# 大學入學考試中心 學科能力測驗參考試卷 (適用於99課綱)

# 英文考科

# -作答注意事項-

考試時間:100 分鐘

題型題數:

第壹部分

• 單選題共 56 題

第貳部分

• 非選擇題共二大題

# 作答方式:

- •選擇題用 2B 鉛筆在「答案卡」上作答;更正 時,應以橡皮擦擦拭,切勿使用修正液(帶)。
- 非選擇題用筆尖較粗之黑色墨水的筆在「答案 卷」上作答;更正時,可以使用修正液(帶)。
- 未依規定畫記答案卡,致機器掃描無法辨識答案;或未使用黑色墨水的筆書寫答案卷,致評閱人員無法辨認機器掃描後之答案者,其後果由考生自行承擔。
- 答案卷每人一張,不得要求增補。

本 試 卷 之 著 作 權 屬 於 財團法人大學入學考試中心基金會

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英文考科

# 第壹部分:單選題(占72分)

# 

0亿	仍·乐I 超至东I D 超,为	<b>可</b> 现 月 4 间 迭 垻 , 共 中	八月一個天上唯以取3	凹岛 的 选 切 , 萌 重		
在答案卡之「選擇題答案區」。各題答對者,得1分;答錯、未作答或畫記多於一						
	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, oft	en do not too mu	ich salt, sugar, or food		
	coloring.					
	(A) produce	(B) contain	(C) measure	(D) sample		
3.	The shop owner is a since	ere and successful busine	essman. He always gives	quick responses to his		
	customers' and tri	es to satisfy their needs.				
	(A) images		- · · ·	(D) advantages		
4.	When the wind blew, the l	ittle boy with cold,	so his mother asked him	to put on his coat.		
	(A) burdened	(B) disturbed	(C) resisted	(D) trembled		
5.	When the police surround	led the area, the protester	s began to turn an	d started throwing eggs		
	and stones towards the pol					
	(A) classical	(B) grateful	(C) sticky	(D) violent		
6.	Jack achieved his lifelong	g and became a we	ell-known writer after his	novel won the Pulitzer		
	Prize.					
	(A) solution	(B) objection	(C) collection	(D) ambition		
7.	The victims of the earthqu			ım.		
	(A) journal	(B) shelter	(C) honor	(D) splash		
8.	Sue has a very a	ttitude towards her childr	en's education. She will	let them decide whether		
	they want to go to college					
	(A) liberal	- · · ·				
9.	The two designs look similar. However, if you examine them, you will find that they are					
	different in many ways.					
	(A) hardly	· · ·	- · · · · · · · · · · · · · · · · · · ·			
10.	The woman might get a life					
			(C) justified			
11.	Finding himself at the cer	nter of a political storm, the	ne minister quickly	and was soon replaced		
	by the vice-minister.					
	(A) abandoned	(B) committed		(D) resigned		
12.	The two CEO (chief exec	•	•	onalities. This company		
	may go in very different d					
	(A) solitarily	(B) distinctly	(C) occasionally	(D) anxiously		
13.	Tina decided to all					
	(A) wander	(B) withdraw	(C) discount	(D) decrease		
14.	The website is no longer	available. Access has been	en by the govern	ment because of illegal		
	content.					
	(A) blocked	(B) protected	(C) reduced	(D) caused		
15.	The gold that M	andy is wearing on her	wrist is so shiny that	it immediately catches		
	everybody's eye.	(7)	(3)	(T) 1		
	(A) statue	(B) treasury	(C) reserve	(D) bracelet		

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## 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

Solar panels can turn sunlight into electricity. Conventional solar panels are <u>16</u> crystallized						
silicon, the same material used in computer chips. But silicon is expensive and the panels are heavy.						
Facing this, engineers at a Japanese company have developed a thin-film flexible solar panel						
The new panel is not the first of its18, but it may be the most flexible—it bends like paper. At						
one kilogram per square meter, this new type of panel weighs one tenth of conventional solar panels.						
means it could be used in novel places, such as the roof of a tent, the walls of a building, or						
the top of a bus. Sheets of the material could be used to make portable, rollable battery chargers for						
mobile electronic 20, like notebook computers or cellphones. As many countries are now						
pushing for green technology, the new flexible solar panels may spur a great demand.						

16. (A) accounted for	(B) divided into	(C) made of	(D) taken as
17. (A) strength	(B) feature	(C) challenge	(D) reaction
18. (A) kind	(B) source	(C) role	(D) price
19. (A) That	(B) What	(C) There	(D) Which
20. (A) nurseries	(B) instincts	(C) horizons	(D) devices

#### 第 21 至 25 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. 21 the child didn't quite understand was that his mother had to have money in the bank in the first place to get money out of the machine later.

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 22 things at stores, write checks, use credit cards or even make donations. Children also learn that there are often strong 23 connected with money. They learn how their parents feel about money by the tone of voice they use and the look on their faces. 24, parents should ask themselves if they want their children to handle money the same way they do.

The long-term 25 of teaching children good money habits is 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 reach their financial goals.

21. (A) What	(B) When	(C) Why	(D) Where
22. (A) figure out	(B) catch up with	(C) pay for	(D) get rid of
23. (A) conventions	(B) emotions	(C) donations	(D) invitations
24. (A) By contrast	(B) As a result	(C) On the spot	(D) In addition
25. (A) career	(B) benefit	(C) decision	(D) relationship

#### 第 26 至 30 題為題組

Over the years, the Great Barrier Reef, off Australia's east coast, has grown to be 1,240 miles long. 

26 up of 2,900 connected reefs, the area is home to thousands of plant and animal species. Much of the reef system is protected, 27 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 28, 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 29 the Great Barrier Reef, experts fear an even bigger accident is bound to happen. Fortunately, tougher rules are expected to 30 effect in July 2011. There are high hopes that these rules will prevent similar accidents from happening.

26. (A) To make

(B) Make

(C) Made

(D) Making

27. (A) but

30. (A) do

(B) for

(C) or

(D) so

28. (A) ocean

(B) setting

(B) become

(C) vacation

(C) escaping from

(D) journey(D) passing through

29. (A) coming across

(B) looking into

(C) set

(D) take

## 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 <u>31</u> 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 <u>32</u>: 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 <u>33</u> until 8:00 a.m. because they need about nine hours of sleep a night. Obviously, their biological rhythm is <u>34</u> 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, <u>35</u>, not getting the sleep they need.

In fact, surveys show that half the teenagers in the USA are missing one to 1½ hours of sleep every school night. The <u>36</u> of sleep has negative effects on almost all aspects of teens' lives. Their academic, athletic, and even driving performances may drop <u>37</u> 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, <u>38</u> children to start later in the morning. This change has brought many positive results, <u>39</u>, a decrease in visits to health centers and rest requests. Besides, students reported that they felt less sleepy and were more <u>40</u> 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) awaken

(I) for example

(J) lack

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## 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 powers.

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. In the 1800s, Italy saw the greatest development of the ocarina, where musicians formed groups to play 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 who plays songs on an ocarina in order to go to different areas of the game.

- 41. Which of the following titles best describes 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. Which of the following is mentioned in the passage as a use of ocarinas by the Chinese?
  - (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 Mayan people invented a type of ocarina in the 1800s.
  - (B) Ocarinas were first introduced to China in the 19th century.
  - (C) Ocarinas were first used in war games during World War II.
  - (D) People started using ocarina music in video games in the 20th century.

#### 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, the leader of the research team, 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 enter discussions 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 the 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 seemed that the relationships of French mothers with their children were becoming closer over time; but fathers maintained a certain 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. Which of the following does "we" in the second paragraph most likely refer to?
  - (A) Canadian parents.

(B) Italian parents.

(C) Canadian children.

- (D) Italian children.
- 48. According to the passage, which of the following 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

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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 these 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 help you, and exercising regularly.

- 49. What does the word **gauge** mean in the second paragraph?
  - (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 up an exercise routine.
  - (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. Which of the following statements can be inferred from the passage?
  - (A) There have been some problems with happiness scales.
  - (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 playing 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.

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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 in the passage 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. According to the study in *Current Biology*, which of the following statements is true?
  - (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:新聞報導鄰國大地震,災情嚴重,請寫一封信給在當地的朋友(英文名字必須假設為 Tom 或 Kelly),表達慰問之意。第一段敘述自己從新聞報導上得知該地震的災情訊息;第二段表達自己對天災的感受(或分享經驗)並表達慰問之意。

請注意:為避免評分困擾,信末必須使用 John 或 Susan 署名,不得使用自己真實的中文或英文名字。