



英 語 問 題

はじめに、これを読むこと。

1. この問題用紙は、17 ページある。ただし、ページ番号のない白紙はページ数に含まない。
2. 解答用紙に印刷されている受験番号が正しいかどうか、受験票と照合し、確認すること。
3. 解答用紙の所定の欄に氏名を記入すること。
4. 解答は、すべて解答用紙の所定の欄にマークするか、または所定の欄に記入すること。
5. 解答は、必ず鉛筆またはシャープペンシル(いずれも HB・黒)で記入しなさい。
6. 訂正は、消しゴムできれいに消し、消しくずを残さないこと。
7. 解答用紙は、絶対に汚したり、折り曲げたりしないこと。また所定のところ以外には、絶対に記入しないこと。
8. 問題に指定された数より多くマークしないこと。
9. 解答用紙は、持ち帰らないこと。
10. この問題用紙は、必ず持ち帰ること。
11. この試験時間は、80 分である。
12. 解答をマークする場合の注意。

(マーク記入例)

良い例	悪い例
	

[I] 次の英文を読み、設問に答えなさい。

When Shigeru Miyamoto was a child, he didn't really have any toys, so he made his own out of wood and string. He put on performances with homemade puppets and made cartoon flip-books. He pretended that there were magical realms hidden behind the sliding shoji screens in his family's little house. There was no television. His parents were (あ) modest means but hardly poor. This was in the late 1950s and early 1960s, in the rural village of Sonobe, about thirty miles northwest of Kyoto, in a river valley surrounded by wooded mountains. As he got older, he wandered farther away from home, (い) foot or by bike. He explored a bamboo forest behind the town's ancient Shinto shrine and cut his way through the cedars and pines on a small mountain near the junior high school. One day, when he was seven or eight, he came (う) a hole in the ground. He peered inside and saw (え) but darkness. He came back the next day with a lantern and squeezed through the hole and found himself in a small cavern. He could see that passageways (A) to other chambers. Over the summer, he kept returning to the cave to marvel at the dance of the shadows on the walls.

Miyamoto has told variations on the cave story a few times over the years, in order to emphasize the extent to which he was surrounded by nature as a child, and also to claim his youthful explorations as a source of his aptitude and enthusiasm for inventing and designing video games. The cave has (B) a misty but indispensable part of his legend, much like the cherry tree is to George Washington. It is also a good way to think about his games, or, for that matter, anyone else's. It flatters a vacant-eyed kid with a joystick⁽¹⁾ (to say nothing of the grown-ups who have bought it for him or sold it to him) to think of himself, spiritually, as a fearless cave explorer. The cave, certainly, is an occasion for easy irony: the man who has perhaps done more than any other person to entice generations of children to spend their playtime indoors,⁽²⁾

in front of a video screen, happened to develop his peculiar talent while playing outdoors, at whatever amusements or mischief he could gather. Of course, no one in the first wave of video-game designers could have learned the craft by playing video games, (お) video games didn't exist until people like Miyamoto invented them. Still, there may be no more vivid example of the conversion of innocent spontaneity into structured, commercialized and stationary technological simulation than that of Miyamoto, the rural explorer turned legendary game creator.

In his games, Miyamoto has always tried to re-create his childhood wonderment, if not always the actual experiences that gave rise to it, since the experiences themselves may be harder to come by in a paved and partitioned ⁽⁶⁾ world. "I can still recall the kind of sensation I had when I was in a small river, and I was searching with my hands beneath a rock, and something hit my finger, and I noticed it was a fish," he told me one day. "That's something that I just can't express in words. It's such an unusual situation. I wish that children nowadays could have similar experiences, but it's not very easy."

Fishermen have a saying, in (か) to the addictive sensation of a fish hitting your line: "The tug is the drug." Gamers, as video-game players are known, thrill to "the pull," that mysterious ability that good games have of making you want to play them, and keep playing them. ⁽⁷⁾ The pull used to extract one coin after another from your pockets. Then it became a force that pinned you to a couch. Later, it got your entire family to play together in the living room. Whatever the interface, a great game invites and rewards ⁽⁸⁾ obsession, and Miyamoto's games are widely considered to be (き) the greatest. He has been called the father of modern video games. The best known, and most influential, is Super Mario Brothers, which debuted a quarter of a century ago and, depending on your point of view, created an industry or revived an inactive one. It produced dozens of sequels. Miyamoto has designed or (C) the development of many other big hits, such as *The*

Legend of Zelda series². Their success, in both commercial and cultural terms, suggests that he has an outstanding feel for the pull, that he is a master of play — of its components and poetics — in the way that Walt Disney, to whom he is often (D), was of sentiment and wonder. Certainly, in Mario, the cheerful character who sets off on fantastic adventures in the Mushroom Kingdom to rescue the Princess, Miyamoto created a folk hero — gaming's first — with as great a reach as Mickey Mouse's.

語注 1 joystick : レバーがついたゲームのコントローラー

2 *The Legend of Zelda* series : 『ゼルダの伝説』シリーズ(任天堂の人気アドベンチャーゲームのシリーズ)

問 1 空欄(あ)~(き)に入る最も適切な語を1つずつ選び、その番号をマークしなさい。

- | | | | | |
|-----|--------------|--------------|-----------|-------------|
| (あ) | 1 at | 2 by | 3 in | 4 of |
| (い) | 1 at | 2 in | 3 on | 4 with |
| (う) | 1 across | 2 from | 3 off | 4 up |
| (え) | 1 anything | 2 everything | 3 nothing | 4 something |
| (お) | 1 afterwards | 2 by | 3 since | 4 therefore |
| (か) | 1 addition | 2 contrast | 3 order | 4 reference |
| (き) | 1 among | 2 around | 3 far | 4 on |

問 2 空欄(A)~(D)には、以下の動詞のいずれかが入る。それぞれに最も適切なものを選び、必要な場合は文意が通るように語形を変えて解答欄に記しなさい。

become compare lead oversee

問 3 下線部(1)～(8)について、最も適切なものを1つ選び、その番号をマークしなさい。

(1) flip-books を説明する以下の文中で、[]内の①～④を並べ替えると、3番目にくるものはどれか。

A flip-book is a small book [① a series of images ② consisting of ③ of continuous movement ④ that give the illusion] when the edges of the pages are flipped quickly.

(2) この marvel に最も意味が近いのは

1 arrive 2 glance 3 sing 4 wonder

(3) この aptitude に最も意味が近いのは

1 courage 2 option 3 talent 4 utility

(4) この indispensable に最も意味が近いのは

1 delicate 2 essential
3 familiar 4 informative

(5) この easy irony が示す内容の説明として最も適当なものは

- 1 多くの子供を室内のテレビゲームに駆り立てた男が、実は屋外での遊びの経験からゲーム制作の才能を磨いていたこと。
- 2 大人が屋外で遊ぶようになってきた一方で、子供は何世代にもわたってゲームに夢中になってしまったこと。
- 3 子供たちのために誰よりも貢献してきた男が、その才能をゲーム制作ではなく屋外での遊びに費やしてしまったこと。
- 4 多くの子供を室内のテレビゲームに熱中させた大人が、たまたま屋外での遊びやいたずらの才能に恵まれていたこと。

(6) この a paved and partitioned world とは

1 都会の生活空間 2 田園の風景
3 子供の遊び場 4 仮想世界

(7) この the pull とは

- | | |
|------------------|-----------------|
| 1 the attraction | 2 the gratitude |
| 3 the retreat | 4 the secret |

(8) この rewards obsession とは

- 1 夢中になるのがばかばかしくなる
- 2 虜になってしまうだけのことはある
- 3 ゲームの仮想世界が頭にこびりついて離れない
- 4 ゲームをしなければという強迫観念にとらわれる

問 4 以下の各群について、本文の内容と一致するものを1つ選び、その番号をマークしなさい。

A群

- 1 Miyamoto was born and raised in a very poor family.
- 2 Miyamoto cut down a bamboo forest near the junior high school.
- 3 Miyamoto fell into holes often in his youth.
- 4 Miyamoto loved to explore the dark cave.

B群

- 1 Miyamoto's cave story was so fascinating that many kids wanted to play with a joystick.
- 2 The first wave of video-game designers made better use of their childhood experiences than Miyamoto did to create games.
- 3 Good games never cause problems between gamers and their families.
- 4 Miyamoto's early success contributed to the game industry's popularity.

C群

- 1 Miyamoto created Mario as his childhood hero.
- 2 *The Legend of Zelda* gained popularity at the cultural level.
- 3 Miyamoto showed little respect for Walt Disney's creations.
- 4 Mickey Mouse was not a folk hero.

〔Ⅱ〕 次の英文を読み、設問に答えなさい。

Everyone has small memory lapses and this is perfectly normal. However, sometimes as people get older they begin to notice these lapses a (あ) more because they start to worry that there may be something wrong with them. It is peculiar but people just do not seem to pay (い) attention to little errors in memory until they reach a certain age. There is a very good reason for this and that is mainly because so many people are worried about things like early signs of Alzheimer's disease¹ and other such conditions as they age. A good percentage of the time people find, through a series of small memory tests, that their lapses are no worse than what the average person has and this helps ease their mind. There are so many causes of memory loss that it is hard to determine whether or not your memory has suffered or whether or not your short lapses are normal.⁽¹⁾ There is also a difference between forgetting where you left your car keys and forgetting the name of your best friend when you were growing up.

[ア]

There are a multitude of issues that can affect a person's memory. Head injuries and tumors can cause a person to become forgetful. In addition, there are a number of diseases which can cause your memory to fade significantly. Among these conditions are Parkinson's disease², Alzheimer's disease, epilepsy³ and (う) others that have an effect on the brain or nervous system. Stress and anxiety also play major roles in causing people to forget bits and pieces of things that should be easy for them to remember. For example, a person who is suffering from high levels of stress may find that they have a tendency to totally forget things like appointments and obligations. Many times this is due to an overload of responsibilities.

[イ]

Another major problem that people seem to be experiencing in this age of modern technology is that there does not seem to be (え) of a reason to remember things like phone numbers as most of us have them neatly saved in our cell phones under contacts. Some people remember the days when you (A) to memorize a phone number in order to make a phone call. That is not the case anymore and as a result it seems that people have stopped using their memory skills in (お) of their everyday tasks. The same can be said of all kinds of things such as scheduling appointments. Today if we have an important appointment we have computer software and email programs that alert us. This means we do not even have to remember to check our appointment books anymore. These things do take a toll on our memory as we do not use it nearly as much as people did in past years.

[ウ]

There are many software programs that have been (B) with a number of memory tests and quizzes, as well as exercises to improve memory. Some of these software programs are more expensive than others and some are more effective. For people who enjoy playing on the computer these programs are excellent tools in helping someone realize whether or not they are actually suffering from a memory problem or whether they are simply rusty and need a bit of improvement. The best way to find the ideal memory testing software is to start with some of them that offer free trials. Another way to decide which memory testing software would be best for you is to check out some software reviews on the different programs that are available out there. A simple internet search will reveal quite a (か) memory testing programs.

[工]

When we were children we played games like concentration and Simon⁴. Concentration was played by using cards that had pictures on them and (C) them facedown. Each player would have a turn turning over a picture and then trying to guess where the match was. The idea was to get to the point where you had all of the pictures and their locations memorized, making it easier to turn over the matching cards and win the game. Most people stop playing those kinds of games by the time they go to high school as they consider them children's play. The truth of the matter is that these games are quite effective in helping an adult determine just how sharp his/her memory really is. You do not have to go out to your local toy store to find these games. There are (き) versions available online that you can play to test your memory.

Memory testing games are also great tools to help you sharpen your memory. The more you play them the more you use the part of the brain that stores memories. You might also try doing things like memorizing some of your phone contacts and manually dialing them instead of (D) a button and automatically dialing them. Another good way of improving your memory is to try and recall as many details as possible about a specific time in your life. For example, try remembering 10 distinct details from a special event such as a birthday party you have had in the past. It is also a good idea to play games like the alphabet game in which you go down the alphabet naming as many things as you can think of that start with each letter, such as states or countries. The best way to boost your memory is to work it out every day in the same way you would a muscle group with physical exercise. Your memory will remain sharper for a longer period of time if you try and use it as much as possible to help keep it fresh.

- 語注 1 アルツハイマー病。認知症の一型。大脳皮質が萎縮し、記憶と認知の障害が生じる。
- 2 パーキンソン病。大脳内部の変成により、徐々に歩行困難などの症状の現れる難病。
- 3 癲癇^{てんかん}。発作的に起こる意識障害と全身の痙攣^{けいれん}を主症状とする脳の機能障害。
- 4 記憶力を競う電子ゲーム機。色分けされたボタンが発光する。

問 1 空欄(あ)～(き)に入る最も適切な語をそれぞれ1つ選び、その番号をマークしなさい。同じ語を何度選んでもよい。

- 1 few 2 little 3 many 4 much

問 2 空欄(A)～(D)には、以下の動詞のいずれかが入る。それぞれに最も適切なものを選び、必要な場合は文意が通るように語形を変えて解答欄に記しなさい。

have hit place write

問 3 空欄[ア]～[エ]には、各パラグラフの表題が入る。最も適切なものをそれぞれ1つ選び、その番号をマークしなさい。

- 1 A Great Number of Cell Phones
- 2 Memory Damaging Diseases
- 3 Memory Testing Games
- 4 Memory Testing Software
- 5 Modern Technology and Its Effect on Our Memory
- 6 Reasons for Memory Loss

問 4 下線部(1)~(8)について、最も適切なものをそれぞれ1つ選び、その番号をマークしなさい。

(1) your memory has suffered とは

- 1 your memory has endured
- 2 your memory has still been working
- 3 your memory is damaged.
- 4 your memory was refreshed

(2) That is not the case anymore とは

- 1 More people today are too old to remember even a single phone number
- 2 People do not have the ability to remember a phone number any longer
- 3 People no longer have to memorize a phone number to make a call
- 4 Some people used to compete with one another by memorizing as many phone numbers as they could

(3) that alert us とは

- 1 that we ought to buy
- 2 that we should be careful
- 3 which let us know
- 4 which we can buy

(4) they are simply rusty とは

- 1 they are just awfully damaged
- 2 they are merely not as good as they used to be
- 3 they have clearly been out of order
- 4 they have only been training themselves

(5) that are available out there とは

- 1 that are distributed through local stores
- 2 that are sold in the open air
- 3 which you can easily obtain
- 4 which you can submit online

(6) concentration とは

- 1 ババ抜き
- 2 ポーカー
- 3 七並べ
- 4 神経衰弱

(7) The idea とは

- 1 The goal
- 2 The motto
- 3 The opinion
- 4 The thought

(8) この that と同じ使い方をする that を含むものは

- 1 People find, through a series of small memory tests, that their lapses are no worse than what the average person has.
- 2 There is a very good reason for this and that is mainly because so many people are worried about things like early signs of Alzheimer's disease.
- 3 There are so many causes of memory loss that it is hard to determine whether or not your short lapses are normal.
- 4 1～3のいずれでもない。

問 5 以下の各群について、本文の内容と一致するものを1つ選び、その番号をマークしなさい。

A群

- 1 Brain diseases always harm your memory as you grow older.
- 2 Older people should not necessarily worry if they forget where they have left their car keys.
- 3 People who lead stress-free lives will never forget things they should be able to remember easily.
- 4 Small memory tests should be given to older people when they have forgotten important appointments.

B群

- 1 Cell phones are so reliable in storing contact information that you do not have to remember anything whatsoever.
- 2 Memory testing games will help you sharpen your memory.
- 3 Some games like concentration and Simon available online are not useful in improving children's memory.
- 4 You can improve your memory by creating new video games.

問 6 本文で使われている次の(1)~(4)の単語について、英米の標準的な発音で最も強く発音する音節の母音が同じものをそれぞれ1つ選び、その番号をマークしなさい。

(1) alphabet

1 automatically

2 everyday

3 software

4 technology

(2) determine

1 memory

2 perfectly

3 suffer

4 trial

(3) injuries

1 consider

2 improving

3 peculiar

4 worried

(4) percentage

1 available

2 idea

3 memorize

4 person

- 〔Ⅲ〕 以下の文章で空白になっている(A)～(F)には、下の1～6の段落が入る。それらを最も適切な順に並べ替えた場合、(A)～(F)にはどれが入るか、それぞれの番号をマークしなさい。

A woman was getting a homemade apple pie ready to put into the oven when the phone rang. It was the school nurse. The woman's son had come down with a high fever and needed picking up from school. The mother calculated how long it would take to drive to school and back, and how long the pie should bake for, and guessed she would be back before the pie needed lifting out of the oven. So she popped the pie into the oven and left for school. However, when she arrived, her son's fever was worse and the nurse urged her to take him to the doctor.

(A)

(B)

(C)

(D)

(E)

(F)

He stepped back and said: "Actually no, madam, I'm not a good boy. I just got out of prison yesterday."

With this, the woman hugged him even tighter. "Thank you, Lord!" she cried. "You sent me a professional!"

- 1 Within a few seconds he had used the hanger to force his way into her car. All it took was a couple of twists. She was so grateful that she threw her arms around him and said: "The Lord sent you! You're such a good boy."

- 2 As she wiped away her tears, she saw a young man climb out of a dirty old car. Seizing the moment, she ran over to him, held out the wire coat hanger and asked: "Do you know how to get into a locked car with one of these?"

He stared at her for a moment, took the hanger from her hand and asked: "Where's the car?"

- 3 At the shopping mall she found a pharmacy, collected the prescription, and rushed back to the car, only to find it locked. In her haste, she had forgotten to remove her keys, and now they were locked inside the car.

- 4 She began searching the mall for a wire coat hanger so that she could break into the car, but all of the shops seemed to stock only wooden or plastic hangers. Eventually, at the fifteenth store she tried, she found a wire hanger. It was only when she hurried out of the mall towards the parking lot that she realized she had no idea how to unlock the door with the hanger. Then she remembered the pie in the oven.

- 5 She drove to the clinic as fast as she dared, her nerves beginning to fray. After examining the boy, the doctor told her to get him to bed immediately and gave her a prescription for some medicine. By the time she got her son home and in bed and headed out again for the shopping mall, she was not only frayed, but frustrated and frantic as well. And she had forgotten all about the pie in the oven.

6 All of the frustrations of the past hour suddenly came flooding over her and she sank to her knees, bursting into tears. Looking up to the heavens, she prayed: "Dear Lord, my boy is sick and he needs medicine, and my pie is in the oven, and the keys are locked in the car, and I don't know what to do with this coat hanger! Dear Lord, send somebody who knows what to do with it, and I really need that person NOW."