# I 英語問題

## 注 意

- 1. 試験開始の指示があるまでこの問題冊子を開いてはいけません。
- 2. 解答用紙はすべてHBの黒鉛筆またはHBの黒のシャープペンシルで記入することになっています。HBの黒鉛筆・消しゴムを忘れた人は監督に申し出てください。 (万年筆・ボールペン・サインペンなどを使用してはいけません。)
- 3. この問題冊子は20ページまでとなっています。試験開始後,ただちにページ数を確認してください。なお、問題番号はI~Vとなっています。
- 4. 解答用紙にはすでに受験番号が記入されていますので、出席票の受験番号が、あなたの受験票の番号であるかどうかを確認し、出席票の氏名欄に**氏名**のみを記入してください。なお、出席票は切り離さないでください。
- 5. 解答は解答用紙の指定された解答欄に記入し、その他の部分には何も書いてはいけません。
- 6. 解答用紙を折り曲げたり、破ったり、傷つけたりしないように注意してください。
- 7. この問題冊子は持ち帰ってください。

#### マーク・センス法についての注意

マーク・センス法とは、鉛筆でマークした部分を機械が直接よみとって採点する方法です。

- 1. マークは、下記の記入例のようにHBの黒鉛筆で枠の中をぬり残さず 濃くぬりつぶしてください。
- 2. 1つのマーク欄には1つしかマークしてはいけません。
- 3. 訂正する場合は消しゴムでよく消し、消しくずはきれいに取り除いてください。

マーク記入例: A 1 2 3 4 5 (3と解答する場合)

I 。 次の文を読み,下記の  $1\sim 10$  それぞれに続くものとして,本文の内容ともっともよく 合致するものを,各  $1\sim 10$  子の選び,その記号を解答用紙の所定欄にマークせよ。

Is the Internet ruining our ability to remember facts? If you've ever reached for your smartphone to help you remember a simple fact that momentarily escapes you (the location of the United Nations headquarters?—New York City!), then you've probably wondered if our dependence on the Internet and digital gadgets to remember things might slowly be weakening our human capacity for memory. As even more powerful search engines and types of digital storage emerge, these worries are sure to grow.

Yet research suggests that digital devices aren't harming our memory after all. Rather, what's happening is that we've begun to fit these machines into an age-old technique we evolved thousands of years ago—"transactive memory," the practice of storing information in the *people* around us. Needless to say, humans have long stored knowledge in a variety of books and documents. But when it comes to quickly retrieving information on the fly, all day long, and quickly? For that we rely on something much more immediate: other people. And now we've begun to treat search engines and smartphones the way we've long treated our family, friends, and workmates: as handy devices we use to compensate for our poor ability to remember details.

Harvard psychologist Daniel Wegner and his colleagues first began to systematically explore transactive memory back in the 1980s. Wegner noticed that partners often divide up memory tasks. The husband knows the in-laws' birthdays and where the spare light bulbs are kept; the wife knows the bank account numbers and how to program the DVD recorder. If you ask the husband for his bank account number, he'll shrug. If you ask the wife for her sister-in-law's birthday, she can never remember it. Together, they know a lot. Separately, less so.

Wegner suspected this division of labor takes place because we have pretty good "metamemory." We're aware of our mental strengths and limits, and we're good at guessing the memory abilities of others. Hang around a workmate or a romantic partner long enough and you discover that while you're terrible at remembering your corporate meeting schedule, or current affairs in Europe, or how

long a kilometer is relative to a mile, they're great at it. They're passionate about subject X; you're passionate about subject Y. So you each begin to subconsciously delegate the task of remembering that stuff to the other, treating your partner like a notepad or encyclopedia, and your partner does the reverse. In many respects, Wegner noted, people are superior to notepads and encyclopedias, because we're much easier to query: Just yell a question to the person across the room ("Where do we keep the thing that we use for that thing?") and you'll get an answer in seconds. We share the work of remembering because it makes us collectively smarter.

New experiments have supported Wegner's theory. One group of researchers studied older couples who'd been together for decades. When separated and questioned individually about the events of years ago, they'd sometimes stumble on details. But questioned together, they could retrieve them. How? They'd engage in "cross-cueing," tossing clues back and forth until they triggered each other. This is how a couple remembered a show they saw on their honeymoon 40 years previously:

F: And we went to two shows, can you remember what they were called?

M: We did. One was a musical, or were they both? I don't ... no ... one ...

F: John Hanson was in it.

M: Desert Song.

F: Desert Song, that's it, I couldn't remember what it was called, but yes, I knew John Hanson was in it.

M: Yes.

They were, in a sense, Googling each other. Other experiments have produced similar findings. In one, people were trained in a complex task—assembling an AM/FM radio—and tested a week later. Those who'd been trained in a group and tested with that same group performed far better than individuals who worked alone; together, they recalled more steps and made fewer mistakes. In another experiment, researchers followed 209 undergraduates in a business course as they assembled into small groups to work on a semester-long project. At the end of the semester the groups were given a memory test, and the groups that scored

highest were those whose members most relied on each other to recall information, that is, the groups that used transactive memory. The transactive groups didn't just remember better, they also analyzed problems more deeply, developing a better grasp of underlying principles.

We don't remember in isolation—and that's a good thing. "Quite simply, we seem to record as much outside our minds as within them," as Wegner has written. "Couples who are able to remember things transactively offer each other access to a far wider range of information than they would otherwise command." These are, as Wegner describes it in a lovely phrase, "the thinking processes of the intimate "dyad."

And as it turns out, this is what we're doing with Google and our other digital tools. We're treating them like friends with good memories who are ready at hand. Our "intimate dyad" now includes a silicon brain. Just as we learn through transactive memory who knows what in our families and offices, we are learning what the computer "knows" and the importance of attending to where we can locate information in our computer-based memories.

This is not to say that we no longer need to memorize things, however. For civic, cultural, and practical reasons, a society requires shared bodies of knowledge. And on an individual level, it's still important to slowly study and deeply retain information, not least because creative thought—those breakthrough ahas!—come from deep and often unconscious meditation, your brain going over the contents of all the learning inside.

But we can stop worrying that our digital gadgets are stealing away our ability to remember. We've stored a huge chunk of what we "know" in people around us for ages. But we rarely recognize this because we prefer our self-image as isolated. \*Cartesian brains. Novelists in particular love to extol the virtues of the solitary mind; this is natural, because their job requires them to sit in a room by themselves for years on end. But for most of the rest of us, we think and remember socially. We're dumber and less mentally quick if we're not around other people and, now, other machines.

\*\*\* Cartesian:哲学者デカルトの

<sup>\*</sup>dvad:二者関係

- 1. The underlined word worries (paragraph 1) refers to
  - 1. how our memory ability might change as we grow older.
  - □. how much we can rely on digital storage for our memories.
  - ). how the use of the Internet will affect human memory.
  - =. how digital search engines will change in the future.
- 2. The passage suggests all the following about transactive memory EXCEPT that it is
  - a focus of research in contemporary psychology.
  - ☐. possible to experience with digital devices.
  - 1. especially useful for quick retrieval of information.
  - =. a new phenomenon in human behavior.
- 3. Metamemory can be described as
  - 1. the ability to remember things we are passionate about.
  - ☐. awareness of our own memory capacity and that of others.
  - 1. the tendency to expect other people to remember things for us.
  - =. memories that we share with friends and relatives.
- 4. The author gives the example of a couple remembering their honeymoon in order to show how transactive memory
  - 1. allows people to access more information.
  - ☐. takes many years to acquire.
  - 1). works best with memories from long ago.
  - =. is not always reliable.
- 5. The main purpose of the experiments described in paragraph 6 was to examine
  - 1. how people learn to use transactive memory.
  - $\Box$ . why some people prefer to learn by themselves.
  - 1. whether transactive memory enhances learning.
  - =. what kinds of people are most suited to group activity.

ハ. forget.					
=. know.					
7. The passage suggests that creativity is					
. based on a combination of learned knowledge.					
. less important to society than it used to be.					
. something that computers are capable of.					
not needed to make use of the Internet.					
8. The underlined word "extol" (paragraph 10) is closest in meaning to					
. investigate.					
ロ. praise.					
?. protect.					
=. question.					
9. The author would most likely agree that					
1. transactive memory is a difficult subject to study scientifically.					
u. even with the Internet, people use their memories as much as before.					
). in the future, human memory will become less and less important.					
=. it was thanks to the Internet that scientists discovered transactive memory.					
10. The most appropriate title for this passage is					
. Practical Techniques for Improving Memory.					
Does Human Memory Have Any Limits?					
11. Memory Technology in Modern Society.					
=. Is Google Damaging Our Memory?					

6. The underlined word "command" (paragraph 7) is closest in meaning to

1. analyze.□. dominate.

Few countries have been moving toward a cashless society as fast as Sweden, but cash is being squeezed out so quickly (with half the nation's retailers predicting they will stop accepting bills before 2025) that the government is recalculating the societal costs of a cash-free future. The financial authorities, who once embraced the trend, are asking banks to keep handling notes and coins until the government can figure out what going cash-free means for young and old consumers. The central bank, which predicts cash may fade from Sweden, is testing a digital currency—an e-krona—to keep firm control of the money supply. Lawmakers are exploring the fate of online payments and bank accounts if an electrical network fails or servers are interrupted by power failures, hackers, or even war.

"When you are where we are, it would be wrong to sit back with our arms crossed, doing nothing, and then just take note of the fact that cash has disappeared," said Stefan Ingves, the governor of Sweden's central bank, known as the Riksbank. "You can't turn back time, but you do have to find a way to deal with change."

Ask most people in Sweden how often they pay with cash, and the answer is "almost never." A fifth of Swedes, in a country of 10 million people, do not use ATMs anymore. More than 4,000 Swedes have implanted microchips in their hands, allowing them to pay for rail travel and food, or enter keyless offices, with a wave. Restaurants, buses, parking lots, and even pay toilets depend on clicks rather than cash.

Consumer groups say the shift leaves many retirees—a third of all Swedes are 55 or older—as well as some immigrants and people with disabilities at a disadvantage. They cannot easily gain access to electronic means for some goods and transactions, and rely on banks and their customer service. And the progress toward a cashless society could upset the state's centuries-old role as official guarantor. If cash disappears, commercial banks would have greater control. "We need to pause and think about whether this is good or bad, and not just sit back and let it happen," said Mats Dillén, the head of a Swedish Parliament committee

studying the matter. "If cash disappears, that would be a big change, with major implications for society and the economy."

Urban consumers worldwide are increasingly paying with apps and cards. In China and other Asian countries full of young smartphone users, mobile payments are routine. In Europe, about one in five people say they rarely carry money. In Belgium, Denmark, and Norway, debit and credit card use has hit record highs. But Sweden—and particularly its young people—is at the <u>vanguard</u>. Bills and coins represent just 1 percent of the economy, compared with 10 percent in Europe and 8 percent in the United States. About one in 10 consumers paid for something in cash this year, down from 40 percent in 2010. Most merchants in Sweden still accept notes and coins, but their ranks are thinning. Among 18- to 24-year-olds, the numbers are startling: Up to 95 percent of their purchases are with a debit card or a smartphone app called Swish, a payment system set up by Sweden's biggest banks.

Ikea, whose furniture is common in young households, has been experimenting to measure the appeal and effect of cashless commerce. In Gavle, about 100 miles north of Stockholm, managers decided to go cashless temporarily last month after they realized that fewer than 1 percent of shoppers used cash—and Ikea employees were spending about 15 percent of their time handling, counting, and storing money. Patric Burstein, a senior manager, said the cashless test had freed employees to work on the sales floor. So far, around 1.2 of every 1,000 customers have been unable to pay with anything but cash—and mainly in the cafeteria, where people tend to spend change. Rather than bother with bills, Ikea has been offering those customers free items. "We said, 'If you want a 50-cent hot dog, be my guest, take it. But next time maybe you can bring a card,'" said Mr. Burstein, who is 38. The test so far suggests that cash is not essential and, instead, may be costly. "We're spending a lot of resources on a very small percentage that actually need the service," he said.

The nearby branch of the Swedish National Pensioners Organization has led protests against the experiment, in part, because many retirees like to go to the Gavle Ikea for a bite to eat. "We have around one million people who aren't comfortable using the computer, iPads, or iPhones for banking," said Christina Tallberg, 75, the group's national president. "We aren't against the digital

movement, but we think it's going a bit too fast."

The organization has been raising money to teach retirees how to pay electronically, but, paradoxically, that good effort has been tripped up by an abundance of cash. When collections for training are taken in rural areas—and the seniors donate in cash—the pensioner in charge must drive miles to find a bank that will actually take the money, Ms. Tallberg said. About half of Sweden's 1,400 bank branches no longer accept cash deposits. "It's more or less impossible, because the banks refuse to take cash," she said.

Banks have pushed the cashless revolution by encouraging consumers and retailers to use debit and credit cards, which yields banks and credit card companies profitable fees. That includes the bank-developed Swish smartphone app. Sweden's banks have cut back on cash in part for safety reasons after a series of violent robberies in the mid-2000s. The national consciousness is marked by an infamous helicopter robbery in Vastberga in 2009, when thieves landed on the roof of a G4S cash service center and stole millions—a drama now being turned into a Netflix film. Last year, only two banks were robbed, compared with 210 in 2008.

In recent years, banks have removed cash machines by the hundreds. So little cash is used now that it has become expensive to track and maintain, said Leif Trogen, an official at the Swedish Bankers' Association. There are two proposals by the Swedish authorities to keep cash at hand. Parliament wants just the biggest banks to handle cash. The central bank is holding out for all banks to keep money flowing. Swedbank, SEB, and other big Swedish financial institutions are fighting the lawmakers' demands, saying it would place an <u>undue</u> burden on them to provide greater access. "The demand for cash is decreasing at an ever faster pace," Mr. Trogen said. "Therefore, it is fundamentally wrong to legislate to influence the demand for cash."

The central bank has plans to roll out a pilot version next year of a new type of Riksbank money—the digital krona, or e-krona—that could replace physical cash or at least help solve the current cash problem. An e-krona would mean that the functions of a currency backed by the state would remain, even in an all-digital world that is fast approaching. Christine Lagarde, managing director of the International Monetary Fund, noted last week that several central banks were

"seriously considering" digital currencies. "While the case for digital currency is not universal, we should investigate it further—seriously, carefully, and creatively," she said. Mr. Ingves, the central bank governor, said, "This is not a war on cash, but no one has argued that this evolutionary motion is going to stop."

- 1. Government authorities in Sweden
  - 1. have never supported a cashless society.
  - □. predict that cash will disappear from Sweden by 2025.
  - 1). no longer wish to guarantee the value of Swedish bills and coins.
  - =. are trying to slow down the move toward a cashless society.
- 2. The passage mentions all the following problems with a cashless society EXCEPT that
  - commercial banks will have more control over the economy.
  - □. young people will spend their money too freely and go into debt.
  - 1). many retirees still prefer to use cash for their purchases.
  - =. online bank accounts can be affected by electrical power failures.
- 3. The underlined word "vanguard" (paragraph 5) is closest in meaning to
  - イ. front.
  - □. middle.
  - ハ. moment.
  - 二. position.
- 4. The passage suggests that one reason Ikea is moving toward cashless commerce is that
  - Ikea employees prefer to be on the sales floor.
  - □. it's cheaper than having customers use cash.
  - 1. the cafeteria has started to offer free food.
  - =. fewer young people are visiting the store.

- 5. The Swedish National Pensioners Organization opposes
  - 1. the distribution of free food in Ikea's cafeteria.
  - □. the use of the Internet in business dealings.
  - 1. Ikea's move toward cashless commerce.
  - =. the use of cash deposits in Sweden's banks.
- 6. The author gives the example of the 2009 robbery in Vastberga to show why
  - 1. automated cash machines are better than banks for holding cash.
  - □. even digital currency is not safe from criminal activity.
  - 1. too much reliance on debit and credit cards puts banks at risk.
  - =. many Swedish people associate cash with the possibility of robbery.
- 7. The underlined word "undue" (paragraph 10) is closest in meaning to
  - 1. appropriate.
  - □. emotional.
  - ハ. excessive.
  - 二. unstable.
- 8. The central bank wants to introduce the e-krona because a digital currency would
  - allow it to keep control over the money supply.
  - ☐. stimulate the economy and create new jobs.
  - ). help support the demand for physical cash.
  - =. bring Sweden in line with the global economy.
- 9. One theme of the passage is that
  - 1. the young generation in Sweden does not appreciate the value of money.
  - $\ensuremath{\square}$  . the move to a cashless economy may cause new social problems.
  - 1. Sweden should learn from the economic experience of other countries.
  - =. bills and coins provide a necessary source of stability for the economy.

- 10. The most appropriate title for this passage is
  - $\ensuremath{\checkmark}$  . The Buying Habits of Swedish Consumers.
  - $\ensuremath{\square}$  . How Digital Currency Will Affect the World Economy.
  - 八. Sweden's Shift Toward a Cashless Society.
  - =. Why Bills and Coins Will Never Disappear.

- - 1. Either Michael or David will provide us with this valuable time to serve on our committee.
  - 2. While I <u>appreciate</u> his efforts to ensure that the concert is a success, his activities are conflict with my intention to give the musicians the flexibility they require.
  - 3. The ten richest men in only one country  $\frac{\text{have}}{4}$  assets worth more  $\frac{\text{over}}{\Box}$  the combined assets of the sixty poorest countries  $\frac{\text{in}}{\Xi}$  the world.
  - 4. The farmer shouldn't have been so careless as  $\frac{as}{\Box}$  to leave the door of the greenhouse unlocked when she is going to bed.
  - 5. At the Employment Office, I <u>was given</u> a form to <u>fill in</u> and <u>spoken</u> to come back a few days <u>later</u> for a full interview.
  - 6. As a primary school teacher with responsibility for sports lessons, Mary is anxious to providing all her pupils the best possible advice.

- 7. The real issue is  $\frac{\text{what}}{4}$  this kind of research explores ideas  $\frac{\text{which are}}{\Box}$  well known  $\frac{\text{but}}{\Box}$  difficult for most people to understand.
- 8. When considering the merit of this argument, you have to bear on mind the unique nature of the problem we are dealing with. =
- 9. The driver was questioned by the police for four hours and made wait for another four hours and then told he could go.  $\equiv$
- 10. It is  $\underline{\text{no good}}$  insisting that  $\underline{\text{you've had}}$  nothing  $\underline{\text{at all}}$  to  $\underline{\text{do to}}$  the series of accidents that have occurred lately.

 $\mathbf{W}$ . 次の空所 $(1)\sim(5)$ を補うのにもっとも適当なものを、それぞれ対応する各イ〜ニから 1つずつ選び、その記号を解答用紙の所定欄にマークせよ。

## A. A new guitar

Bill: Hey, check out my new guitar. I just picked it up yesterday.

Ted: Wow, beautiful instrument! But, how did you pay for it? I thought you were broke.

Bill: I didn't buy it, I'm just renting it. It's only 50 dollars a month. ( 1 ).

I'm still planning to pay back the money you gave me last week.

Ted: You'd better. Otherwise I'll have to find someone to lend me some money... because now I'm broke!

- (1) 1. Well, that's an important part of it
  - □. Then, there's nothing to talk about
  - 1). That's really the best I can say
  - =. So, don't worry about it

#### B. About a video game

Mabel: Did you complete the video game? You know, the horror robot one?

Dipper: Horror robots? No, Mabel. It's called "Ghost in the Machine."

Mabel: Anyway... did you finish it? (2).

Dipper: No, I gave up. It was making my brain hurt. Plus, I'm not that interested in video games.

- (2) イ. It's a special part of the machine
  - □. We really need to decide what to do
  - 1. I really want to hear what you thought
  - =. You can't remember how it will turn out

### C. About a drawing

Art: Do you think that my drawing looks like a real mouse, or is it too cartoonish?

Francoise: Hmm. The nose is rather big, but it's still a pretty interesting image.

Art: Should I make the nose smaller? I don't want it to look like a character from a comic book.

Francoise: Don't worry about being realistic. ( 3 ). An image with emotion is always more powerful than an image that just pretends to be a photograph.

- (3) 1. Try to express some feeling for your subject
  - ☐. You should make your drawing look typical
  - 1. I would make the mouse's body a little bigger
  - =. Mice can be very difficult to take care of

#### D. A conversation between roommates

Takeshi: Are you going out?

Salome: Yes. I'm meeting some friends downtown for dinner. Do you want to go?

Takeshi: I'd like to go with you, but I have to write a report. It's due tomorrow.

Salome: Oh, well. If you can manage to join us later, (4).

Takeshi: OK, I will. Have fun!

- (4) 1. it's going to be the last chance
  - □. try not to forget about it
  - 1). just give me a call
  - =. everyone will be waiting

## E. Discussion about a haircut

Wayne: What do you think of my new haircut?

Garth: Wow! What happened? Did you get attacked?

Wayne: (5) Actually, I'm quite pleased with my new look.

Garth: Well, it should be perfect for Halloween. Especially if you dress up as a

zombie.

Wayne: Thanks. I will never ask for your opinion again.

(5) イ. So, you like it?

 $\Box$ . Is it that bad?

ハ. It will grow soon.

=. Yes, it's true.

V. 次の空所(1)~(5)を補うのにもっとも適当なものを、それぞれ対応するイ〜ニから1 つずつ選び、その記号を解答用紙の所定欄にマークせよ。

Although history does not exactly record the origin of the chocolate chip cookie, we can be certain that there was no such thing prior to 1847. Before that time, chocolate existed only as a liquid or a powder, ( 1 ) as a solid.

The route to the chocolate chip cookie began in Mexico around 1000 BC. The Aztecs brewed a chocolate ceremonial drink, xocoatl, meaning "bitter water," made from ground cocoa beans. In the Nahuatl dialects of Mexico, xocoatl became chocolatl. Spaniards introduced the New World drink to Europe, (2) chocolate remained a beverage until 1828. That year, C. J. Van Houten discovered the cocoa bean's creamy butter while attempting to produce a chocolate powder that would easily mix with milk or water. And in 1847, the British firm of Fry and Sons produced the world's first solid eating chocolate. Chocolate chips became a reality, the cookie a (3).

Legend has it that the first chocolate chip cookies were baked around 1930 at the Toll House Inn, on the outskirts of Whitman, Massachusetts. Built in 1708 as a tollgate for travelers halfway between Boston and New Bedford, the house was purchased in the late 1920s by a New England woman, Ruth Wakefield, and renovated as an inn. In her role of resident cook and baker, Mrs. Wakefield (4) chocolate pieces to her basic butter cookies, creating the Toll House Inn cookie, which would become a national product. For chocolate bits, Mrs. Wakefield laboriously chopped up the Nestlé Company's large Semi-Sweet Chocolate Bar. The company, impressed with her recipe, requested permission to print it on the chocolate bar's wrapper in (5) for providing Mrs. Wakefield with a lifetime supply of free chocolate.

(1)	イ. less	□. more	ハ. not	=. rather
(2)	イ. that	□. what	ハ. when	=. where
(3)	イ. chance	□. fiction	ハ. mystery	=. possibility
(4)	イ. added	□. increased	ハ. replaced	二. took
(5)	イ. comparison	□. exchange	ハ. order	二. place