2021年度

2月10日 入学試験

英 語 (50分)

注 意

- 1 試験開始の合図があるまで、この冊子の中を見てはいけません。
- 2 問題は 1 から 4 まで、8ページにわたって印刷してあります。
- 3 解答の下書きが必要なときは、この問題用紙の余白を利用しなさい。
- 4 解答用紙には、受験番号と氏名を書きなさい。
- 5 解答はすべて解答用紙に書き、解答用紙を提出しなさい。

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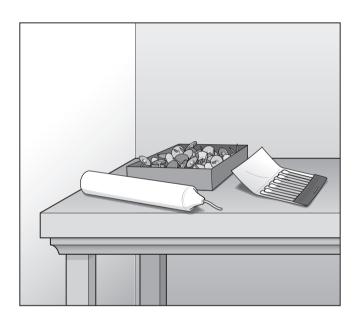
- 1 (1) \sim (5) の下線部について、誤った部分を (r) \sim (r) の中から1つ選び、記号で答えなさい。
- (1) A: Are you (7) looking for something, Tom?
 - B: Yes, I (イ) can't find my science textbook.
 - A: (ウ) Why don't you look for it in your locker?
 - B: I've (\mathcal{I}) done it yet. I think I left it in the library.
- (2) A: How did you get to know (7) each other?
 - B: We met () through tennis.
 - A: I didn't know (ウ)you playing tennis.
 - B: I only play it (\bot) once a year or so.
- (3) A: Do you (7) want to go to see the soccer game today?
 - B: I don't think so. It is (1) too cold to staying outside so long.
 - A: Then (ウ)how about going to see a movie?
 - B: (I) Why not? I will check which movies are on.
- (4) A: (7) What's wrong for you? You are very quiet today.
 - B: I'm just really sleepy. (イ) It's my turn to give a presentation in class.
 - A: So you (ウ) couldn't get enough sleep last night?
 - B: Actually, I (\pm) didn't sleep at all.
- (5) A: Look at that. The ground (7) is covered with snow.
 - B: What should we do? I want to (イ)keep going.
 - A: I think we should (ウ) stop to go up.
 - B: OK. Safe hiking is (\mathcal{I}) the most important.

Importance of Creativity

Our ability to become creative has become more important. The development of technology, especially AI, will change the world greatly. Many jobs such as cashier or delivery service can be done by machines. In the future, taxi drivers may be gone. In such a world, humans must do creative work which machines cannot do.

When jobs we have now are given to machines, we will have a lot of free time. If that happens, being creative will be very important. We will get bored if we repeat the same things. You can see that creativity is important and companies and schools must find a way to get people creative. How can we become more creative? One experiment gives us a clue.

Experiment



Two groups go into a room with wooden walls. They see a table in the room. On the table, they are given a candle, some matches and a box of pins. The challenge is to clear the following task.

Task:

Use the items on the table to connect the candle to the wall and light it. You cannot drop the wax on the table. After lighting the candle, the wax cannot drop onto the table or floor.

The answer to this question is this. First, take the pins out of the box. Then use the match to light the candle. Use the wax from the candle to stick the candle inside the box. Finally, connect the side of the box. Use the pin to connect the side of box to the wall. As you can see, to complete the task, you need to think creatively and discover that the box is also an item. There was only one difference between the two groups. One group was told "If you finish this in five minutes, you will get some money." The other group was only told "This is just a challenge." Which group solved the problem quicker? You might think the first group because they could get money for the job. However, the winner was the group which didn't work for money.

Mechanism

Why did this happen? Many people think of the opposite result - people work harder and become more creative if they are given rewards, like money. The result shows something different. People become less creative with rewards. What were the differences between the two groups? The group with rewards focused more on getting the work done for money. The other group focused more on the task itself and enjoyed the challenge. As a result, they had a better performance. The experiment suggests that enjoying the task itself is the key to creativity. Surprisingly, giving rewards can make people become less creative. Why do people get more creative when they are enjoying the task? It is because humans have a natural need to challenge something. When we are able to do new things, we feel happy about ourselves. That experience leads us to be more creative again. After all, we are getting a reward for being creative. A better *you*!

For the Future

In some situations, rewards can be effective. One is when we do simple non-creative tasks. Research shows that if the task is simple, like counting books or putting goods in a box, it can speed up the work. But remember, these simple tasks will be done by machines in the future. The other is when the reward is told after the task is done. In this situation, the reward will be a present for the work you have finished, not for the one you will do. In both situations, we can see that by asking for a reward before a task, we do not become more creative. To become more creative, we must start enjoying life without rewards. As a result, we can have a more productive and happier life.

問1 以下の英文が実験課題の正解になるよう並べかえた手順を選び、記号で答えなさい。

- (あ) Attach the box on the wall with some pins.
- (1) Drop wax from the candle to glue it in the box.
- (う) Empty the box of pin so you can use it.
- (え) Take a match and light the candle.
 - $r. j \rightarrow k \rightarrow v \rightarrow b$
 - $1.5 \rightarrow 5 \rightarrow 1.5 \rightarrow$
 - \dot{p} . \dot{b} → \dot{c} → \dot{v} → \dot{c}
 - エ. あ → う → え → い

問2 被験者が正しい答えを導き出した場合、正しい物を選び、記号で答えなさい。

- 7. You will use one pin on the desk and one pin on the wall.
- The candle is broken into 2 pieces.
- ウ. The wax from the candle will be on the desk.
- エ. No matches are used to finish the task.
- オ. The box for pins is used in a different way.

問3 本文の内容として正しいものを2つ選び、記号で答えなさい。

- ア. 発達する機械に対応するためにより効率的な働き方が必要だ。
- イ. 創造力を発揮させるには報酬を与えることが効果的だ。
- ウ. 実験のタスクが早く終ったのは報酬について聞かされたグループだった。
- エ. 単純な作業を早く終わらせるのに報酬を与えることは有効だ。
- オ. より豊かな人生を送るには創造力が必要だ。

問4 タイトルとして最も適切なものを選びなさい。

- 7. Reward for More Creativity
- イ. How to Improve Creativity
- ウ. A Challenging Experiment
- エ. Happy Life with Rewards

問題の続きは次のページにあります。

It was a night in the Edo period. One man came to a soba stand to eat soba. "Welcome to the stand," the master said. "Soba, please," the man ordered. The master started to make some soba. "It's a little ①chilly today, isn't it?" The master was making soba (あ) the man but answered, "Indeed. It's a bit cool tonight."

(ν) a few seconds, he handed a bowl of soba to the man. The man picked up the bowl and started to talk. "Wow. That's nice and quick. I'm an *edokko* and I don't like waiting. You fixed a soba while (2). I like that."

He tried to get the chopsticks and went, "Oh, look at this. Most chopsticks in this area are reusable ones but yours, these are brand new. It feels good to use these clean chopsticks."

He looked at the bowl. "A nice looking bowl. Some people say that the food tastes better with a good plate. This fine bowl is giving an extra spice to the soba."

He took the bowl and smelled the soba. After one taste of the soup, "And the soup! You're using fine *katsuobushi*. I can already imagine that this is going to taste great." He picked up some soba with his chopsticks and before eating it, he said, "Look at these nice and thin noodles. I only call these thin ones soba."

He put them in his mouth $(\dot{\gamma})$ a happy face, "Ummm. These strong noodles! The most important thing about soba. Oh, delicious!"

The man enjoyed his soba. He thanked the master and asked, "How much?" The master answered, "It's sixteen *mon*."

The man took out his wallet and said, "Sixteen? Ok. I only have 1 *mon* coins. Can you count them with me, master?" Then he started to put his coins on the master's hand and count. "One, two, three, four, five, six, seven, eight, err.. Master, you got the time?" The master looked at the clock and said, "Let's see, it's... nine." "Oh, nine," repeated the man and continued "ten, eleven, twelve, thirteen, fourteen, fifteen and sixteen," and finished paying. He stood up and said "Thanks for the great soba!" and left the stand.

From a distance, a man named Yotaro was watching all of this. He was impressed with the man because he was talking a lot. "Wow, that man talks a lot! Does he have to be talking all the time? I thought he may forget to pay for his soba because he talks too much but he paid for sure." He was sure because he saw it for himself.

Then Yotaro wondered, "(③) Everyone knows that a bowl of soba is sixteen *mon*. He's a strange man ...but he paid. He paid like..." Then Yotaro repeated the man's words, "One, two, three, four, five, six, seven, eight... Master, do you have the time?" Yotaro wondered again, "That's a strange timing to ask the time. You may make mistake."

Yotaro started again, "One, two, three, four, five, six, seven, eight, err what time is it?" Yotaro answered as the master, "Let's see, nine." he continued as the man did "ten," and he realized that the man made a mistake.

"See, he made a mistake because he asked a silly question." Yotaro continued repeating the man's word, "eleven, twelve, thirteen, fourteen, fifteen, sixteen. Thanks for the soba!"

Yotaro was silent and he thought for a while. He raised his voice, "Oh! Clever man!" Yotaro finally understood 4 the man's plan.

- 問1 下線部①chillyの意味として最も近い語を本文より抜き出しなさい。
- 問2 (あ) \sim (う) に入る適切なものを1つずつ選び、記号で答えなさい。ただし、同じ語は2 度以上使わないこと。
 - ア. at イ. for ウ. after エ. with
- 問3 (②)、(③)に入れるのに適切なセリフをそれぞれ1つ選び、記号で答えなさい。
 - ② 7. I am picking up my chopsticks.
 - イ. it is getting warmer.
 - ウ. we were having a chat.
 - ③ 7. What did he want to eat?
 - イ. Does he have enough money?
 - ウ. Why did he ask the price?
- 問4 下線部④the man's planとは何か日本語で説明しなさい。
- 問5 本文の内容と合うものを3つ選び、記号で答えなさい。
 - 7. Yotaro enjoyed eating soba.
 - 1. The stand wasn't using reusable chopsticks.
 - ウ. The man had fifteen mon when he came to the stand.
 - エ. The man likes to do things slowly.
 - オ. The soba master gave the man a good time.
 - \mathcal{D} . The man enjoyed his soba silently.
 - ≠. The master had a lot of free time.
 - ク. The man paid everything in 1 *mon* coins.

4 以下の質問に対して、100 語程度の英語で答えなさい。

What was the best present that you have received?