英語問題 (60分)

(この問題冊子は9ページである。)

受験についての注意

- 1. 監督の指示があるまで、問題を開いてはならない。
- 2. 携帯電話・スマートフォンの電源は切ること。
- 3. 時計に組み込まれたアラーム機能、計算機能、辞書機能などを使用してはならない。
- 4. 試験開始前に、監督から指示があったら、解答用紙の受験番号欄の番号が自身の受験番号かどうかを確認し、氏名を記入すること。
- 5. 解答用紙は3枚ある。解答は解答欄に記入し、その他の部分に何も書いてはならない。
- 6. 監督から試験開始の合図があったら、この問題の冊子が、上に記したページ数通りそろって いるかどうか確かめること。
- 7. 筆記具は、H、F、HBの黒鉛筆またはシャープペンシルに限る。万年筆やボールペンなどを使用してはならない。訂正する場合は、消しゴムで丁寧に消すこと。消しくずはきれいに取り除くこと。
- 8. 解答用紙を折り曲げたり、破ったりしてはならない。
- 9. 試験時間中に退場してはならない。
- 10. 問題冊子と解答用紙を持ち帰ってはならない。

以上

$oxed{I}$ 次の (1) \sim (5) の英文を読み、下線部に最も近い意味のものをそれぞれ								
A~D の中から選びなさい。								
(1) Her songs comforted the audience.								
(1) H	er song	s <u>comi</u>	ortea ti	ie audience.				
A.	challe	nged	B.	upset	C.	delighted	D.	soothed
(2) II				amahla aa a ama	saisa tha	, rrya thimle		
(2) H	umans a	ire mo	re <u>vuin</u>	<u>erable</u> as a spe	ecies unai	i we mink.		
A.	humb	le	B.	dangerous	C.	emotional	D.	weak
				J				
(2) II	. ,	1 ' 1	1	1	1 4	1		
(3) H	er <u>ınnat</u>	<u>e</u> kındı	ness sho	ows in the way	y she trea	its others.		
A.	extra		B.	loving	C.	natural	D.	remarkable
				C				
(A) ===								
(4) The greatest <u>barrier</u> to success is not believing in yourself.								
Α.	obstac	ele	B.	advantage	C.	function	D.	method
(5) He was surprised by his own <u>reflection</u> in the window.								
A.	memo	rv	B.	image	C.	personality	D.	regret
		J				1		U

П	次の (6) ~	(10) 0)英文を読み、	空所	こ入れるのに最	もふ	さわしいものを	
それ・	ぞれ A∼D の中	から追	選びなさい。					
(6) We tend to take for () many of the good things we have in life.								
A.	enjoyment	B.	essential	C.	granted	D.	general	
	- `	•	e road construction					
A.	disturbs	В.	was disturbing	C.	disturbed	D.	was disturbed	
(8) I l	ooked ()	my sm	artphone everyw	here	but could not fin	d it u	intil now.	
A.	at	B.	for	C.	upon	D.	up	
(9) () finished	his tasl	k, he suggested a	shor	t break.			
A.	Although	B.	Without	C.	Having	D.	When	
(10) I believe that people who are honest will be happiest in the ().								
A.	long run	В.	short range	C.	closing time	D.	final chance	

それぞれ A~D の中から選びなさい。								
Becaus	se pla	astic is harmful to	the e	nvironment, many	peo	ple want to contrib	oute t	to the
(11)_		of plastic waste. S	ome	people make effor	ts in	their daily lives, (1	2)	
by usin	ng ec	o-friendly shopping	g bag	s and carrying dri	nks	in reusable bottles.	How	vever,
others question (13) significance of such efforts in today's world when so many								
industr	rial p	roducts are made of	plas	tic. (14), u	sing	an eco-friendly sho	oppin	g bag
or carr	ying	a reusable drink bo	ttle r	nay be just a drop	in th	e ocean, an act of	little	value
for a very big problem. Nevertheless, such efforts can (15) raise our awareness								eness
and lead us to take action on environmental issues.								
(11)	A.	repetition	B.	reduction	C.	reproduction	D.	retirement
(12)	A.	so much	B.	as if	C.	such as	D.	not for
(13)	A.	the	B.	how	C.	some	D.	yet
(14)	A.	Fortunately	В.	Indeed	C.	Meanwhile	D.	Hopefully

(15) A. try B. make C. do D. help

Ⅲ 次の英文を読み、(11) ~ (15) の空所に入れるのに最もふさわしいものを

▼ 次の英文を読み、設問(16) ~ (27) に答えなさい。なお、*印のついた語句には注があります。

- ① Electronic sports, also known as eSports, is a new category of sports.

 (⑤) Unlike traditional physical sports such as soccer, tennis, or swimming, where athletes come together to compete against each other physically, eSports players instead compete against one another on video games. But like traditional physical sports, some eSports involve individuals competing against individuals, and some are team competitions. Small eSports events may be held in places like hotel meeting rooms, whereas large events are sometimes held in arenas. Moreover, eSports players compete in games using their skills and teamwork, much like athletes do in traditional sports, and the eSports business is developing in ways similar to the business of professional sports.
- 2 Today there is a boom in eSports around the world and a growing market for eSports players. At small, local events many of the eSports players may be children who are playing for fun and excitement. At such events, the winners might get prizes such as gift cards. There are also professional eSports players, however, including some who become superstars to the millions of eSports fans around the world. Big eSports competitions are broadcast worldwide. One popular league, for instance, broadcasts its competitions in four languages to over 100 countries around the world. In bigger tournaments, players can win tens of thousands of dollars—or even more—in prize money. In a 2019 eSports competition held at a tennis stadium in New York, for instance, a 16-year-old player won an extraordinary prize of three million dollars. Like professional athletes, professional eSports players are recruited by teams or companies wanting to have the very best players who will be able to help them win more and more.
- 3 Sometimes eSports players are recruited while they are still students. In the United States today, some universities give scholarships to highly talented eSports players, similar to the way they award scholarships to athletes in sports like football, basketball, and baseball. If you are a talented eSports player hoping to attend university, you might be noticed during a tournament by a university's eSports coach. Then, if the coach is impressed enough by your performance, you might be invited to visit the campus, meet with the coach and other players on the school's eSports team, and demonstrate your abilities. If you are good enough, your performance could earn you a scholarship that covers some or even all of your university tuition*. For some, this may be a stepping

stone to developing a future career in eSports, just as some university athletes in traditional sports move on to become professional athletes after they graduate.

① Of course, becoming an eSports pro and making a career out of it is not easy. It requires skill and training, just like traditional sports do. In order to become a good eSports player you have to work incredibly hard, including training regularly. Many eSports players may practice six to eight hours a day. This requires stamina and concentration, and it can be exhausting. In addition to practicing, players need to have up-to-date knowledge about the games they play, since a new version of a game can include changes that affect how players perform. They also need technical ability in order to deal quickly with computer problems that might come up. Playing team eSports also requires teamwork, good communication skills, and leadership, just like traditional sports do. Also like traditional sports, being an outstanding eSports player requires raw talent* and a strong desire to win.

While some children today surely dream of becoming eSports superstars, there are downsides to young people playing video games too much. Some children get addicted to playing games and this can negatively affect their school studies, their ability to develop socially, and their health. Because of such concerns, parents often try to limit how much time their children spend playing eSports or other video games. (V) These parents would probably be much happier to see their children spending time on traditional sports at a soccer field, tennis court, or swimming pool, even though practicing eSports could lead to a scholarship or even a future career. How about you? Do you think aiming to become a pro eSports player is a worthwhile goal?

Selected References

Capps, R. (2020, Feb. 18). "How to Make Billions in E-Sports" *The New York Times Magazine*. https://www.nytimes.com/interactive/2020/02/18/magazine/esports-business.html *Esports Scholarships Guide* (n.d.). *NCSA*. https://www.ncsasports.org/college-esports-scholarships

^{*} tuition 授業料

^{*} raw talent 生まれ持った才能

- (16) According to paragraph 1, which of the following is true?
 - A. Competitors of eSports usually play individually.
 - B. Players of eSports usually aren't good at traditional sports.
 - C. In many ways, eSports and traditional physical sports are similar.
 - D. The number of professional eSports leagues is declining.
- (17) According to paragraph 2, eSports players...
 - A. make the most money when they are teenagers.
 - B. may participate in competitions shown around the world.
 - C. do not get any rewards if they are children.
 - D. need to know foreign languages to win in big competitions.
- (18) According to paragraph 2, why do teams and companies want to hire talented eSports players?
 - A. because children worldwide want more fun and excitement
 - B. because teamwork is the most important element of winning
 - C. because such players will increase their chances of winning
 - D. because young eSports players are more skillful than adults
- (19) According to paragraph 3, which of the following could be possible if you are a talented eSports player in high school?
 - A. developing new video games for children
 - B. attending university without paying tuition
 - C. recruiting an eSports coach for your school
 - D. graduating sooner than athletes in traditional sports
- (20) According to paragraph 3, if you are seeking a profession in eSports, how would you try to be noticed?
 - A. playing a traditional sport in addition to an eSport
 - B. visiting a university and asking about their eSports program
 - C. inviting a coach to see a demonstration of your talent
 - D. joining a tournament and performing well

- (21) According to paragraph 4, which of the following is true?
 - A. Top eSports players need stamina, knowledge, and determination to win.
 - B. The best teams are supported by technical experts.
 - C. Communication ability is actually more important than technical knowledge.
 - D. Becoming a star player in eSports requires less effort than in traditional sports.
- (22) In paragraph 4, which of the following is NOT mentioned as a requirement for success in eSports?
 - A. keeping up with the latest game information
 - B. earning sponsorships from companies
 - C. practicing daily for many hours
 - D. being able to manage technical problems
- (23) According to paragraph 5, which of the following is true?
 - A. Parents should let their children experience traditional physical sports.
 - B. Limiting children's time for eSports practice can result in poor test results.
 - C. Become a star eSports player is a dream for many children and their parents.
 - D. Children can get absorbed in games and face negative consequences.
- (24) Overall, what kind of perspective does the author have towards eSports as a profession?
 - A. open-minded
 - B. optimistic
 - C. disappointed
 - D. suspicious
- (25) Which would be the best title for this passage?
 - A. The Negative Impact of Playing ESports
 - B. Can ESports Compete With Physical Sports?
 - C. ESports: A New Career Opportunity
 - D. How to Become a Talented ESports Player

- (26) 下線部(あ)を日本語に訳しなさい。
- (27) 下線部(い)を日本語に訳しなさい。

V

(28) 次の英文(う)か(え)のどちらかひとつを選び、示された書き出しに続けて、英語で文章を書きなさい。具体例や理由をなるべく多く挙げて書きなさい。ボックスの中の語彙や表現は必要に応じて文章中に用いたり、内容の参考にしたりしてもかまいません。これらの語彙や表現の使用の有無は評価には影響しません。

(5) If you could stay in any foreign country for a month, what country would you choose? Why?

If I could stay in any foreign country for a month, I would choose ...

culture	new experience	language	food
expenses	meet people	art	extreme
technology	virtual	hardship	luxury

 (\grave{z}) What is the best advice you have ever received? Describe it in detail, such as who gave the advice to you, the situation, and how it helped you.

The best advice I have ever received ...

trust	reflect	bitter	relative
friendship	senior	teamwork	believe
give up	appreciate	carefully	self confidence