

大學入學考試中心
研究用試卷

英文考科

【卷1】

—作答注意事項—

考試時間：80 分鐘

作答方式：

- 選擇題用 2B 鉛筆在「答案卡」上作答，修正時應以橡皮擦拭，切勿使用修正液（帶）。
- 非選擇題請在「答案卷」上作答，務必使用筆尖較粗之黑色墨水的筆書寫，且不得使用鉛筆。更正時，可以使用修正液（帶）。

祝考試順利

本試卷之著作權屬於
財團法人大學入學考試中心基金會

本試卷(含參考答案)預定於100年5月16日
公布在大考中心網站 <http://www.ceec.edu.tw>

第壹部分：單選題（占72分）

一、詞彙（占15分）

說明：第1題至第15題，每題4個選項，其中只有一個是最適當的答案，畫記在答案卡之「選擇題答案區」。各題答對得1分；未作答、答錯、或畫記多於一個選項者，該題以零分計算。

1. The whole class felt very _____ after the final exam because no one was able to finish it.
(A) vacant (B) aware (C) upset (D) doubtful
2. Natural snacks, such as nuts and dried fruits, often do not _____ too much salt, sugar, or food coloring.
(A) handle (B) contain (C) measure (D) sample
3. Jack has achieved his lifelong _____ and has become a well-known writer after his latest novel won the Pulitzer Prize.
(A) solution (B) objection (C) collection (D) ambition
4. The gold _____ that Mandy is wearing on her wrist is so shiny that it immediately catches everybody's eye.
(A) decoration (B) treasury (C) reserve (D) bracelet
5. Finding himself at the center of a political storm, the minister quickly _____ and was soon replaced by the vice-minister.
(A) abandoned (B) committed (C) opposed (D) resigned
6. The shop owner is a sincere and successful businessman. He always gives quick responses to his customers' _____ and tries to satisfy their needs.
(A) images (B) requests (C) strengths (D) advantages
7. The two designs look different. However, if you examine them _____, you will find that they are similar in many ways.
(A) hardly (B) closely (C) roughly (D) typically
8. The website is not available now. Its access has been _____ by the government because of illegal content.
(A) blocked (B) protected (C) reserved (D) arranged
9. The politician was _____ of being involved in a corruption case. He might get a life sentence if found guilty.
(A) accused (B) induced (C) justified (D) witnessed
10. The two presidential candidates have _____ different personalities. This nation may go different ways depending on who is elected.
(A) solitarily (B) distinctly (C) occasionally (D) anxiously
11. The victims of the earthquake have been taken to the _____ by the rescue team.
(A) journal (B) shelter (C) honor (D) splash
12. Tina decided to _____ all her money from the bank because she was not satisfied with its service.
(A) wander (B) withdraw (C) discount (D) decrease
13. When the wind blew, the little boy _____ with cold, so his mother asked him to put on his coat.
(A) burdened (B) disturbed (C) resisted (D) trembled
14. When the police surrounded the area, the protesters began to turn _____ and started throwing eggs and stones towards the police cars.
(A) classical (B) grateful (C) sticky (D) violent

15. Sue has a very _____ attitude towards her children's education. She lets them decide whether they want to go to college or not.
(A) liberal (B) delightful (C) severe (D) manageable

二、綜合測驗 (占 15 分)

說明：第16題至第30題，每題一個空格，請依文意選出最適當的一個答案，畫記在答案卡之「選擇題答案區」。各題答對得1分；未作答、答錯、或畫記多於一個選項者，該題以零分計算。

第 16 至 20 題為題組

Having good manners is more than just being nice. Good manners make the social world easier to navigate. They provide guidelines to 16 in times of uncertainty and reduce the chance of awkward exchanges. For example, knowing who is supposed to go first or have a seat keeps us from having to negotiate every time. A world 17 good manners would be confusing and potentially confrontational.

Good manners certainly connect people to their 18 environment. Respecting good manners shows a desire to actively engage with a community and the people in it. 19 to adopt good manners sets people apart. We might forgive people who let their manners slip, but we'll feel more positive about and strongly connected to those who 20. Good manners are very important because they teach us the proper way to behave in a society.

16. (A) confront (B) remove (C) follow (D) direct
17. (A) about (B) through (C) under (D) without
18. (A) rural (B) social (C) clinical (D) mental
19. (A) Failing (B) Missing (C) Passing (D) Waiting
20. (A) don't (B) do (C) are (D) aren't

第 21 至 25 題為題組

Over the years, the Great Barrier Reef, off Australia's east coast, has grown to be 1,240 miles long. 21 up of 2,900 connected reefs, the area is home to thousands of plant and animal species. Much of the reef system is protected, 22 conservationists have long worried that not enough was being done to safeguard the area. On April 3, 2010, their concerns came true. A cargo ship, Shen Neng 1, left Australia for China, carrying 65,000 tons of coal. Five hours into its 23, the vessel strayed from its shipping lane. It plowed through a protected reef, destroying everything in its path. The damage covered an area as large as five football fields. With more and more ships 24 the Great Barrier Reef, experts fear an even bigger accident is bound to happen. Fortunately, tougher rules are expected to 25 effect in July 2011. There is high hope that these rules will prevent similar accidents from happening.

21. (A) To make (B) Make (C) Made (D) Making
22. (A) but (B) for (C) or (D) so
23. (A) ocean (B) setting (C) vacation (D) journey
24. (A) coming across (B) looking into (C) escaping from (D) passing through
25. (A) do (B) make (C) set (D) take

第 26 至 30 題為題組

During a money management class, a mother shared her young child's idea about money. Her son believed that when she ran out of money all she had to do was go to a bank machine, put in her ATM card and money would come out. 26 the child didn't quite understand was that his mother had to have money in the bank in order to get money out of the machine.

It may surprise us how much our children already know about money. They learn by watching what their parents do with money. This starts at a very young age. Kids watch their parents 27

things at the store, write checks, use a credit card or even make a donation. Children also learn that there are often strong 28 connected with money. They learn how their parents feel about money by the tone of voice they use and the look on their faces. 29, parents should ask themselves if how they handle money is the way they want their children to handle money.

The lifelong 30 of teaching children good money habits makes it well worth the effort. Those who learn good money management skills are more likely to become adults who make sound financial decisions, avoid excessive debt and manage income and expenses to reach their financial goals.

26. (A) What (B) When (C) Why (D) Where
27. (A) figure out (B) catch up with (C) pay for (D) get rid of
28. (A) conventions (B) emotions (C) donations (D) invitations
29. (A) By contrast (B) As a result (C) To start with (D) In addition
30. (A) career (B) benefit (C) decision (D) relationship

三、文意選填（占10分）

說明：第31題至第40題，每題一個空格，請依文意在文章後所提供的 (A) 到 (J) 選項中分別選出最適當者，並將其英文字母代號畫記在答案卡之「選擇題答案區」。各題答對得1分；未作答、答錯、或畫記多於一個選項者，該題以零分計算。

第 31 至 40 題為題組

Many teenagers have trouble getting up early in the morning. Some people believe that they are 31 to get up early all because of laziness. But it is not necessarily the case. Sleep experts say this teen behavior actually has a physical 32: Teenagers are biologically programmed to go to sleep later and get up later than other age groups.

Teenagers normally don't feel sleepy until 11 p.m. or later. And they cannot 33 until 8:00 a.m. because they need about nine hours of sleep a night. Obviously, their biological rhythm is 34 an early school start time. With most high schools starting before 7:30 a.m., teenagers have to get up as early as 6:30 a.m. or so. They are, 35, not getting the sleep they need.

In fact, surveys show that half of the teenagers in the USA are missing one to 1½ hours of sleep every school night. The 36 of sleep has negative effects on almost all aspects of teens' lives. Their academic, athletic, and even driving performances may drop 37 insufficient sleep. They also more easily get annoyed and depressed. To meet teens' sleep needs, many school districts in the USA changed the school start time, 38 children to start later in the morning. This change has brought many positive results, 39, a decrease in visits to health centers and rest requests. Besides, students reported that they felt less sleepy and were more 40 during the day. Teachers also found that there was a more positive mood in the classroom.

- (A) therefore (B) alert (C) due to (D) in conflict with (E) cause
(F) reluctant (G) allowing (H) awoken (I) for example (J) lack

四、閱讀測驗（占32分）

說明：第41題至第56題，每題4個選項，請分別根據各篇文章之文意選出最適當的一個答案，畫記在答案卡之「選擇題答案區」。各題答對得2分；未作答、答錯、或畫記多於一個選項者，該題以零分計算。

第 41 至 44 題為題組

The ocarina, a flute-like musical instrument, has been around since the Stone Age. Ocarinas have been found in Africa, Asia, Europe, and South America. Most of those found were made from clay while

some were made of bone, wood, and other materials. Because they produce sounds similar to bird calls, ocarinas have been credited with magical power.

One variation of the ocarina in Chinese culture is the *xun*, which has a history of more than 7,000 years. It is made of earthenware clay and often comes in the shape of an egg. At various times in Chinese music history, the instrument has played an important role in the imperial orchestra for religious worship and palace entertainment.

Ocarinas were also found to serve various purposes in other cultures. For example, the Mayans of South America, like the Chinese, also used ocarinas for special ceremonies. From there European travelers brought this South American “whistle” back, and it was later modified to play the Western scale. Italy saw the greatest development of the ocarina in the 1800s, where musicians formed groups to play on ocarinas of various sizes. During World War II the ocarina was introduced to the United States and playing it became a pastime for soldiers.

In the 20th century, the ocarina was popular among the general public, and the application of ocarina music was extended to video games. In 1999, Nintendo released *Zelda: the Ocarina of Time*, the most popular video game of all time. The game features a character named Link that plays songs on an ocarina in order to go to different areas of the game.

41. Which of the following is the best title for the passage?

- (A) The History of Ocarinas. (B) Materials Used to Make Ocarinas.
(C) Ocarinas in Asia and Europe. (D) The Ocarina: A Nintendo Product.

42. How did the Chinese use ocarinas?

- (A) The Chinese used ocarinas in their worship music.
(B) Ancient Chinese used the instrument to perform magic.
(C) The Chinese used the flute-like ocarina, or *xun*, when hunting.
(D) Ancient Chinese musicians used the *xun* to imitate bird calls on stage.

43. What advancement did the Italians make in the use of the ocarina?

- (A) They developed smaller ocarinas for traveling.
(B) They modified the ocarina to play the Western scale.
(C) They made clay ocarinas to improve the sound quality.
(D) They used ocarinas of different sizes in group performances.

44. According to the passage, which of the following statements is true about the ocarina?

- (A) The ocarina has been in existence since the Stone Age.
(B) The Mayan people invented a type of ocarina in the 1800s.
(C) Ocarinas were first introduced to China in the 19th century.
(D) Ocarinas were first used in war games during World War II.

第 45 至 48 題為題組

A recent study examined the emotional bond between parents and their children. The researchers surveyed 1,256 students in Canada, France, and Italy. Professor Michel Claes explained why they selected the three countries: “We chose French-Canadians because they share the same language as the French, and originally came from France. They share certain values. Italy was included because it was considered to have similar, strong, important family values.”

The most important finding of the study was the difference between Canadians and the others. Canadian parents value independence and are more willing to discuss with their children when there are disagreements. They are more tolerant and exercise less control. In contrast, Italian parents are stricter and more demanding. French parents are somewhere in the middle. In other words, Canadian parents are more lenient with their children than parents in France and Italy. Professor Claes explained the finding in terms of differences in education. “North America has its own democratic and educational values, which

promote individualization. Tolerance and comprehension are encouraged and **we** exclude systems of control. Italy, on the other hand, promotes respect of authority, control, and the need for permission,” he said.

Children from all three countries described their mothers as warm and open. Italian and Canadian children had similar feelings about their fathers and reported high levels of emotional bonding. But French fathers were seen by their children as being more distant. It seems that the relationships of French mothers with their children were becoming closer over time; but fathers maintained a form of distance and coldness.

45. According to the passage, why were Canada, France, and Italy chosen for the study?

- (A) Because the ancestors of many Canadians came from Europe.
- (B) Because the languages of the three countries have a common origin.
- (C) Because the three countries are believed to have similar family values.
- (D) Because the educational systems of North America and Europe are similar.

46. What is the second paragraph mainly about?

- (A) Family structures.
- (B) Social practices.
- (C) Cultural beliefs.
- (D) Parenting styles.

47. What does “**we**” in paragraph 2 most likely refer to?

- (A) Canadian parents.
- (B) Italian parents.
- (C) Canadian children.
- (D) Italian children.

48. According to the passage, what is true about the parents in the study?

- (A) Italian fathers are the coldest of all.
- (B) Canadian parents are both warm and open.
- (C) French children feel their mothers are more distant.
- (D) Both parents in all three countries are close to their children.

第 49 至 52 題為題組

Not long ago, joy wasn’t considered serious enough for psychologists to study. These scientists traditionally helped people with depression or other mental illnesses. But today, happiness is a hot subject of research. As part of a growing field called positive psychology, more and more researchers are looking for ways to help people become happier.

However, the field of positive psychology has to overcome significant obstacles. For one thing, it’s difficult to scientifically **gauge** happiness. It’s also hard to compare one person’s sense of well-being with another’s. For example, if your best friend says she feels great, but she’s crying a lot and acting more depressed than usual, would you rate her as happy or sad for the purposes of a scientific study? Likewise, on a scale of 1 to 10, how can we be sure that my “8” is happier than your “6?”

In recent years, however, researchers have developed a few accurate measurements of happiness. One of the techniques involves looking at how often people genuinely smile in their daily lives. It’s easy to tell real smiles from the fake smiles people put on for photographs. Genuine smiles engage the corners of the eyes and involve muscles around the mouth that fake smilers can’t control.

With the help of the techniques, recent studies have found that the happiest people are those who frequently do kind things for both friends and strangers. Other research-backed happiness boosters include keeping a diary of your future dreams, setting and pursuing goals, making friends and family members a big part of your life, expressing optimism about your future, extending gratitude to people who helped you in the past, and exercising regularly.

49. What does the word “**gauge**” mean in paragraph 2?

- (A) Control.
- (B) Restore.
- (C) Increase.
- (D) Measure.

50. What is the third paragraph mainly about?
- (A) One problem in research on happiness.
 - (B) A new method used to assess happiness.
 - (C) An interesting way to enhance happiness.
 - (D) The reason why positive psychology is popular.
51. Which of the following is **NOT** mentioned in the passage as one of the ways to enhance happiness?
- (A) Setting a routine schedule for exercise.
 - (B) Holding a positive attitude toward your future.
 - (C) Traveling abroad with friends on a regular basis.
 - (D) Showing appreciation for people you are grateful for.
52. According to the passage, which of the following is true?
- (A) Some problems with happiness scales have been pointed out.
 - (B) Helping people frequently will make us feel tired and unhappy.
 - (C) Research on happiness has been very popular for many decades.
 - (D) People with fake smiles have more movement in the corner of their eyes.

第 53 至 56 題為題組

Video games have been blamed for many of the ills of the world. Parents complain that violent games make their children antisocial, violent, shallow, and overweight. Educators worry that video games are breeding a generation that cannot sustain their concentration.

However, a recent study from cognitive science suggests that there may be a benefit in some action games. The research, published in *Current Biology*, reports that video gamers make faster and more accurate decisions. What was particularly interesting was that the faster reaction times could also be acquired by non-video gamers with 50 hours of training over a few weeks. But for the benefits to increase, they had to play a particular sort of game. Only those who played fast-moving action video games such as “Call of Duty 2” and “Unreal Tournament” saw an improvement in their decision-making skills. Rather ironically, players of “The Sims 2,” a game where one has to decide how to organize an entire simulated world, did not show the same benefit.

The precise reason for this effect is still unknown. What is known, however, is that people make decisions based on probabilities, which are constantly being calculated and refined in their heads. The brain collects small pieces of information, eventually gathering enough to make an accurate decision. When driving a car, for example, these many probabilities will be compared to make decisions such as whether or not to brake. The more efficient a person is at collecting visual and auditory information, the faster he or she will become ready to make a decision.

53. Which of the following is **NOT** mentioned as a potential problem with children who play video games?
- (A) Making decisions slowly.
 - (B) Being unfriendly to people.
 - (C) Becoming heavy and unfit.
 - (D) Having difficulty concentrating.
54. What is the purpose of this passage?
- (A) To promote some new video games for children.
 - (B) To discourage children from playing video games.
 - (C) To distinguish healthful from harmful video games.
 - (D) To report new findings on the effect of playing video games.

55. Which of the following is true, according to the study in *Current Biology*?
- (A) It takes years of practice for one to improve decision-making skills.
 - (B) Players of all video games show the same effect in decision making.
 - (C) Players of fast-moving video games tend to make less accurate decisions.
 - (D) Playing some video games may help us improve our decision making skills.
56. What is the main idea of the last paragraph?
- (A) The actual process of decision making is still unknown.
 - (B) Driving a car involves a complicated process of decision making.
 - (C) The influence of video games on decision making has been positively proved.
 - (D) Decision making is based on information gathered and compared in the brain.

第貳部分：非選擇題（占 28 分）

一、中譯英（占 8 分）

說明：1. 請將以下中文句子譯成正確、通順、達意的英文，並將答案寫在「答案卷」上。
2. 請依序作答，並標明題號。每題 4 分，共 8 分。

1. 我們必須體認到每個孩子生來就有不同的興趣與天賦。
2. 學校應該提供一個好的環境，來幫助學生發展個人特質。

二、英文作文（占 20 分）

說明：1. 依提示在「答案卷」上寫一篇英文作文。
2. 文長至少 120 個單詞（words）。

提示：你從新聞報導得知日本大地震，災情嚴重，請寫一封信給在日本的朋友，表達慰問之意。請依照下列所附書信格式書寫。

請注意：為避免評分困擾，不得使用自己真實的中文或英文名字。

April 20, 2011
Dear Tom,

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•
•

Love, Susan