

英 語

注 意

1. 問題は全部で11ページである。解答用紙は全部で4枚である。
2. 解答用紙に氏名・受験番号を忘れずに記入すること。(ただし、マーク・シートにはあらかじめ受験番号がプリントされている。)
3. 解答はすべて解答用紙に記入すること。(裏面に記入しても採点の対象としない。)
4. 解答用紙は必ず提出のこと。この問題冊子は提出する必要はない。

マーク・シート記入上の注意

1. 解答用紙(その1)はマーク・シートになっている。HBの黒鉛筆またはシャープペンシルを用いて記入すること。
2. 解答用紙にあらかじめプリントされた受験番号を確認すること。
3. 解答する記号・番号の○を塗りつぶしなさい。○で囲んだり×をつけたりしてはいけない。

解答記入例(解答がイのとき)

1	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
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4. 一度記入したマークを消す場合は、消しゴムでよく消すこと。×をつけても消したことになる。
5. 解答用紙をよごしたり、折り曲げたりしないこと。

問題 I 次の英文を読んで、設問に答えなさい。

The first connection of the People's Republic of China with the Internet was established in September 20, 1987 between an institute in Beijing and a German university. Since then, Internet use in China has grown to the largest number of users in the world, amounting to 384 million in 2009. Although this is a large number of people, only about 28 percent of the population in China uses the Internet. This percentage is lower than in Korea, Japan, or the U.S. But it is still much higher than in India or Indonesia, two of the world's most populous countries.

As Internet use in China rises, there have been numerous examples of Internet games becoming a craze. China's hottest craze in Internet games right now is all about farming. Since the game "Happy Farmer" was introduced in 2008, some 78 million people, or roughly 20 percent of China's Internet population, have started playing it or one of its many copies, according to some estimates. Every day, and sometimes several times a day, millions of people log in to the website. They do this to get points doing such seemingly ordinary tasks as clicking on a screen to watch radishes grow on their own small plot of land, and to water, fertilize, weed, and harvest these virtual gardens. As in the popular American version of the game, "Farmville," some players visit other farms and offer to help out. Meanwhile other players creep around the countryside and try to steal vegetables.

The game's success reflects a growing nostalgia for China's traditional farming way of life. Over the past 30 years, 225 million Chinese farm workers have poured into the cities in search of better jobs and a higher living standard. The result has been massive economic growth and the building of skyscrapers and roads and train lines at a fast pace. Cities spring out of nowhere. A social networking game like "Happy Farmer" is a reminder of the sense of community that many of these former farm workers believe has been

lost. Such is the isolation among China's urban population that in 2008, a Chinese television news report did an Asia-wide study and discovered that China was the only country in Asia whose people claimed to have more friends online than offline.

The game also reflects concerns among many members of the urban middle class over the country's poor environmental standards. Poor air and food quality are both major concerns in China today. "Happy Farmer" reflects a widespread desire among the Chinese for a rural China that at least in the romantic image does not suffer from these problems.

Then there are the lingering effects of a violent political movement known as the Chinese Cultural Revolution. It was started by the Chinese leader, Chairman Mao in 1966. He believed that the Chinese people needed a revolution in their thinking and in their political and economic systems. This period ended in the mid-1970s.

The political changes that Mao introduced during this time forced millions of students and other young people to leave Chinese cities and work in farming villages. Many had terrible hardships, including hunger, over-work, and even death. After Mao's death, new economic policies were introduced by his successor. China gradually moved from strict Communism to greater economic freedom. Now it is a global trading power and the world's third largest economy.

Many of the same people who were forced to live in the countryside now have good jobs in China's growing business and government sectors. Yet in some ways, they long for simpler lives. They remember their youth and they have begun to romanticize their old days in the countryside.

An increasingly popular tourist trend is called "Farm Family Fun." It meets the need for a taste of rural life, and you can do it without getting your hands dirty. It involves groups of city people driving to farmhouses, eating cooked farm food that is supposed to be free of all agricultural chemicals, and

fishing in ponds with pre-stocked fish.

But the “Happy Farmer” takes that rural lifestyle even further. Its success is changing the way that houses are built now because people are starting to want houses with gardens. City dwellers have even started renting farm land and are building vegetable plots across South China. These urban farms often go by the name of “Happy Farmer.” Chinese media refer to this situation as the “real-life version” of the game.

In another twist on virtual farming, some people have even set up video cameras so they can monitor their real gardens from home. On one of the tropical Chinese islands, a shop has begun selling little boxes of dirt with seeds for beans to give people their own “happy farm.” In a big city in South China, a businessman opened up a “Happy Farmer” restaurant, complete with computers where people can play the game while eating. The menu offers a “stolen vegetable of the day” which is served free to promote the restaurant.

One thing is clear. China’s farm workers are heading to the cities in search of a better life while the growing middle class in those same cities is looking backward to its roots.

設問 本文の内容から考えて最も適切なものを、a, b, c, dの中から一つ選んで、解答欄のその記号をマークしなさい。解答用紙(その1)使用。

1. The percentage of Internet users in China compared to its population is _____.
 - a. higher than the U.S. or India
 - b. higher than the U.S. or Japan
 - c. lower than the U.S. or India
 - d. lower than the U.S. or Japan

2. The article says that a “Happy Farmer” player wins points by _____.
 - a. logging onto the site
 - b. selling the harvest
 - c. tending to imaginary gardens
 - d. viewing the site several times daily

3. “Happy Farmer” is similar to an American version because _____.
 - a. it is also popular among real life farmers
 - b. its relative costs are the same
 - c. players buy and sell farmland
 - d. players can help or harm other players

4. An important reason that “Happy Farmer” is so popular is that it _____.
 - a. gives people a sense of community
 - b. makes farming seem so easy to do
 - c. offers the experience of modern life
 - d. teaches 20th century Chinese history

5. Among Asian nations, China is unique because the Chinese _____.
- a. have fewer offline friends than friends online
 - b. prefer living in cities rather than in the countryside
 - c. would rather live in the countryside than in cities
 - d. would rather visit their friends instead of contacting them online
6. The romantic image of China's countryside is that of _____.
- a. fast economic change
 - b. good eating and clean air
 - c. greater wealth for the middle class
 - d. honest effort and hard work being rewarded
7. The main reason that "Farm Family Fun" is so attractive is that _____.
- a. it is found in so many Chinese cities
 - b. people can enjoy some parts of rural life very easily
 - c. people can fish with farmers
 - d. so many Chinese tourists do it
8. The "Happy Farmer" game is affecting lifestyles in China because many _____.
- a. people are starting to garden
 - b. people have begun moving from the cities
 - c. students are learning about agriculture
 - d. students are starting city farms

9. In a South China restaurant, customers can eat while _____.
- a. buying boxes of dirt with seeds in them
 - b. enjoying the view of an island
 - c. monitoring their real gardens by video
 - d. participating in an online game
10. According to the article, one thing that is clear in China is that _____.
- a. most Chinese prefer farm life to city life
 - b. most Chinese wish they were farmers again
 - c. the farm workers idealize country life and the middle class wants to leave it
 - d. the middle class idealizes country life and the farm workers want to leave it

問題Ⅱ 次の英文を読んで、下線部(1)、(2)を日本語に訳しなさい。解答用紙(その2)使用。

Have you ever been in the following situation? You and a friend both witness an event and start discussing it. However, the more you talk, the more your accounts seem to differ.

This sort of thing happens quite often, since what we see is not necessarily what we remember. Although people place a great deal of value on eyewitness reports, studies have shown that our memories often are quite unreliable.

In one study one researcher and his associates staged a fake attack in a classroom. While the class was in session, a stranger suddenly burst into the room and headed straight for the professor. The man began shouting and swinging his fists. After being pushed away, the intruder left as quickly as he appeared.

Although this event was far from commonplace, it seemed not to make
(1) much of an impact on the victim or the witnesses. Only a few weeks after the
incident, a majority of the class was unable to identify the attacker correctly.
After being shown six photographs from which to choose, a striking 60 percent of the class—including the professor himself—selected the wrong man. Almost half picked a person who was in the room at the time, but who was an innocent bystander.

A psychologist also investigated the reliability of people's memory. One hypothesis that she tested was whether leading questions—those whose form or content suggested certain answers—would influence a person's recall of an event. For example, "When did you stop fighting with your brothers or sisters?" might prompt a different answer than "Did you ever fight with your brothers or sisters?"

In one study the psychologist and her assistants showed a hundred

students a short film depicting a five-car collision. They then asked the viewers to answer a 22-item questionnaire about the film. Three of the questions focused on items that did not appear in the film, such as broken headlights. Half of the subjects were asked a neutral question: "Did you see a broken headlight?" The other half were asked a leading question: "Did you see the broken headlight?" The only difference between the two questions was the substitution of "the" for "a".

On average, 15 percent of those who were asked leading questions recalled
⁽²⁾that they had seen a nonexistent item. In contrast, only 7 percent of the
neutral group claimed to have observed something that did not exist. The groups also differed in the percentage of "don't know" answers. Such answers occurred more than twice as often among the neutral group as among the group that was asked the leading questions.

問題Ⅲ 次の設問に答えなさい。解答用紙(その3)使用。

(1) 次の文章を英語に訳しなさい。

現代の若者たちは、自己中心的な彼らの親世代と異なり、社会貢献への意欲が高いと言われる。環境問題の解決や共生社会の実現が彼らに期待されている。

(2) ()内の語の順序を入れ替えて、それぞれ最も適切な英文を作りなさい。すべての語を一度ずつ使うこと。

1. Brenda (type / I / that / is / the / like / person / of).
2. She (minutes / if / asked / a / she / leave / few / could) early.
3. When (it / have / likes / people / comes / food / to / their / and) dislikes.
4. Something was (Mike / behaved / strange / the / about / way).

問題Ⅳ 次の設問について、50語程度の英文を書きなさい。解答用紙(その4)使用。

Describe the best or worst day of your life.

問題V 各文の下線部に入る最も適切な語または語句を, a, b, c, dの中から一つ選んで, 解答欄のその記号をマークしなさい。解答用紙(その1)使用。

1. Tom slammed the door with all his strength because he was _____.
a. neat b. genuine c. generous d. furious

2. Smoking in a hospital is a _____ of the city law and you will be fined if you do it.
a. prevention b. limitation c. violation d. integration

3. We can't make the soup because we don't have some important _____.
a. ingredients b. remedies c. reserves d. segments

4. My parents tried to put _____ some money to send me to college.
a. on b. away c. over d. off

5. Please take the red dress. It looks really good _____ you.
a. about b. at c. on d. with

6. The principal gave _____ to the students' demand and promised to build a new cafeteria.
a. off b. in c. on d. over

7. The doctor advised Jim to stay _____ fattening foods because he was overweight.
a. away b. into c. off d. at

8. "I hear the city bought some land to build a hospital. Do you know anything about it?"

"Yes. They bought the land next _____."

- a. to ours b. ours c. of ours d. from ours

9. If I had known you were coming, I _____ you at the station.

- a. would meet b. have meet
c. had met d. would have met

10. Whoever _____ first can turn on the heating.

- a. arrives b. arriving c. to arrive d. is arrived



