

(35) After her husband's sudden death, anything ( ) made her nervous.

- (a) off the ordinary way                      (b) out from orderly prosecution  
(c) out of the ordinary                      (d) unordinary procession

(36) The figures have to be ( ) when you make a financial plan for the future of this company.

- (a) kept from a broader perspective              (b) kept on perspective  
(c) put all sense of perspective              (d) put into perspective



(37) It is ( ) to accept gifts from clients when we make major decisions for the future.

- (a) against my principles (b) contradicting my own principle  
(c) off my principles (d) out of my principle purposes

(38) The voters ( ) for her good performance as the Minister of Finance.

- (a) hold her in high regard (b) gave her the best honor  
(c) showed her high respect (d) paid her great admiration

(39) I ( ) to visit Milan again during this winter vacation.

- (a) remember me for my promise (b) remember myself of my promise  
(c) remind myself of my promise (d) remind me of my promise

(40) She gave the children some chocolate to ( ) during the solemn ceremony.

- (a) award them since they behave well  
(b) award them to behave well  
(c) reward them for behaving well  
(d) reward them in sake for their behaving well

**4** 次の2つの文の( )内には共通の語句が入る。( )内に入るもっとも適切な語句を、(a)~(d)から1つ選びなさい。ただし、文頭に入る語も小文字で表記されている。

(41) Darts became popular in England in the early ( ) of the 20<sup>th</sup> century.

- ( ) of the game's appeal is that it is easy to play.  
(a) case (b) element (c) one (d) part

(42) The umbrella only started to be used in Britain in the 1750s, initially viewed with some suspicion and ( ) as a French fashion.

Please stay in your seats; class is not ( ) yet.

- (a) despised (b) dismissed (c) eliminated (d) terminated

(43) In the early sixties, it was still ( ) easy to buy a house in the centre of the town.

We must make sure that the money is ( ) distributed.

- (a) comparatively (b) completely  
(c) fairly (d) quite

(44) The four-leaved clover is a symbol of good luck according to ( ) belief.

The works of Edgar Allan Poe are still ( ) today and several have served as the basis for plays and movies.

- (a) common (b) curious (c) popular (d) worldwide

(45) In the last 25 years, technological breakthroughs have greatly ( ) the way we communicate.

I am afraid this class is too difficult for you, as it is for ( ) students only.

- (a) advanced (b) improved (c) progressed (d) qualified

(46) I would never ( ) her authority; I don't want to lose my job.

The reason Akito is quitting his job is because the work doesn't ( ) him any more.

- (a) challenge (b) defy (c) excite (d) stimulate

- (47) This country's industries have taken a severe (        ).  
Do be careful with that ball, or you'll (        ) over that expensive vase.  
(a) blow            (b) hit            (c) knock            (d) smash
- (48) Have you ever felt that something was not going in your (        ) only to  
succeed in the end?  
The referee was accused of showing (        ) to one of the players.  
(a) bias            (b) direction        (c) favour            (d) liking
- (49) Air pollution has become a growing concern in the global community, with  
agreements such as the Kyoto Protocol aimed at reducing its devastating  
(        ) on the world.  
The doctor was confident that the new medicine would have an (        )  
on the patient's symptoms.  
(a) affect            (b) effect            (c) influence            (d) interference
- (50) Gestures are so naturally a part of any culture that they are almost  
automatic, used with little (        ) thought about their meaning.  
Suddenly, she became (        ) that someone was watching her from  
behind the trees.  
(a) aware            (b) clear            (c) conscious            (d) definite

**5**

次の日本語の文に相当するように与えられた語を使って英文中の空所を埋めた時、\*印の個所に入る語を(a)~(f)から1つ選びなさい。

- (51) ハニバルの丸太小屋学校で、授業の最初の日にサムが教わった先生は、  
ニューイングランド出身だった。

Sam's first day at school in a Hannibal log cabin ( ) ( \* ) ( )  
( ) ( ) ( ).

- (a) by (b) New England  
(c) a teacher (d) taught  
(e) from (f) was

- (52) 彼女は「求めなさいそうすれば与えられるでしょう」という聖書の箇所を読んで、その聖句は熱心な祈りは叶えられるということを意味すると解釈した。

She read "Ask and it shall be given you" from the Bible and ( )  
( ) ( ) ( \* ) ( ) ( ) be answered.

- (a) interpreted (b) would  
(c) the verse (d) earnest prayer  
(e) that (f) to mean

- (53) サムはパン屋の娘が持って来るジンジャーブレッドが一切れ欲しくてたまらず、熱心に祈ることに決めた。

Sam ( ) ( ) ( ) ( \* ) ( ) ( ) to school each  
day and decided to pray for it fervently.

- (a) of (b) the baker's daughter  
(c) brought (d) the piece  
(e) coveted (f) gingerbread

- (54) 歴史とは何か？我々の時代におけるこの問いの重要性は、単におぼろげに、かつ不完全にしか理解されていない。

What is history? The importance of ( ) ( ) ( \* ) ( ) ( ) ( ) understood.

- (a) and then (b) is (c) only imperfectly  
(d) this question (e) only vaguely (f) for our times

- (55) 現代の世界には、科学と歴史という二つの大きな知的力があり、相互に敵対しているように見えるものの、実際のところ根本的に補完し合っている。

There are two great intellectual forces in the modern world, science and history, and ( \* ) ( ) often ( ) ( ) ( ) they are in fact ( ) complementary.

- (a) mutually (b) while  
(c) fundamentally (d) seem  
(e) they (f) antagonistic

- (56) ウィリアム・シェイクスピア以上に伝記的事実が知られている同時代の劇作家はベン・ジョンソンを除いて他にない。

More biographical facts are known about ( ) ( ) ( \* ) ( ) ( ) ( ) except Ben Jonson.

- (a) any other (b) of the period  
(c) than (d) playwright  
(e) about (f) William Shakespeare

- 57) 劇作家の母、メアリー・アーデンは、かなりの土地所有者の娘であった。1557年頃、彼女は手袋職人で様々な農産物を商っていたジョン・シェイクスピアと結婚した。

Mary Arden, the dramatist's mother, was the daughter of a substantial landowner; about 1557 she ( ) ( ) ( ) ( \* ) ( ) ( ) in various farm commodities.

- (a) was (b) married.  
(c) John Shakespeare, (d) a glove-maker  
(e) who (f) and trader
- 58) ポカホンタスは実在の人物だったということを覚えておく必要がある。彼女は常に神話的存在であったわけではない。象徴のようになるずっと前に、彼女はヴァージニアの森のそびえる木々の下を歩き遊ぶ子供だった。

Pocahontas, we must remember, was a real person. She was not always a myth. Long before she became an icon, she was ( ) ( ) ( ) ( \* ) ( ) ( ).

- (a) of the Virginia woods (b) a child  
(c) beneath (d) and played  
(e) the towering trees (f) who walked
- 59) 神話は事実の影響や、歴史上の人物が私たちの考えさせる力を弱める。神話は新鮮な眼差しで見る私たちの力を弱めてしまう。

Myths diminish the influence of facts, and a historical figure's ability to make us think; ( ) ( ) ( ) ( \* ) ( ) ( ).

- (a) with (b) to see (c) diminish (d) our ability  
(e) they (f) fresh eyes

- (60) インドネシアのヒンズー教の島, バリに初めて足を踏み入れたとき, 見たこともないすべてのものに, おとぎ話から出たものであるかのように魅了された。

The first time I set foot on Indonesia's Hindu island of Bali, I was enchanted by ( ) ( ) ( ) ( \* ) ( ) ( ) if it were out of a fairy tale.

- (a) did                      (b) I                      (c) not                      (d) recognize  
(e) everything              (f) as

