

一般入試(前期)問題 A日程・医学部

「英語」設問Ⅳは掲載しておりません。

英語

(一般前期)

平成25年度 入学試験問題 英語

- ◎ 英語の試験問題は5枚綴りになっています。
- ◎ 解答は必ず解答用紙に記入すること。

I. 次の英文の空所に入れるのに最も適切なものを、(あ)~(え)の中から一つ選び、その記号をマークしなさい。

- (1) An open-minded person would consider the opinion, although he or she might reject the possibility after (1) thought.
(あ) fixed (い) due (う) degenerate (え) tenth
- (2) A staggering amount of waste, (2) has accumulated over the past 60 years or so, is starting to contaminate the oceans.
(あ) much of which (い) whose much (う) much which (え) which much
- (3) I cannot stand his unfairness, so I will give him a (3) of my mind next time I see him.
(あ) whole (い) piece (う) color (え) black
- (4) The (4) of it is that you don't attentively listen to your patients.
(あ) north and south (い) far and close (う) long and short (え) in and out
- (5) We have been told to arrive at ten (5).
(あ) sharp (い) precise (う) just (え) dot
- (6) (6) someone's wallet, I turned it in to the police.
(あ) Found (い) If finding (う) Having found (え) Being finding
- (7) It is (7) that bamboo charcoal has excellent deodorizing and humidity controlling properties.
(あ) worthy (い) worth (う) note (え) noteworthy
- (8) He is not the type of person who takes advice even from his boss. He is as stubborn as a (8).
(あ) mule (い) rhinoceros (う) snake (え) skunk
- (9) Kelly has been very busy because she has so many projects on the (9).
(あ) process (い) get (う) skip (え) go
- (10) The new bladeless electric fan is selling like hot cakes mainly (10) its design is stylish and goes well with modern interiors.
(あ) so (い) for (う) because (え) as

II. 次の各日本語の英訳として、文法や意味からみて最も適切なものを、(あ)~(え)の中から一つ選び、その記号をマークしなさい。

- (11) だれの経験の中にも、自分の知識の限界がなにか急に広がったと思うような時があるものである。
(あ) There are times in every man's experience when some sudden widening of the boundaries of his knowledge occurs.
(い) Everybody has experienced a moment when his knowledge shrinks from the present limit out of the blue.
(う) It's a sort of common experience that his instant understanding has expanded out of his reach.
(え) Anyone in his life can pass the time when he feels his domain of the knowledge is still limited.
- (12) 考えるということは、人間にとってはサルが2本足で歩くのと同じように、不自然でしかも骨の折れる活動である。
(あ) It has been commonly assumed that thinking is consuming and challenging for both human beings and monkeys.
(い) Thinking as an activity is no more unnatural and easier for human beings than walking on two feet is for monkeys.
(う) Anything is more arduous an activity both for human beings and monkeys than to walk and think.
(え) Thinking is as unnatural and laborious an activity for human beings as walking on two legs is for monkeys.

- B. The young woman's work ethic () () (23) () (24) () the participants to shame.
 (あ) rest (い) and (う) persistence
 (え) the (お) put (か) of
- C. Surprisingly, the young presidential () (25) () () (26) () landslide.
 (あ) the (い) election (う) by
 (え) candidate (お) a (か) won
- D. We take appropriate () () (27) () (28) () access.
 (あ) against (い) to (う) illegal
 (え) measures (お) databases (か) safeguard
- E. In recent years, it has () () (29) () () (30) to a child without the use of anesthesia.
 (あ) birth (い) to (う) give
 (え) vogue (お) become (か) the

IV. 次の英文の空所に入れるのに最も適切な語句を、(あ)～(え)の中から一つ選び、その記号をマークしなさい。

〈掲載していません〉

V. 次の英文を読んで、下の問いに答えなさい。

For the last thirty years, I've been obsessed with a question: What shape are a German shepherd's ears? (41), I'm not really interested in that question specifically; (42). What I'm really interested in is how people answer the question from memory. Most people report that they visualize the dog's head and mentally "look at" its ears. But what does it mean to visualize something? What does it mean to "look at" something in your mind? (43) There's no little person in your mind actually looking at a picture. If there were, there would have to be a little person inside that person's head, and so on and so on, and that doesn't make any sense.

For many years, we tried to collect objective evidence showing that when you have the experience of visualizing, there's actually something pictorial in your head. There are parts of the brain that are physically organized so that when you look at something, a corresponding pattern is physically (44) the cortex. Even if your eyes are closed when you visualize, the first visual area in the processing stream is often activated during visual imagery; moreover, the way it's activated depends on what you're visualizing. If you visualized something vertical, there is activation along the so-called vertical meridian; if you visualize something horizontal, the activation flips over on its side. (45) Similarly, visualizing objects of different sizes changes the pattern of activation in ways very much like what occurs if you look at objects of the corresponding sizes.

But I've been working on answering this question — not about the dog but about the question behind that question, what imagery is — for some thirty years now, and I want to move on. (46) just trying to establish that there are actual mental images and that these are bona fide representations that have a functional role in processing systems, I want to ask, "So what? Who cares?" Lately I've been working on something I've tentatively called (47) the Reality Simulation Principle. It's built on my lab's findings that most — about two-thirds — of the same parts of the brain are involved both in visual mental imagery and in visual perception. That's a huge amount of overlap, which leads us to suspect that the mental image of an object can have the same impact on the mind and body that seeing the actual object would have. My notion is that once the brain systems are engaged, they don't know (so to speak) where the (48) impetus came from; they can produce the same effects whether you activated the process endogenously (from information in memory) or exogenously (from looking at something).

The Reality Simulation Principle describes how to use mental images as stand-ins for actual objects — basically, how to manipulate yourself. It's useful to understand the principle in conjunction with what I call the GITI cycle, which stands for Generate, Inspect, Transform, Inspect. If mental images can simulate actual objects and scenes, you can generate the image, inspect what you've got, transform it, and inspect the result. This can be done iteratively, meaning that you can take advantage of the Reality Simulation Principle to do all sorts of good things for yourself.

What kind of good things am I talking about? Memory is one obvious example. From the work of the cognitive psychologist Alan Paivio and countless others, we know that you're able to remember objects better than pictures of objects, and pictures of objects better than words. It also turns out that if you visualize the objects named by words, you do better in memory tests than you would otherwise. Consequently, we're now interested in topics such as hypnosis. We can hypnotize you and have you visualize an object and imagine that it's actually a three-dimensional object appearing in glorious vivid detail. In this case, we expect that your memory will be boosted even further.

問1 空所(41)に入れるのに最も適切なものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。

- (あ) To my surprise
- (い) Above all
- (う) In the end
- (え) Of course

問2 空所(42)に入れるのに最も適切なものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。

- (あ) generally, I have been
- (い) truth aside, my interest is in another question
- (う) if I were, I could just go out and look at dogs
- (え) I am extremely interested in it broadly

問3 下線部(43)の意味に合う最も適切なものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。

- (あ) Suggesting a hypothesis that includes the same hypothesis in it is unpersuasive.
- (い) Confirming a new hypothesis is overcoming counter-examples again and again.
- (う) People with multi-personalities look as if they behave inconsistently.
- (え) To get a meaningful result, you shouldn't believe what the other part of you says.

- 問 4 空所(44)に入れるのに最も適切なものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。
- (あ) layering in
 - (い) lying about
 - (う) laid out on
 - (え) lain out in
- 問 5 下線部(45)の意味に最も近いものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。
- (あ) Also, visualizing objects and their corresponding sizes requires a perceived activation.
 - (い) In a similar manner, as much is still unknown about seeing objects in different sizes, visualizing them results in changes in the activation.
 - (う) Likewise, both visualizing and imagining objects achieve the same degree of activation regardless of their size.
 - (え) By the same token, visualizing varying sizes of objects and perceiving the corresponding sizes cause almost the same activation.
- 問 6 空所(46)に入れるのに最も適切なものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。
- (あ) Instead of
 - (い) Regardless
 - (う) Because of
 - (え) Thinking
- 問 7 下線部(47)の説明として最も適切なものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。
- (あ) The principle is built on the fact that almost 30 percent of the brain is used both in visualizing and perceiving objects.
 - (い) It is an assumption that visualizing and perceiving are treated as almost the same in the brain system.
 - (う) It is a hypothesis that argues against the idea that imagery and real perception do not differ in the brain.
 - (え) It is a fundamental law that the brain observes at the stage where it distinguishes visualizing from perceiving.
- 問 8 下線部(48)の意味に最も近いものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。
- (あ) hindrance
 - (い) stimulus
 - (う) delusion
 - (え) informant
- 問 9 本文の内容と合致しないものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。この設問は(49)にマークすること。
- (あ) The writer has recently moved on to research related to visual mental imagery and visual perception.
 - (い) In the writer's theoretical framework, mental processing is possible regardless of the information source.
 - (う) The so-called GITI cycle is an indispensable prerequisite for establishing the Reality Simulation Principle.
 - (え) There is some correspondence between perception and mental processing.
- 問 10 本文の内容に合致するものを、(あ)～(え)の中から一つ選び、その記号をマークしなさい。この設問は(50)にマークすること。
- (あ) Hypnosis may aid in the production of vivid mental images, which may lead to enhanced memory.
 - (い) *What shape are a German shepherd's ears?* is a very good question to any young cognitive psychologist who is looking for his or her research topic.
 - (う) Good memory is to remember words better than pictures of objects.
 - (え) The Reality Simulation Principle will boost a person's memory because visualizing objects is much easier than perceiving them in the real world.