

Part I Writing

(30 minutes)

Directions: Suppose your university is organizing a forum on how students can make the best use of on-campus resources for academic development. You are now to write an essay to express your view. You will have 30 minutes to write the essay. You should write at least 120 words but no more than 180 words.

Part II Listening Comprehension

(25 minutes)

Section A

Directions: In this section, you will hear three news reports. At the end of each news report, you will hear two or three questions. Both the news report and the questions will be spoken only once. After you hear a question, you must choose the best answer from the four choices marked A), B), C) and D). Then mark the corresponding letter on **Answer Sheet 1** with a single line through the centre.

Questions 1 and 2 are based on the news report you have just heard.

1. A) At the gate of a grade school in Kent. B) Under the engine cover of a man's car.
C) Inside the car of David King's neighbour. D) Outside the office of a charity foundation.
2. A) It got reunited with its owner. B) It was injured during the rescue.
C) It was placed in the care of a UK charity. D) It became a pet of Mr. King's grandson.

Questions 3 and 4 are based on the news report you have just heard.

3. A) The reunion of this year's Olympic gold medalists.
B) The opening of the Special Olympics Spring Games.
C) The first important political event in the next five years.
D) The 100th anniversary celebration of Methodist University.
4. A) Volunteers visit the Games' website to sign up.
B) Children play in a fun tent and enjoy themselves fully.
C) Organizers devote their time and energy to the Games.
D) Athletes with special needs triumph in the Games.

Questions 5 to 7 are based on the news report you have just heard.

5. A) Compensate for the Swiss manufacturer's loss.
B) Change the wrapping of its commodities.
C) Destroy its imitation chocolate rabbits.
D) Defend itself in the country's commercial court.
6. A) It could be reused in other products.
B) It could be resold cheaper to avoid waste.
C) It could be reshaped into animals other than rabbits.
D) It could be rewrapped and sold by the budget supermarket.

7. A) To be fair to the German supermarkets. B) To protect chocolate retailers' interests.
C) To prevent consumers' possible confusion. D) To boost the growth of the chocolate industry.

Section B

Directions: In this section, you will hear two long conversations. At the end of each conversation, you will hear four questions. Both the conversation and the questions will be spoken only once. After you hear a question, you must choose the best answer from the four choices marked A), B), C) and D). Then mark the corresponding letter on **Answer Sheet 1** with a single line through the centre.

Questions 8 to 11 are based on the conversation you have just heard.

8. A) Pass a book to him. B) Make a vegetable dish.
C) Return the handbook to him. D) Meet his sister's boyfriend.
9. A) It doesn't sound practical for her. B) It would do harm to one's muscles.
C) It would reduce one's protein intake. D) It doesn't seem to be a balanced diet.
10. A) To improve his health. B) To protect animal rights.
C) To stick to his religious belief. D) To follow a trendy lifestyle.
11. A) The torture and distress dolphins suffer in parks.
B) The urgency of joining an animal rights group.
C) The gloomy environments animals are kept in.
D) The necessity of having zoos and eating meat.

Questions 12 to 15 are based on the conversation you have just heard.

12. A) The part about not eating on board the plane.
B) The part about air travel in the past.
C) The part about getting over jet lag.
D) The part about avoiding sleeping on the plane.
13. A) Try following the advice given by the expert on the show.
B) Concentrate on reading articles recommended by experts.
C) Have meals as usual to stay away from hunger.
D) Take a nap to adjust to a new time zone.
14. A) She has been well treated when traveling. B) She does not have to worry about jet lag.
C) She can spend a lot of time vacationing. D) She does not have any problem flying.
15. A) It affects twenty-five percent of people. B) It has long been ignored by many experts.
C) It impacts female travelers more seriously. D) It has caused heavy losses to many airlines.

Section C

Directions: In this section, you will hear three passages. At the end of each passage, you will hear three or four questions. Both the passage and the questions will be spoken only once. After you hear a question, you must choose the best answer from the four choices marked A), B), C) and D). Then mark the corresponding letter on **Answer Sheet 1** with a single line through the centre.

Questions 16 to 18 are based on the passage you have just heard.

16. A) Learning from skilled designers. B) Joining a 6-month training camp.
C) Obtaining real-world experience. D) Anticipating actual challenges.

17. A) Core skills. B) Higher education.
C) Capability. D) Adaptability.
18. A) Face challenges. B) Start anywhere.
C) Pursue roles in teams. D) Follow their own path.

Questions 19 to 21 are based on the passage you have just heard.

19. A) To allow students more freedom in their academic work.
B) To enable teachers to interact more with their students.
C) To engage students more in their learning.
D) To respond actively to students' requests.
20. A) Rearranging most traditional chairs and desks.
B) Adopting a variety of different seating options.
C) Shifting from traditional teaching to task-based learning.
D) Using new furniture to create a comfortable environment.
21. A) A change to teachers' opinion of their students.
B) A harmonious relationship among its students.
C) A strengthened effect of its discipline.
D) A win for all people involved.

Questions 22 to 25 are based on the passage you have just heard.

22. A) They arrived late for their first day of school.
B) They weren't informed of the school's updated rules.
C) They answered their headteacher's email in an impolite way.
D) They didn't wear the shoes required by the school's new policy.
23. A) Panic. B) Anger.
C) Disputes. D) Riots.
24. A) They rendered the school unique in the district.
B) They enhanced the positive image of the school.
C) They improved student behaviour and performance.
D) They strengthened the school's discipline and order.
25. A) Tighten her monthly budget. B) Turn to her parents for help.
C) Borrow £65 from her friend. D) Postpone paying her other bills.

Part III Reading Comprehension

(40 minutes)

Section A

Directions: In this section, there is a passage with ten blanks. You are required to select one word for each blank from a list of choices given in a word bank following the passage. Read the passage through carefully before making your choices. Each choice in the bank is identified by a letter. Please mark the corresponding letter for each item on **Answer Sheet 2** with a single line through the centre. You may not use any of the words in the bank more than once.

Some music inspires you to move your feet, some inspires you to get out there and change the world. In any case, it's 26 to say that music moves people in special ways.

If you're especially into a piece of music, your brain does something called Autonomous Sensory Meridian Response (ASMR), which 27 to you like a sting in your brain.

It turns out that ASMR is pretty special. According to a 28 published study in *The Journal of Prevention of Alzheimer's Disease*, the part of your brain responsible for ASMR doesn't get lost to Alzheimer's. Alzheimer's 29 to put people into layers of confusion, and the study confirms that music can sometimes 30 lift people out of the Alzheimer's haze and bring them back to (at least a likeness of) normality ... if only for a short while. ASMR is powerful stuff!

This phenomenon has been 31 several times but rarely studied properly. One of the most famous examples of this is the story of 92-year-old Henry Dryer, who comes out of *dementia* (痴呆) while listening to songs from his youth.

Jeff Anderson, associate professor in Radiology at the University of Utah and 32 author on the study, says, "In our society, the diagnoses of dementia are 33 resources to the maximum. No one says playing music will be a cure for Alzheimer's disease, but it might make the symptoms more 34, decrease the cost of care and improve a patient's 35 of life."

- | | | | | |
|---------------|-----------------|-----------------|----------|-------------|
| A) actually | B) consequently | C) contributing | D) fair | E) feels |
| F) manageable | G) mends | H) observed | I) phase | J) plotting |
| K) quality | L) recently | M) taxing | N) tends | O) yielded |

Section B

Directions: In this section, you are going to read a passage with ten statements attached to it. Each statement contains information given in one of the paragraphs. Identify the paragraph from which the information is derived. You may choose a paragraph more than once. Each paragraph is marked with a letter. Answer the questions by marking the corresponding letter on **Answer Sheet 2**.

Can playing video games help you get a better job?

- [A] The gaming industry is larger than films and music combined, yet few of us are likely to list our achievements in playing computer games as work experience in our résumé. But why not? Businesses are waking up to the skills gamers can bring to the workplace.
- [B] One start-up is convinced that the skills learned by playing games—hard-won through years of training and battle—can be applied to real-life work situations. And Game Academy reckons its belief is backed up by hard data. Do you enjoy unusual puzzle games like Portal, or tower defence games like Defense Grid? The team has found that IT workers play those more than average. But if you prefer Civilization, Total War, or XCOM, where strategy and resource management are key, then you might have more in common with managers.
- [C] Game Academy's idea is simple: analyse gamers' habits from their online gaming profile, and offer courses in valuable skills that reflect their aptitudes—skills they can practise and refine in-game. And there is already a growing acceptance that gaming skills are transferable.
- [D] Even the military is hiring gamers. "The ability to absorb information, react swiftly, and coordinate actions whilst remaining calm under pressure is often attributes of people that are good at gaming," according to a Royal Air Force spokesperson. Those skills are part of what the Royal Air Force is looking for "in a variety of roles". Skills acquired through gaming can be very relevant to certain areas.
- [E] "There are plenty of soft skills that gamers can utilise in a professional setting, such as teamwork, problem-solving, and strategic planning," says Ryan Gardner, a regional director with Hays

recruitment. But does that really mean your top 100 ranking in Overwatch should go down in your résumé? “It’s about how you either make it relevant to the job you are applying for, or how it makes you more interesting as a potential employee,” Mr. Gardner says.

- [F] Two years ago, a Glasgow University study made headlines for suggesting gaming could make students more successful. But “the research hasn’t really changed minds, at least not yet,” says one of the authors of the study, Dr. Matthew Barr. He’s now writing a book on the topic. “For now, I think the negative reputation around games means that telling someone you’re a determined gamer is more likely to harm your chances of getting a job. But if someone can explain how they’ve led a team in an online game, for example, they may be able to persuade an employer that this is useful,” says Dr. Barr.
- [G] Playing games casually is unlikely to help your career prospects. But part of Game Academy’s suggestion is to transform casual gamers into “conscious” ones, applying critical thinking to develop their skills. “We see gameplay as a resource of talent,” says co-founder David Barrie. “Why can’t we put in our résumé our gaming victories and achievements?” he asks. “If they say they want leadership— why can’t I point to my years of leading World of Warcraft raids?”
- [H] There are already plenty of gamers out there who know that their hobby has made them who they are. Earlier this year, Matthew Ricci told gaming site Kotaku: “If you’re playing EVE Online you basically already have an MBA.” Often made fun of in gaming circles as a “*spreadsheet simulator* (电子表格模拟器)”, the economy of the fictional EVE universe is driven by real market principles. If you want to build a new spaceship, the raw material has to be mined by another player. Manufacturing costs come into effect, and commodities fluctuate in price based on demand and the distance to haul the commodity.
- [I] Mr. Ricci, who had always dreamed of being the boss of his own company, ran an in-game corporation comprising hundreds of players. Eventually, he realised he could transfer his skills to real-life business—instead of doing it for free. He restructured Zentech, once a taxation vehicle for his father’s business, and it is now in its fourth year helping international brands enter the Canadian market. EVE teaches skills like creativity, leadership, organisation, and conflict resolution, he maintains. He credits his success to his family, his strong desire to run his own business—and “a damn good company in Iceland that made a damn good game”.
- [J] Digital entrepreneur and business consultant Mia Bennett says: “In more traditional settings, gaming is still imagined to be the pursuit of teenage boys—a waste of time.” But there are some links to skills like “decision-making, the ability to anticipate, and future planning,” she says. “It also helps with meta-skills—learning how to learn, experimentation, and creative thinking.”
- [K] Twelve years into his career, Mark Long, a radiotherapy physicist with the NHS in Surrey, doesn’t get as much gaming time as he used to. “I would love to say that my gaming skills allow me to destroy cancer using linear accelerators like *photon* (光子) blasters, but that’s not quite the reality.” Instead, he credits old-school games like Palace of Magic with exposing him to computers. Every new gaming upgrade improved his knowledge of how they worked. Gaming also encouraged a competitive spirit—and that, he believes, translates. “When creating treatment plans, the aim is to optimise the radiation dose to the tumour and restrict it as much as possible to healthy surrounding tissues and organs,” he says. It’s about “repeating the process, but each time doing something slightly different to improve the result”. Not unlike achieving a high score or a perfect run. “Most video games are essentially puzzles to solve,” he says. “And problem-solving is a big part of my job.”
- [L] Over at Game Academy, Mr. Barrie is aware they still have a mountain to climb. “The employer community will need the science,” he says, but confesses he only became a true believer when he started asking players about their biggest in-game achievements. “The scale and scope of their

answers were amazing,” he says. “But ask them the same about their work, and they don’t know.” “The engagement and powerful skills that people get playing a game—why can’t work be like that?” he asks.

36. Certain gaming skills meet the requirements of the armed forces in Britain.
37. One veteran player has applied his gaming skills to his real-world business and owes his success partly to a game company.
38. According to a researcher, bad reputation about games will probably limit a gamer’s chances of landing a job.
39. Businesses are beginning to realise gaming skills are applicable to their employees’ work.
40. A physicist admits gaming has contributed to his computer knowledge and skills of solving problems.
41. Game Academy proposes to help gamers develop their skills using critical thinking.
42. One who enjoys playing games that require management skills to win might possess more qualities of a manager.
43. In more conventional views, gaming is a time-wasting activity pursued by young boys.
44. It is suggested that gaming skills be included in a résumé if they enhance a job applicant’s appeal.
45. Many gamers know their passion for playing games has shaped their identity.

Section C

Directions: *There are 2 passages in this section. Each passage is followed by some questions or unfinished statements. For each of them there are four choices marked A), B), C), and D). You should decide on the best choice and mark the corresponding letter on **Answer Sheet 2** with a single line through the centre.*

Passage One

Questions 46 to 50 are based on the following passage.

Junk food is now a staple of many Americans’ diets. Advertising campaigns from the snack food companies, often featuring sports stars, send the message that we can neutralize any negative effects of consuming their products simply by getting more physical exercise. But recent studies show a lack of exercise is not to blame for rising obesity rates. Bad diets are.

Interventions (干预) to help reduce junk food consumption are especially important for children and teenagers. Prevention is better than cure because obesity is so difficult to treat. Unfortunately, while health education has shown some success among young children, teens have been harder to reach.

Now a large-scale study has tried an innovative approach to change teenagers’ attitudes towards healthy eating, and the results are promising. The researchers argued that previous interventions have probably been unsuccessful because of a major flaw: They focused on a future, healthier you and assumed that this would be enough motivation for teenagers. In contrast, the new intervention cleverly exploits teenagers’ instinct for rebelliousness and autonomy, and the value they place on social justice.

To do this, researchers had students read an article on the food industry. It revealed a secret about the manipulative and deceptive strategies used to make junk food more addictive and characterize the products as healthy. The article also explained how advertising campaigns specifically target very young and poor people, causing harm to these vulnerable groups. Afterwards, the participants read a fictional survey of teens who wanted to “fight back against the companies by buying and eating less processed food”.

After the intervention, participants associated healthy eating with autonomy and social justice. The teenagers also rated healthy eating as being more appealing. Importantly, there were also some promising

effects of the new intervention on actual behaviour. A day later the students were offered a choice of snacks and drinks in a seemingly unrelated context. The teens chose healthy snacks and drinks (such as fruit or water) more often over unhealthy options (like biscuits and soda). Apparently, associating a healthy diet with teenagers' own values seems to be a promising avenue to prevent obesity.

46. What do we learn about advertising campaigns from the snack food companies?
- A) They convey the idea that their products are ok if consumers exercise more.
 - B) They send the message that bad diets are responsible for Americans' obesity.
 - C) They usually feature sports stars to emphasize the benefits of their snack foods.
 - D) They claim that lack of exercise is to blame for the increasing obesity rates.
47. What does the passage say about health education?
- A) It has shed light on teens' instinct for rebellion and autonomy.
 - B) It has placed much more emphasis on cure than on prevention.
 - C) It has contributed little to the campaigns against obesity.
 - D) It has largely failed to turn teens away from junk food.
48. What is a major flaw in previous interventions to help reduce junk food consumption?
- A) They motivated teens to stay away from junk food only temporarily.
 - B) They focused on the benefits young people would reap in the future.
 - C) They were based on the assumption that motivation was the only key.
 - D) They were incapable of appealing to teens' instinct for rebelliousness.
49. In what way is the new intervention innovative?
- A) It emphasizes people's sense of social responsibility.
 - B) It cleverly exploits teenagers' personal weaknesses.
 - C) It takes advantage of teenagers' natural inclination.
 - D) It promises immediate rather than future benefits.
50. What conclusion can be drawn from the new research?
- A) A totally different approach could be adopted to combat advertising campaigns for snack food.
 - B) An effective intervention has to be found to persuade teenagers to switch to a healthier lifestyle.
 - C) Obesity can hopefully be prevented by building links between teenagers' values and healthy eating.
 - D) An innovative way to beat obesity is to expose food companies' manipulative and deceptive practices.

Passage Two

Questions 51 to 55 are based on the following passage.

Adults dream during REM (rapid eye movement) sleep, and infants have loads of REM. So it might be fair to assume that babies have tons of dreams.

But scientists believe REM serves a completely different purpose for newborns and infants than dreaming. When babies are in REM, it allows their brains to develop pathways, connections, and eventually learn languages.

Since your baby doesn't dream at this stage of brain development, it's safe to assume babies do not have nightmares, either. Nightmares stem from exposure to *trauma* (创伤), an overactive imagination, and the normal stresses of everyday life.

Are you wondering what babies dream about? Good question, but the answer is nothing!

So, when do babies start dreaming? The general consensus is that they start dreaming around the age of two. Psychologist David Foulkes studies children (from very small kids to teens) to bring the secrets of their dreams to the light of day. In his lab, he lets kids fall asleep and then wakes them three

times a night and asks them to describe what they recall.

Foulkes' findings are unsurprising. Basically, little kids have little dreams. But exactly what kids see while dreaming depends on their age. As children develop and grow, their dreams do too.

Dreams of very small kids are usually just *snapshots* (快照), looking much more like a slideshow than a movie when compared to the dreams of adults. They heavily feature animals and other familiar sights, like images of people eating. According to Foulkes, "Children's dream life seems to be similar to their waking imagination and narration." Kids aged 5–9 begin seeing moving images and characters in action. Dreams now include multiple events strung together, one after the other. They also start developing greater ability to remember dreams. Still, that's not always the case: When roused during REM sleep, 25% of the kids in Foulkes' studies had no recollection of dreaming, a trend that continues through age 9.

So, if your baby seems to be in a stressful state while sleeping or is upset upon waking, there may be other factors at play.

51. What do scientists think of REM?
- A) It is a sign of dreaming in adults and infants alike.
 - B) It is essential to human beings' language learning.
 - C) It determines the formation of connections in the brain.
 - D) It performs a different function in babies than in adults.
52. What can we infer about nightmares from the passage?
- A) They occur often in people with an active imagination.
 - B) They occur in people suffering from emotional stress.
 - C) They vary in different stages of brain development.
 - D) They appear in the sleep of both adults and infants.
53. What is the aim of psychologist David Foulkes' study?
- A) To reveal the secrets of children's dreams.
 - B) To see if children start dreaming at age two.
 - C) To solve the mystery of dreaming and brain growth.
 - D) To confirm the general consensus on when kids dream.
54. What are Foulkes' findings about kids' dreams?
- A) They feature strange animals.
 - B) They are unsurprising to adults.
 - C) They grow and evolve with age.
 - D) They reflect kids' waking life.
55. What can we assume about babies who appear upset upon waking?
- A) They have been roused against their will.
 - B) They have been disturbed by a nightmare.
 - C) They have trouble recollecting the images of their dreams.
 - D) They have been affected by something other than dreaming.

Part IV Translation

(30 minutes)

Directions: For this part, you are allowed 30 minutes to translate a passage from Chinese into English. You should write your answer on **Answer Sheet 2**.

近年来, 中国政府高度重视民营经济 (private economy) 的发展, 出台了一系列政策支持民营企业。截至2025年3月底, 全国民营企业数量超过5700万家, 占企业总量的92.3%。民营企业不仅数量稳步增长, 质量和结构也在不断提升。民营企业的研发投入不断增加, 在新一代信息技术、人工智能等领域发展迅速。民营企业核心竞争力的增强为中国经济的高质量发展提供了有力支撑。

Part I Writing

参考范文

In my view, leveraging¹ campus resources is key to transforming the university experience from passive learning into active academic growth¹.

First², in the library we can explore not only physical books and journals, but also powerful electronic databases such as CNKI and Web of Science³. By attending library training sessions, we can master precise search techniques to make full use of these resources. Moreover², university laboratories provide a critical space for developing hands-on⁴ skills and fostering a genuine spirit of scientific inquiry. To broaden our horizons², we should actively attend academic lectures² given by guest professors, which⁵ expose students to state-of-the-art⁴ ideas and promote interdisciplinary thinking. Additionally², we should never underestimate the value of seeking direct guidance from professors or teaching assistants, who⁵ often offer valuable guidance for research projects and deepen our understanding. Finally², in the digital age, we can supplement formal coursework with online courses such as MOOCs⁶, where⁵ nationally renowned professors deliver first-rate lectures.

To summarize, by integrating these resources—libraries, labs, lectures, mentorship, and online tools⁷—we students can achieve robust academic development⁸.

名师点评

1. 作文指令中的make the best use of替换为leveraging，能体现考生的词汇量。此外，使用academic growth可呼应题目中的academic development，体现全文内容将紧扣主题。
2. 本文通过First、Moreover、Additionally、Finally等衔接词清晰地展现了行文结构。为避免行文单调，也运用了To broaden our horizons这样的表达来引出academic lectures这一部分内容。
3. 提及文献检索类的数据库CNKI和Web of Science，可展现大学生具备的学术素养。
4. 考生应尽量使用一些高级词汇来体现语言能力。若将hands-on改为practical，将state-of-the-art改为advanced，表达效果可能会逊色一点。
5. 汉语喜欢使用并列句，而英文可灵活使用由which、who、where引导的定语从句，体现英语中常见的复合句语法结构。
6. 介绍慕课（MOOCs）可给阅卷人留下考生课外积极学习、拓展知识的良好印象。
7. 最后一段进行总结，these resources—libraries, labs, lectures, mentorship, and online tools回顾全文核心内容，作文结构显得更清晰。
8. 结尾处再次点明academic development，进一步强调本文对作文主题的紧密呼应。

靓句积累

① ... university laboratories provide a critical space for developing hands-on skills and fostering a genuine spirit of scientific inquiry. 大学实验室为培养实践技能和孕育真正的科学探究精神提供了至关重要的空间。

词语拓展

master precise search techniques to make full use of these resources掌握精确的检索技巧，以充分利用这些资源→acquire precise search skills to maximize resource utilization

broaden our horizons开阔我们的视野→expand our vision/widen our perspectives

② ... we should never underestimate the value of seeking direct guidance from professors or teaching assistants, who often offer valuable guidance for research projects and deepen our understanding. 我们绝不能低估向教授或助教寻求直接指导的价值，他们常能为研究项目提供宝贵指导，并深化我们的理解。

supplement formal coursework with online courses 在线课程补充正式课程→ complement classroom learning with online courses/e-learning

nationally renowned professors deliver first-rate lectures 由全国知名的教授讲授一流课程→ nationally famous professors give first-class lectures

Part II Listening Comprehension

Section A

News Report One

A “terrified” cat has survived a five-mile round trip under the engine cover of a car on a school run. [1] The black cat was found curled up under the engine cover of David King’s car when he decided to do an oil check after dropping his grandson off at school in Kent. Mr. King’s wife said her husband had come “running in” and was “shouting for me to come have a look”. We weren’t even sure it was alive, so I gently pushed it with a stick to check it was breathing and saw it was a terrified little cat. It reversed even further into the engine and was stuck. I tried to reach it but it was too far down and there wasn’t any way I could get it out. [2] Following a rescue by UK charity Cats Protection, the four-year-old cat was later reunited with its owner, Mr. King’s neighbour.

Questions 1 and 2 are based on the news report you have just heard.

1. Where was the black cat found?

B 新闻开头提到，这只黑猫蜷缩在大卫·金的汽车引擎盖下。选项B) “Under the engine cover of a man’s car.” 复现原文信息，故为答案。

2. What do we learn about the cat at the end of the news report?

A 新闻最后提到，在英国慈善机构“猫咪保护协会”的救助下，这只四岁的猫咪最终与主人（金先生的邻居）团聚。选项A) “It got reunited with its owner.” 复现原文信息，故为答案。

News Report Two

[3] In less than a month, the Special Olympics Spring Games will make a return to Fayetteville. The games are coming back for the first time in five years. The event will take place at Methodist University. Event organizer Benjamin Kowalczyk says he’s excited that athletes will get a chance to come back and demonstrate their abilities. Organizers expect about 100 athletes will come out to compete in Fayetteville. They will have a variety of events to choose from, including running, throwing, and jumping. There will also be a fun tent for children. [4] Kowalczyk said it’s rewarding to see athletes with special needs triumph in the games. For anyone who wants to help make this year’s games a massive success, there are

still opportunities to volunteer for Fayetteville's Special Olympics. Organizers encourage them to visit the Games' website to sign up.

Questions 3 and 4 are based on the news report you have just heard.

3. What will Fayetteville witness in less than a month?

B 新闻开头提到，不到一个月后，费耶特维尔将再次举办特奥会春季运动会。选项B) “The opening of the Special Olympics Spring Games.” 是对原文信息的正确推测，故为答案。

4. What did Benjamin Kowalczyk say is rewarding to see?

D 新闻最后援引科瓦尔奇克的话，看到有特殊需求的运动员在比赛中获胜，很令人欣慰。选项D) “Athletes with special needs triumph in the Games.” 复现原文信息，故为答案。

News Report Three

[5] A German supermarket has been ordered to destroy its chocolate rabbits after it lost a court battle with a Swiss chocolate manufacturer. The Swiss firm had argued its gold-wrapped chocolate rabbit deserved copyright protection from a similar product sold by the budget supermarket. Switzerland's highest court agreed and overturned a ruling last year by the country's commercial court that had sided with the supermarket. [6] It ordered that all the imitation rabbits be destroyed, but suggested the chocolate needn't be wasted and could be melted for use in other products. [7] It said even though there are some differences between the two products, there was still the possibility of confusion for consumers. The Swiss manufacturer's rabbit has a red bow and bell, while the German supermarket's has a green bow and bell. The colour of the wrapper is similar, as are the illustrations of the features. The chocolate company has been to court before to protect its popular chocolate treat. Last year, a German federal court said the shade of the gold wrapping was also protected.

Questions 5 to 7 are based on the news report you have just heard.

5. What has the German supermarket been ordered to do?

C 新闻开头提到，德国一家超市因与瑞士巧克力制造商的诉讼败诉，被法院责令销毁其巧克力兔子产品。选项C) “Destroy its imitation chocolate rabbits.” 复现原文信息，故为答案。

6. What did Switzerland's highest court suggest about the chocolate in question?

A 新闻中提到，法院责令销毁所有仿制兔子产品，但建议巧克力无需浪费，熔化后用于其它产品。选项A) “It could be reused in other products.” 同义转述原文信息，故为答案。

7. Why did Switzerland's highest court overturn the commercial court's ruling?

C 新闻中提到，法院表示，尽管两种产品存在差异，但仍然可能引起消费者混淆。选项C) “To prevent consumers' possible confusion.” 是对原文信息的正确推测，故为答案。

Section B

Conversation One

M: [8] Can you please hand me that book over there? It has instructions for making a winter bean salad. My sister's boyfriend is coming over for dinner. He's a vegetarian, so I need to make a lot of vegetable dishes.

W: [9] He only eats vegetables, no meat? That doesn't sound like a very balanced diet. How can he get enough protein? What does he do to strengthen his muscles and all that?

M: Apparently that's no problem. He's explained this to me when we first met. He eats a variety of different vegetables and nuts, especially those with high amounts of protein.

W: It sounds a bit difficult, but he's done his research, I suppose. What's his reasoning for being vegetarian? Is it his religion, health condition or lifestyle?

M: [10] He's an animal activist. He's always been very sensitive and sympathized with animals. He's even written to his state senator about the torture of dolphins in sea parks. He says that keeping animals in zoos and parks causes them great distress.

W: That's a little gloomy, but I can understand that to a point. Not all zoos and animal parks have the most favorable conditions, [11] but without them, it just wouldn't be feasible to learn about animals and their environments. Besides, I don't think I could ever give up a good hot dog at a baseball game.

M: [11] Honestly, I agree, but just don't let him hear you say that. He's the spokesperson for his local animal rights group.

Questions 8 to 11 are based on the conversation you have just heard.

8. What does the man request the woman to do?

A 男士在对话开头提出请求，让女士把一本书递给他。选项A) “Pass a book to him.” 同义转述原文信息，故为答案。

9. What does the woman say about eating vegetables only?

D 女士在对话中提到，只吃蔬菜听起来不算是非常均衡的饮食。选项D) “It doesn't seem to be a balanced diet.” 同义转述原文信息，故为答案。

10. Why does the boyfriend of the man's sister choose to be a vegetarian?

B 男士在对话中提到，姐姐的男友是一名动物保护主义者，一直对动物富有同情心。选项B) “To protect animal rights.” 是对原文信息的合理推测，故为答案。

11. On what point does the man agree with the woman at the end of the conversation?

D 女士最后提到，动物园需要了解动物及其生存环境，但同时她又难以抑制吃热狗的欲望。男士表示同意。选项D) “The necessity of having zoos and eating meat.” 概括原文信息，故为答案。

Conversation Two

W: Did you see that television program on air travel last night?

M: [12] Yes. The part about overcoming jet lag was interesting. I was surprised that the expert recommended not eating for the entire journey and avoiding sleeping on the plane.

W: I was too, as I read an article on the subject in the past that suggested the opposite. It claimed that it was important not to miss meals and that taking a nap on the plane was the best way to adjust to a new time zone.

M: [13]Well, the expert on the show did cite research supporting her recommendations, so I guess I'll give it a try next time I fly a long distance. Jet lag is a big problem for me, and has been for the last few years, even though I never suffered from it before.

W: Well, she did say that jet lag often becomes more of a problem after 40. [14]So I guess I'm lucky that I can still adjust to different time zones well. Well, my problem is I'm afraid to fly.

M: Oh, I didn't know that. Actually, my mother is terrified of airplanes to the point where she can't even fly, so our family vacations were always by car or train.

W: I'm not as bad as that. I just get anxious before I fly and feel nervous the whole time we're in the air, which is why I was hoping the television program would cover that topic more than it did.

M: Yeah, that segment was too brief, especially as so many people have that problem. She said 20% of people are afraid to fly.

W: [15]Actually, it was a quarter of people, so the problem really is widespread and deserves attention.

Questions 12 to 15 are based on the conversation you have just heard.

12. What part of the TV program does the man say was interesting?

C 男士在对话开头提到，关于克服时差反应的部分很有意思。选项C) “The part about getting over jet lag.” 同义转述原文信息，以“getting over”对应原文中的“overcoming”，故为答案。

13. What does the man say he will do next time he flies a long distance?

A 男士在对话中提到，专家确实引用了支持其建议的相关研究，看来下次长途飞行时得试试看。选项A) “Try following the advice given by the expert on the show.” 转述原文信息，故为答案。

14. Why does the woman think she is lucky?

B 女士在对话中提到，她觉得自己还算幸运，能很好地适应不同的时区。选项B) “She does not have to worry about jet lag.” 同义转述原文信息，故为答案。

15. Why does the woman think the problem of being afraid to fly deserves attention?

A 女士在对话最后提到，实际上四分之一的人怕乘坐飞机，因此这个普遍性问题值得重视。选项A) “It affects twenty-five percent of people.” 同义转述原文信息，故为答案。

Section C

Passage One

The most common question I'm asked always centres around how to get started in user experience design, [16]to which my response is always that nothing can substitute real-world experience. Building the skills required of a user experience designer takes time, patience and commitment. Higher education is a great way to equip yourself with some core skills. But it will not prepare you for actual challenges you'll face with client work. In other words, being proficient with a design tool and a few methods doesn't make you a user experience designer. There simply isn't a one-size-fits-all process.

[17]Being effective requires adaptability, something you don't really learn in school, much less in a 6-month training camp. It's gained through experience on the job and learning what's appropriate given the needs of the project. I found my way to user experience through graphic design and slowly over many different roles and experiences that led me to become a user experience designer. It took time and commitment to continue to pursue roles within teams that I knew could teach and challenge me.

That's not to say that I think my path is the only one. But once again, nothing can substitute real-world experience. [18]You can start anywhere as long as you know your end goal and you commit to actively pursuing opportunities to learn and grow along the way.

Questions 16 to 18 are based on the passage you have just heard.

16. What does the speaker think is the best way to get started in user experience design?

C 短文开头提到，任何事物都无法替代真实世界的体验，选项C) “Obtaining real-world experience.” 复现原文信息，故为答案。

17. What does the speaker say being effective requires?

D 短文中提到，要做到高效，需要具备适应能力。选项D) “Adaptability.” 复现原文信息，故为答案。

18. What can people do as long as they know their end goal and strive for it?

B 短文最后提到，只要明确最终目标，积极把握学习和成长机会，你可以从任何地方起步。选项B) “Start anywhere.” 复现原文信息，故为答案。

Passage Two

[19]When planning for this year, our principal asked what needed to change to engage students more in their learning. I responded in a whisper “flexible seating”, thinking about their then-current classroom. It had rows of desks with blue chairs and name plates, reminding each student where they should be sitting. This began a journey to transform our practice and challenge the ways of learning for a group of Year 6 students used to sitting in desks and rows for years.

Flexible seating has been defined as movable furniture to create an engaging learning environment. It is a shift in practice from being teacher-focused to student-focused learning. [20]For us, flexible seating has meant removing most of the traditional chairs and desks, and introducing a variety of different seating options to promote student engagement.

The use of rows and their minimal adaptations to U-shape were traditionally intended to maximise on-task behaviour and reduce distraction from the teacher. Teachers tend to still use this format because of either the need to control students or the belief that the teacher is the most important person in the room. Now our students have a range of different seating options including a floor desk, couches, stools, bean bags, and the traditional desk and chair. From our experience so far, flexible seating enhances student ownership of space and engagement in learning, while reducing rates of student disengagement and disciplinary actions. [21]It is a win for all concerned.

Questions 19 to 21 are based on the passage you have just heard.

19. Why did the school principal ask what needed to change?

C 短文开头提到，制定本年工作计划时，校长询问需要哪些改变才能让学生更积极地投入学习。选项C) “To engage students more in their learning.” 复现原文信息，故为答案。

20. What has flexible seating meant at the speaker's school?

B 短文中提到，灵活安排座位就是移除大部分传统桌椅，引入多种座位选择，以促进学生参与课堂。选项B) “Adopting a variety of different seating options.” 复现原文信息，故为答案。

21. What has flexible seating brought about at the speaker's school?

D 短文结尾处提到，灵活安排座位好处多多，对所有相关方来说都是一种共赢。选项D) “A win for all people involved.” 同义转述原文信息，故为答案。

Passage Three

[22]Dozens of British students arriving for their first day of school on Tuesday were sent home over their shoes. About 30 students were turned away from Taverham High School in Norfolk, England. [22] Headteacher Dr. Roger Harris confirmed that this was due to a change in the school's uniform policy. Harris, who became headteacher this year, said he notified parents of the updated rules in an email in June.

[23]The price of school uniforms can spark panic among families struggling with the high cost of living. Nearly all British schools have uniforms. They cost parents an average of 337 pounds per year for each secondary school child. According to the new rules, students of Taverham are required to wear smart black shoes appropriate for the workplace. [24]Harris held that strengthened rules around school uniforms improved student outcomes and behaviour. But for some parents, the school's restrictions are an unnecessary burden.

As annual inflation climbs over 10%, many households are on a tight budget. Private rental prices in Britain rose 3.2% over the 12 months to July 2022, the largest jump since 2016. Soaring energy bills have made things worse. [25]Lucinda May, mom of a Taverham student, said that she had to ask her parents for 65 pounds to buy her child the correct pair of shoes. May said that the school's uniform policy showed the lack of regard for parents dealing with the high cost of living.

Questions 22 to 25 are based on the passage you have just heard.

22. Why were dozens of British students sent home on Tuesday?

D 短文开头提到，几十名英国学生开学第一天就因鞋子问题被责令回家，校长证实起因是学校着装规定有所变更。选项D) “They didn't wear the shoes required by the school's new policy.” 是对原文信息的合理推测，故为答案。

23. What can the price of school uniforms spark among families in financial difficulty?

A 短文中提到，有些家庭正因生活成本高而挣扎，校服价格可能令这些家庭感到恐慌。选项A) “Panic.” 复现原文关键词，故为答案。

24. What did the headteacher think of the school's new uniform rules?

C 短文中提到，校长哈里斯认为，加强校服规范管理能提升学生的学业表现与行为规范。选项C) “They improved student behaviour and performance.” 复现原文信息，故为答案。

25. What did Lucinda May have to do to buy her child the correct pair of shoes?

B 短文最后提到，一名学生的母亲表示，她不得不向父母要了65英镑才为孩子买到合适的鞋子。选项B) “Turn to her parents for help.” 同义转述原文信息，故为答案。

Part III Reading Comprehension

Section A

全文翻译

有些音乐让你想随之起舞，有些则让你想走出去改变世界。无论如何，音乐确实能以特殊的方式触动人心。

如果你对一段音乐特别着迷，你的大脑会出现一种“自发性知觉经络反应（ASMR）”，那种感觉就像大脑被轻轻刺了一下。

结果表明，这种“自发性知觉经络反应”相当特殊。《阿尔茨海默病预防杂志》近期发表的一项研究指出，大脑中负责这种反应的区域不会因阿尔茨海默病而丧失功能。该疾病通常会使用者陷入重重困惑，而研究证实音乐有时确实能暂时将患者从阿尔茨海默症的迷雾中唤醒，让他们恢复（至少近似）正常状态。自发性知觉经络反应的力量不容小觑！

这种现象虽多次被注意到，却鲜有深入研究。最著名的案例之一是92岁的亨利·德赖尔——他在聆听年轻时代的歌曲时，竟从痴呆状态中清醒过来。

犹他大学放射学副教授、该研究的供稿人杰夫·安德森指出：“当前社会对痴呆症的诊断已使医疗资源不堪重负。尽管没人认为音乐能治愈阿尔茨海默病，但它或许能让症状更易控制，降低护理成本，并提升患者的生活质量。”

词性分析

名词	D) fair集市，展览会；I) phase阶段，时期；K) quality质量，品质
动词	C) contributing（现在分词）贡献，促成；E) feels（第三人称单数）感觉，感到；G) mends（第三人称单数）修补，改善；H) observed（过去式、过去分词）观察，遵守；J) plotting（现在分词）策划，密谋；M) taxing（现在分词）征税，使耗费力气；N) tends（第三人称单数）倾向于，照看；O) yielded（过去式、过去分词）产生，让步
形容词	C) contributing供稿的，贡献的；D) fair合理的，公平的；F) manageable可应付的，可控制的；K) quality优质的，高质量的；M) taxing累人的，繁重的
副词	A) actually实际上，确实；B) consequently因此，所以；D) fair公平地，公正地；L) recently最近，近期

26. **D** it's ... to say是英语常用句式，该处应填形容词。根据句意，音乐能让你随之舞动，能让你想走出去改变世界。无论如何，音乐能以特殊方式打动人，这么说是_____，因此选fair（合理的）。
27. **E** which引导的定语从句中缺动词，从句时态是一般现在时，该处应填动词第三人称单数。根据句意，这种自发性知觉经络反应_____就像大脑被轻轻刺了一下，因此选feels（感觉）。
28. **L** 该句结构完整，该处可填副词。根据句意，《阿尔茨海默病预防杂志》_____发表的一篇文章指出，因此选recently（最近，近期）。

29. **N** 该句缺谓语动词，根据时态应填第三人称单数，且能与to搭配。根据句意，阿尔茨海默症_____使患者陷入层层认知迷雾，因此选tends（倾向于）。
30. **A** 该句结构完整，该处可填副词。根据句意及下文，研究证实音乐有时_____能暂时将患者从阿尔茨海默症的迷雾中唤醒，让他们恢复（至少近似）正常状态，因此选actually（实际上，确实）。
31. **H** 该句缺谓语动词，空格前的has been表明该处应填分词，后面的but ... studied表明该句是被动语态，该处应填过去分词。根据句意，这种现象虽多次被_____，却鲜有深入研究，因此选observed（观察，注意到）。
32. **C** 空格位于author前，起修饰author的作用，应填名词或形容词。根据句意，犹他大学放射学副教授、该研究的参与作者杰夫·安德森，因此选contributing（供稿的，贡献的）。
33. **M** 该句缺谓语动词，空格前后的are _____ resources表明，该处应填现在分词。根据句意，社会对痴呆症的诊断正将医疗资源_____到极限，因此选taxing（消耗）。
34. **F** 空格前的make the symptoms more表明，该处应填形容词。根据句意，音乐或许能让症状更_____，因此选manageable（可控制的）。
35. **K** 空格前后的a patient's _____ of life表明该处应填名词。根据句意，音乐能提升患者的生活_____，因此选quality（质量，品质）。

Section B

文章导读

本文是英国广播公司官网上的一篇文章，原标题为How playing video games could get you a better job。文章指出，游戏产业规模很大，但玩家在游戏中锤炼的各种能力却难以转化为职场优势。为此，游戏学院提供了游戏技能向职业能力迁移的可行思路；同时，军方、专家及研究也均认可游戏技能的潜在价值。诸多案例也证实，游戏能够有效培养人的元技能。不过，要让这种能力获得雇主的普遍认可，仍有较长的路要走。

全文翻译

玩视频游戏能帮你找到更好的工作吗？

- A) 游戏产业的规模超过了电影和音乐行业的总和，然而，我们却很少有人愿意把电脑游戏中的成就作为工作经验写进简历。但为什么不这样做呢？如今，**[39]企业界正日益觉醒，开始认识到游戏玩家能为职场带来技能。**
- B) 一家初创企业深信，在游戏中获得的技能——历经多年训练与实战才磨练出来的本领——能够应用到现实的工作场景中。游戏学院认为，这一观点有确凿的数据支持。你是否热衷于像《传送门》这类独特的解谜游戏，或是《防御阵型》这类塔防游戏？该团队发现，IT从业者玩这类游戏的频率要高于平

均水平。[42]但如果你更偏爱《文明》《全面战争》或《幽浮》这类强调策略与资源管理的游戏，那么你或许与管理者有着更多的共同之处。

- C) 游戏学院的理念很简单：通过玩家的在线游戏档案来分析其习惯，进而提供与其天赋相匹配的宝贵技能课程——而这些技能能够在游戏中得到练习和精进。此外，如今人们已越来越普遍地认可，游戏技能是可以迁移的。
- D) [36]甚至连军方都在招募游戏玩家。英国皇家空军的一位发言人表示：“能够快速吸收信息、反应迅速、协调行动，并在压力下保持冷静，这些通常都是游戏高手所具备的特质。”这些正是皇家空军在“多种岗位”中所寻求的技能。通过游戏获得的技能在某些领域非常适用。
- E) 海斯招聘公司的区域总监瑞安·加德纳说：“游戏玩家掌握的许多软技能，比如团队合作、问题解决能力以及战略规划，都能够用于职场。”[44]但这真的就意味着你应该把《守望先锋》的百强排名写进简历吗？加德纳先生表示：“关键在于，你能否让这段经历与你申请的职位产生关联，或是让它凸显你作为潜在员工的魅力。”
- F) 两年前，格拉斯哥大学的一项研究曾登上头条，该研究表明玩游戏有助于学生取得更大的成功。但该研究的作者之一马修·巴尔博士表示：“这项研究并没有真正改变人们的看法，至少目前还没有。”他目前正在撰写一本关于这一主题的书。[38]巴尔博士说：“目前来看，我认为游戏的负面声誉意味着，告诉别人自己是一名资深玩家，反而更有可能降低求职成功的机会。但如果应聘者能说明诸如自己曾在网络游戏中带领过团队，他或许就能让雇主相信这种经验是有价值的。”
- G) 随意地玩游戏不太可能有助于你的职业发展。[41]但游戏学院的一个建议是，将休闲玩家转变为“有意识的”玩家，即运用批判性思维提升技能。联合创始人大卫·巴里表示：“我们把玩游戏经历视为一种人才发掘资源。”“我们为什么不能把游戏中的胜利和成就写进简历呢？”他反问道。“如果招聘方要求具备领导力——我为何不能提及自己多年来指挥《魔兽世界》团队副本的经历呢？”
- H) [45]已经有很多玩家认识到，正是这一爱好成就了现在的自己。今年早些时候，马修·里奇在游戏网站Kotaku说：“如果你玩《星战前夜》，那你基本上相当于已经拥有了工商管理硕士学位。”尽管这款游戏在游戏圈常被戏称为“电子表格模拟器”，但其虚构的宇宙经济体系是由真实的市场规律驱动的。如果你想建造一艘新飞船，原材料必须由其他玩家开采。这就涉及制造成本，而商品价格也会根据需求以及运输距离产生波动。
- I) [37]里奇一直梦想着自己当老板，他曾在游戏中经营着一家由数百名玩家组成的公司。最终，他意识到自己可以将这些技能迁移到现实商业中——而不再是免费经营。他重组了Zentech公司，这家公司曾是他父亲生意中的纳税载体。如今公司已步入第四个年头，致力于帮助国际品牌进入加拿大市场。他坚信，《星战前夜》教给了他创造力、领导力、组织力以及解决冲突能力等技能。他将自己的成就归功于家人、自主创业的强烈愿望，以及“冰岛那家开发了一款出色游戏的杰出公司”。
- J) [43]数字企业家兼商业顾问米娅·贝内特说：“在更传统的环境中，玩游戏仍被认为是十几岁男孩的追求——纯属浪费时间。”但她指出，游戏与“决策制定、预见能力以及未来规划”等技能存在联系。“游戏还有助于培养‘元技能’——即学会如何学习、实验以及创造性思维。”
- K) [40]马克·朗在英国国民医疗服务体系萨里郡分院担任放射治疗物理学家，如今已工作十二年，现在他玩游戏的时间比以前少了很多。“我很想说，凭借我的游戏技能，我能像使用光子冲击炮那样，利用直线加速器消灭癌细胞，但这并非现实。”[40]相反，他将自己对计算机的接触归功于像《魔法宫殿》这类经典游戏。每一次游戏升级，都增进了他对计算机运作原理的了解。游戏也培养了他的竞争意识——他相信这种意识是能够迁移的。“制定治疗方案时，我们的目标是优化针对肿瘤的辐射剂量，尽可能减少对周围健康组织和器官的辐射，”他说。这其实就是不断“重复这一过程，但每次都做出微小的调整以改善结果”。这一点与在游戏中追求高分或完美通关并无二致。[40]“大多数视频游戏本质上都是待解的谜题，”他说，“而解决问题正是我工作的重要组成部分。”
- L) 在游戏学院，巴里先生深知他们依然任重道远。“雇主群体需要科学依据，”他说。但他也坦言，他

也是直到询问玩家取得最大游戏成就后，才真正信服这一点。“他们回答的深度与广度，令人惊叹。”他表示，“但如果问及工作上的同样问题，他们却答不上来。”“人们从玩游戏中获得投入感和强大技能——为什么工作不能这样呢？”他问道。

36. Certain gaming skills meet the requirements of the armed forces in Britain.

某些游戏技能符合英国军方的要求。

定位 根据题目中的gaming skills和armed forces定位到[D]段。

解析

D 该段第一句提到，军方都在招募游戏玩家；第二句又列举了游戏高手所具有的特质；而第三句提到，这些特质正是皇家空军一些岗位所寻求的技能。题目是对原文的概括和同义转述。题目中的Certain gaming skills对应文中的The ability to absorb information, react swiftly, and coordinate ...; meet the requirements对应what the Royal Air Force is looking for; the armed forces对应the Royal Air Force。

37. One veteran player has applied his gaming skills to his real-world business and owes his success partly to a game company.

一位资深玩家将游戏技能应用到了现实商业中，并认为其成功部分得益于一家游戏公司。

定位 根据题目中的real-world business和a game company定位到[I]段。

解析

I 该段前三句提到，里奇先生在游戏中经营一家公司，认识到可将游戏技能迁移到现实商业中后，重组了一家游戏公司；第四句提到，游戏教给他多种技能；最后一句提到，他将成功归因于家人、创业的强烈愿望，以及冰岛一家游戏公司。题目是对原文的概括和同义转述。题目中的One veteran player对应文中的Mr. Ricci; gaming skills对应creativity, leadership等; owes his success to对应credits his success to; partly to a game company对应促成成功三个因素之一的a damn good company in Iceland。

38. According to a researcher, bad reputation about games will probably limit a gamer's chances of landing a job.

一位研究人员称，游戏的负面名声可能会限制游戏玩家获得就业机会。

定位 根据题目中的bad reputation和limit a gamer's chances of landing a job定位到[F]段。

解析

F 该段倒数第二句引用了巴尔博士的话，认为游戏的负面名声可能会降低求职的成功率。题目是对原文的同义转述。题目中的a researcher对应文中的Dr. Barr; bad reputation对应negative reputation; limit a gamer's chances of landing a job对应harm your chances of getting a job。

39. Businesses are beginning to realise gaming skills are applicable to their employees' work.

企业正开始意识到游戏技能适用于员工的工作。

定位 根据题目中的Businesses、gaming skills、applicable和work定位到[A]段。

解析

A 该段最后一句提到，企业正逐渐意识到游戏玩家能为职场带来技能。题目是对原文的同义转述。题目中的beginning to realise对应文中的waking up; applicable to their employees' work对应gamers can bring to the workplace。

40. A physicist admits gaming has contributed to his computer knowledge and skills of solving problems.

一位物理学家承认，玩游戏有助于他掌握计算机知识和提升解决问题的能力。

定位 根据题目中的physicist、computer knowledge和skills of solving problems定位到[K]段。

解析

K 该段第一句提到，马克·朗是一位放射治疗物理学家；第三句提到，他将自己与计算机的结缘归功于一些老式经典游戏；而在最后一句中，他认为大多数视频游戏本质上都是要去解决一些谜题。题目是对原文的概括和同义转述。题目中的physicist对应文中的Mark Long；contributed to his computer knowledge对应gaming upgrade improved his knowledge of how they worked。

41. Game Academy proposes to help gamers develop their skills using critical thinking.

游戏学院提议帮助游戏玩家运用批判性思维培养技能。

定位 根据题目中的Game Academy和develop their skills using critical thinking定位到[G]段。

解析

G 该段第二句提到，游戏学院建议将休闲玩家转变为“有意识的”玩家，运用批判性思维提升技能。题目是对原文的同义转述。题目中的proposes对应文中的suggestion；help gamers develop their skills using critical thinking对应applying critical thinking to develop their skills。

42. One who enjoys playing games that require management skills to win might possess more qualities of a manager.

那些喜欢“需运用管理技能方可胜出游戏”的人，可能具备更多的管理者特质。

定位 根据题目中的management skills和more qualities of a manager定位到[B]段。

解析

B 该段最后一句提到，如果你更喜欢《文明》等以策略和资源管理为核心的游戏，那么就可能与管理者有更多共同之处。题目是对原文的同义转述。题目中的games that require management skills to win对应文中的Civilization, Total War, or XCOM, where strategy and resource management are key；possess more qualities of a manager对应have more in common with managers。

43. In more conventional views, gaming is a time-wasting activity pursued by young boys.

在更传统的观念中，游戏是年轻男孩追求的、浪费时间的活动。

定位 根据题目中的time-wasting和pursued by young boys定位到[J]段。

解析

J 该段第一句引用了商业界人士贝内特的观点，认为在传统环境中，游戏仍被认为是十几岁男孩的追求，是浪费时间的行为。题目是对原文的同义转述。题目中的conventional views对应文中的traditional settings；a time-wasting activity pursued by young boys对应the pursuit of teenage boys—a waste of time。

44. It is suggested that gaming skills be included in a résumé if they enhance a job applicant's appeal.

有人建议，若游戏技能能够提升求职者的吸引力，可将其写入简历。

定位 根据题目中的résumé和enhance a job applicant's appeal定位到[E]段。

解析

E 该段最后两句提到，加德纳先生认为，是否将游戏的排名写进简历，关键在于如何让它与所申请的职位相关联，或者让它使求职者更有吸引力。题目是对原文的概括和同义转述。题目中的be included in a résumé对应文中的go down in your résumé；enhance a job applicant's appeal对应makes you more interesting as a potential employee。

45. Many gamers know their passion for playing games has shaped their identity.

许多游戏玩家知道，他们对游戏的热爱塑造了如今的自己。

定位 根据题目中的Many gamers和shaped their identity定位到[H]段。

解析

H 该段第一句提到，许多游戏玩家已经意识到，正是他们对游戏的爱好成就了现在的自己。题目是对原文的同义转述。题目中的Many gamers对应文中的plenty of gamers; their passion for playing games对应their hobby; shaped their identity对应made them who they are。

Section C

Passage One

文章导读

垃圾食品对青少年的诱惑和危害不可低估，引起了人们的重视。常言道：预防胜于治疗。若想抵制垃圾食品，将健康饮食与青少年的价值观相结合，才能行之有效。

全文翻译

垃圾食品如今已成为许多美国人日常饮食中的主食。[46]零食公司的广告宣传活动经常会请体育明星代言，来传递这样一种理念：只要进行更多的体育锻炼，就能抵消食用这些产品带来的任何负面影响。但近期研究表明，导致肥胖率上升的罪魁祸首并非缺乏运动，而是不良的饮食习惯。

采取干预措施以减少垃圾食品摄入，对儿童和青少年尤为重要。预防胜于治疗，因为肥胖症的治疗难度极大。[47]遗憾的是，健康教育虽然在幼儿群体中取得了一定成效，但在青少年群体中起效甚微。

现行的一项大规模研究尝试一种创新方法来改变青少年对健康饮食的态度，收效喜人。[48]研究人员指出，以往的干预措施之所以失败，可能是因为存在一个重大缺陷：这些措施都将重点放在塑造未来更健康的自我上，并假定这一点足以成为青少年改变饮食习惯的强大动力。[49]与之相反，这项新的干预措施巧妙利用了青少年叛逆和追求自主的天性以及他们对社会正义的重视。

干预实施时，研究人员让学生阅读一篇关于食品行业的文章。文章揭露了秘密：食品行业通过操纵和欺骗手段，使垃圾食品更容易让人上瘾并将其包装成健康食品。文章同时具体指出广告营销如何针对儿童和低收入群体，从而对这些弱势群体造成伤害。随后，参与者还阅读了一份虚构的青少年调查报告。报告显示，青少年都希望“通过减少购买和食用加工食品来反击这些食品公司”。

接受干预措施后，参与者将健康饮食与自主意识和社会正义关联起来，青少年认为健康饮食更具吸引力。重要的是，这项新干预措施对参与者的实际行为也产生了积极影响。一天后，在一个看似无关的场景中，研究人员为参与的学生提供了零食和饮料的选择。结果发现，相对于不健康的选品（如饼干和汽水），青少年更倾向于选择健康的零食和饮品（如水果和水）。[50]显然，将健康饮食与青少年自身的价值观相结合，或许是预防肥胖症的有效途径。

46. **定位** 根据题干中的关键词advertising campaigns，本题可定位到第一段第二句。

解析

A 第一段第二句提到，零食公司的广告宣传活动请体育明星代言来传递一种理念：进行更多体育锻炼，能抵消食用这些产品的负面影响。选项A)是对原文的合理引申，故为答案。

47. **定位** 根据题干中的关键词health education，本题可定位到第二段最后一句。

解析

D 第二段最后一句强调，健康教育虽然在幼儿群体中取得了一定成效，但在青少年群体中起效甚微。选项D)是对原文的合理推测，故为答案。

48. **定位** 根据题干中的关键词flaw, 本题可定位到第三段第二句。

解析

B 第三段第二句指出, 以往的干预措施失败可能因为存在重大缺陷: 这些措施将重点放在塑造未来更健康的自我上, 并假定这足以成为青少年改变饮食习惯的强大动力。选项B) 是对原文的合理引申, 故为答案。

49. **定位** 根据题干中的关键词new intervention和题干意思, 本题可定位到第三段最后一句。

解析

C 第三段最后一句强调, 这项新的干预措施巧妙利用了青少年叛逆和追求自主的天性以及他们对社会正义的重视。选项C)是对原文的概括, 故为答案。

50. **定位** 根据题干中的关键词conclusion和题干意思, 本题可定位到文章最后一句。

解析

C 文章最后一句给出结论, 将健康饮食与青少年自身的价值观相结合, 或许是预防肥胖症的有效途径。选项C)是对原文的同义转述, 故为答案。

Passage Two

文章导读

晚安, 好梦。婴幼儿的睡眠时间长, 会不会“夜长梦多”呢? 既然“日有所思, 夜有所梦”, 那么缺少生活经历的婴幼儿, 梦中的世界又是怎样的? 科学家的研究, 有意外的发现。

全文翻译

[51]成年人会在快速眼动(REM)睡眠阶段做梦, 而婴儿的快速眼动睡眠时长相当长。因此, 人们似乎有理由认为婴儿也会做很多梦。

[51]但科学家认为, 快速眼动睡眠对于新生儿和婴儿的作用与“做梦”完全不相关。婴儿处于快速眼动睡眠时, 他们的大脑可以构建神经通路, 形成神经连接, 最终为语言学习打下基础。

既然婴儿在大脑发育的这个阶段并不会做梦, 我们自然也可以推测, 婴儿不会做噩梦。[52]噩梦的产生通常与创伤经历、过于活跃的想象力以及日常生活中的压力有关。

你是不是很好奇小宝宝会梦到什么? 这是个好问题, 但答案是: 什么也不会梦到!

那么, 宝宝什么时候才开始做梦呢? 普遍共识是, 宝宝在两岁左右开始做梦。[53]心理学家戴维·福克斯研究儿童(从婴幼儿到青少年)的梦境, 力求揭开儿童梦境的神秘面纱。在他的实验室里, 他会让孩子们入睡, 然后在夜间叫醒他们三次, 让他们描述自己能回忆起的梦境内容。

[54]福克斯的研究结果并不出人意料。总体来说, 幼儿的梦境内容非常简单。但儿童在梦中具体会看到什么, 则取决于他们的年龄。[54]随着儿童的成长发育, 他们的梦境也会随之发展。

幼儿的梦境通常只是一个个“快照”, 和成年人的梦境相比, 更像是幻灯片播放, 而非连贯的电影。这些梦境大多呈现的是动物以及其他熟悉的场景, 比如人们吃饭的画面。福克斯表示: “儿童的梦境世界, 似乎与他们清醒时的想象力和语言表达能力息息相关。”5至9岁的儿童开始能在梦中看到动态的画面和活动的角色, 梦境中会出现一连串前后衔接的事件。同时, 他们回忆梦境的能力也会逐渐增强。不过情况并非总是如此: 在福克斯的研究中, 有25%的儿童在快速眼动睡眠阶段被叫醒后, 完全不记得自己做过梦, 这种情况会一直持续到9岁。

[55]所以说, 如果你的宝宝睡觉时看起来紧张不安, 或者醒来后情绪烦躁, 这很可能是由其他因素引起的。

51. **定位** 根据题干中的关键词scientists和REM, 本题可定位到第一、二段的首句。
解析 **D** 第一、二段的首句提到, 成年人会在快速眼动睡眠阶段做梦, 但科学家认为, 快速眼动睡眠对于新生儿和婴儿的作用与“做梦”完全不相关。选项D)是对原文的综合概括, 故为答案。
52. **定位** 根据题干中的关键词nightmares, 本题可定位到第三段最后一句。
解析 **B** 第三段最后一句强调, 噩梦的产生通常与创伤经历、过于活跃的想象力以及日常生活中的压力有关。选项B)是对原文的合理引申, 故为答案。
53. **定位** 根据题干中的关键词Foulkes' study, 本题可定位到第五段第二句。
解析 **A** 第五段第二句指出, 心理学家戴维·福克斯研究儿童的梦境, 力求揭开儿童梦境的神秘面纱。选项A)是对原文的同义转述, 故为答案。
54. **定位** 根据题干中的关键词findings和题干意思, 本题可定位到第六段的首句和末句。
解析 **C** 第六段的首句和末句提到, 福克斯的研究结果并不出人意料; 随着儿童的成长发育, 他们的梦境会随之发展。选项C)是对原文的概括, 故为答案。
55. **定位** 根据题干中的关键词upset, 本题可定位到文章最后一段。
解析 **D** 文章最后一段指出, 如果你的宝宝醒来后情绪烦躁, 这很可能是由其他因素引起的。选项D)是对原文的同义转述, 故为答案。

Part IV Translation

翻译原文

近年来, 中国政府高度重视民营经济 (private economy) 的发展, 出台¹了一系列政策支持民营企业。截至2025年3月底, 全国民营企业数量超过²5700万家, 占³企业总量的92.3%。民营企业⁴不仅数量稳步增长⁵, 质量和结构也在不断提升。民营企业的研发⁶投入不断增加⁶, 在新一代信息技术、人工智能等领域发展迅速。民营企业核心竞争力的增强为中国经济的高质量发展提供了有力支撑。

参考译文

In recent years, the Chinese government has placed great emphasis on the development of the private economy, issuing a series of policies to support private businesses. By the end of March 2025, the number of private enterprises nationwide had surpassed 57 million, constituting 92.3% of all enterprises. These enterprises have not only witnessed steady growth in number, but also continuous improvement in their quality and structure. Their R&D investment has been increasing consistently, leading to rapid advancements in sectors such as new-generation information technology and artificial intelligence. The enhancement of private enterprises' core competitiveness provides strong support for the high-quality development of the Chinese economy.

难点注释

1. 受汉语并列句式的影响，考生可能会译成“... and issues ...”，实际上使用主从结构“..., issuing ...”更符合英语表达习惯。
2. 整篇译文主要使用现在完成时和一般现在时，但此处必须使用过去完成时had surpassed，因为句中有明确表示过去时间的状语By the end of March 2025。
3. “占（百分比）”在英语中有多种表达方式：除了constituting，还可以用making up、taking up、accounting for等。而occupying一般仅用于表示“占物理空间的比例”。
4. 文中多次出现“民营企业”，英译时应注意用词多样性。“民营企业”不宜全部译为the private enterprises；此处可用英语代词替代，译为These enterprises。
5. “稳步增长”可译为has increased steadily，也可译为has witnessed steady growth，后者更有文采。
6. “研发”的完整表述是research and development，常使用缩写R&D。此外，汉语表达具有一定模糊性，不同译者对“不断增加”的时态理解可能不同，因此译为has increased、is increasing或has been increasing均属可取。

词语拓展

中国政府高度重视民营经济的发展The Chinese government has placed great emphasis on the development of the private economy.→The Chinese government has attached great importance to/has highly valued the growth of the private economy.

出台了一系列政策支持民营企业 issue a series of policies to support private businesses→roll out/release an array of policies in support of private enterprises/companies/firms

为中国经济的高质量发展提供了有力支撑provide strong support for the high-quality development of the Chinese economy→powerfully support China's high-quality economic growth



1	B	2	A	3	B	4	D	5	C	6	A	7	C	8	A	9	D	10	B
11	D	12	C	13	A	14	B	15	A	16	C	17	D	18	B	19	C	20	B
21	D	22	D	23	A	24	C	25	B	26	D	27	E	28	L	29	N	30	A
31	H	32	C	33	M	34	F	35	K	36	D	37	I	38	F	39	A	40	K
41	G	42	B	43	J	44	E	45	H	46	A	47	D	48	B	49	C	50	C
51	D	52	B	53	A	54	C	55	D										