

2017年度 帰国生入試B方式

時間50分

100点満点

英 語

受験上の注意

1. 試験開始の合図があるまで、この問題冊子を開いてはいけません。
2. 実施時間は50分で、100点満点です。時間配分に注意して解答してください。
3. 解答は解答用紙にていねいに記入してください。
4. 解答用紙・問題用紙両方に、受験番号、座席番号、名前を記入してください。座席番号は、机に貼ってある番号のことです。
5. 試験中は携帯電話の電源を必ず切ってください。
6. 私語や物の貸し借りなどは認めていません。困ったことがある場合は、手をあげて先生に相談しその指示に従ってください。

受験番号 _____ 座席番号 _____

名 前 _____

聖学院高等学校

[I] 次の単語の反意語を書きなさい。(1点×15)

- (1) tall (2) happy (3) quiet (4) difficult (5) full
(6) nephew (7) fat (8) dry (9) give (10) create
(11) dark (12) win (13) send (14) rich (15) true

[II] 次の単語の同意語を書きなさい。(1点×5)

- (1) quick (2) vacation (3) evidence (4) begin (5) ill

**[III] 空所にあてはまる語を下の□から選び、番号で答えなさい。
ただし選択肢は1度しか使えません。(2点×15)**

A

- (1) My brother is very () in insects. He often goes out to watch them.
(2) Ann is a () girl. She always tries to make her friends happy with her smile.
(3) The orchestra was so popular that there were () seats left in the concert hall.
(4) The townspeople were () of him because he won first prize at the show.
(5) I always take a () breath before talking to Mr. Tobe.

1. cheerful 2. few 3. proud 4. interested 5. deep

B

- (1) The () of vegetables are going up.
(2) How much is the air () to Sapporo?
(3) Will you change this () into coins?
(4) I received a monthly () of 200,000 yen.
(5) The entrance () is 2,000 yen.

1. fare 2. fee 3. bill 4. price 5. salary

C

- (1) As the () shows, the Shinano is the longest river in Japan.
(2) The car went over the center ().
(3) Cut the sandwiches into ().
(4) Please () the right word.
(5) The () of 5 is 25.

1. chart 2. circle 3. line 4. square 5. triangles

[IV]空所に入る語として適当なものを選び、記号で答えなさい。(2点×10)

- (1) This camera () by my brother was expensive.
A: break B: to break C: broken D: breaking
- (2) You went to a baseball game yesterday, () you?
A: don't B: didn't C: haven't D: weren't
- (3) A: What's your hobby, Ken?
B: I () foreign stamps. I have more than 1,000.
A: send B: collect C: select D: receive
- (4) Do you know () to drive a car?
A: what B: who C: whose D: how
- (5) Alice has a toothache. She's going to the () after school today.
A: station B: bank C: library D: dentist
- (6) A: Was Mr. White your math teacher?
B: No. He () us science.
A: taught B: caught C: decided D: received
- (7) A: If it () tomorrow, let's go to the movies.
B: OK. I'd love to.
A: rain B: rains C: rained D: raining
- (8) My father asked me () the car.
A: wash B: washing C: washed D: to wash
- (9) A: Have you met that girl before?
B: Yes. I remember () hide-and-seek with her when we were children.
A: played B: playing C: to play D: to have played
- (10) We tried our best at the soccer game. So we were () with the score.
A: crowded B: joined C: satisfied D: filled

- [V] 次の英文を読み、後の質問に対する答えとして適当なものを一つ選び、番号で答えなさい。(3点×5)

Mr. Alan Smith is a businessman from Australia. He often comes to Japan on business and works with Koji's father. Now Alan and Koji's father are good friends. On the weekends they sometimes go golfing and fishing together.

One Saturday Alan visited Koji's house. Koji met him for the first time. After talking, they decided to go out for dinner. They went to a Japanese restaurant near the station because Alan likes Japanese food very much. When they sat down at the table, Alan said, "Everything looks good! Shall we start eating?" There were some *waribashi* on the table, but Alan took his own chopsticks out of his bag. Koji was very surprised. He said to himself, "Why does he have his own chopsticks with him?" Alan looked at Koji and said, "You want to know why I use my own chopsticks, don't you?" "Yes, that's right. We use *waribashi* in Japanese restaurant, because they are new and clean," answered Koji. "I know that. When I came to Japan for the first time four years ago, I stayed at a hotel in Tokyo for a week. Every time I had a meal there, I was given a new pair of *waribashi*. They were used only once and were never used again. I thought it was a waste of natural resources. We need a lot of wood to make *waribashi*, so we have to cut down a lot of trees. Soon I stopped using *waribashi* and bought my own chopsticks. I still use them."

Koji learned something important from Greg. It was a wonderful evening.

- (1) What does Alan sometimes do with Koji's father on the weekends?
1. They go to Australia together.
 2. They go to a Japanese restaurant.
 3. They go golfing and fishing together.
 4. They make chopsticks.
- (2) Why was Koji surprised?
1. Because Alan ate too much.
 2. Because Alan suddenly started eating.
 3. Because the food looked good and was delicious.
 4. Because Alan took out his own chopsticks.
- (3) When did Alan come to Japan first?
1. Last Saturday.
 2. Last year.
 3. Three years ago.
 4. Four years ago.

(4) What do they have to do to make *waribashi*?

1. They have to use chopsticks.
2. They have to cut down a lot of trees.
3. They have to go to Australia.
4. They have to waste natural resources.

(5) Why did Alan stop using *waribashi*?

1. Because he thought it was a waste of natural resources.
2. Because they were used only once.
3. Because they were not clean.
4. Because he has his own chopsticks.

[VI] 次の英文を読み、後の質問に対する答えとして適当なものを一つ選び、番号で答えなさい。(3点×5)

In 2007, John Breen, a professional computer programmer living in the United States, had a clever idea. Breen, who is the father of two boys, wanted to create a website that would help teenagers study. At the same time, he felt very concerned about the situation of hungry people around the world. He wanted to find a way for people, especially teens, to help solve the problem of the world hunger without having to spend their own money. One day, he came up with a way to achieve both of these goals at once.

Breen's idea was to create a website which he called Freerice. This website contains a simple game designed to help young people learn more English vocabulary. A word is shown on the screen with four other words below it. The player has to choose the one that has the closest meaning to the first word. Each time the player answers a problem correctly, the website donates 10 grams of rice to the United Nations World Food Programme (WFP), an international organization that helps people suffering from food shortages. The amount of rice that a player succeeds in donating is shown on the site.

The donations of rice are paid for by charging companies a fee for putting advertisements appears below the problem. The companies agree to pay a small fee each time the advertisement is shown, and this money is then used to buy rice. When the player chooses the wrong answer, the right answer is shown. Later, the same problem is shown again to check whether the player has learned the word. In this way, the game both teaches those who play and helps people who need food.

From the beginning, the website has been very successful. Within a year, players were donating up to 100 million grains of rice a day. In 2009, Breen gave the website to WFP, which added many new subjects, such as math, foreign languages, and

literature, as well as versions of the game in other languages. Breen and others believe that the secret of the site's popularity is that players enjoy not only trying to get a high score but also donating as much rice as possible.

(1) In 2007. John Breen wanted to

1. make more children in the United States interested in donating money.
2. let American know about the problem of hunger in poor countries.
3. teach English to children in poor countries around the world.
4. find a way for young people to both learn and help others.

(2) What do we learn about the website called Freerice?

1. It has been teaching children in developing countries how to farm rice.
2. It gives food to people who answer the most questions.
3. It can be used to provide food to an international charity.
4. It was created by the United Nations World Food Programme.

(3) How does Freerice earn money its activities?

1. By allowing companies to sell their games on its website.
2. By asking players to buy rice in order to use the website.
3. By charging players a small fee every time they make a mistake.
4. By showing advertisement when players answer correctly.

(4) The United Nations WFP

1. put games for more subjects onto the site and make it available in more languages.
2. gave as much rice as possible to countries that had teams competing on Freerice.
3. produces more than 100 million grains of rice a day and gives it to the poor.
4. has started giving an award to the player who visits the website the most.

(5) Which of the following statements is true?

1. The games that Breen created for Freerice were not very popular with teenagers first.
2. The idea for Freerice was first thought of by two boys who were living in the U.S.
3. Some people think Freerice is successful because its users can enjoy helping people.
4. Charities get donations even when visitors to Freerice's website do not play the games.

2017年度 帰国生入試B方式問題

英語・解答用紙

聖学院高等学校

受験番号		座席番号		名前		※
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[I]

(1)	(2)	(3)	(4)	(5)
(6)	(7)	(8)	(9)	(10)
(11)	(12)	(13)	(14)	(15)

[II]

(1)	(2)	(3)	(4)	(5)
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[III]

A	(1)	(2)	(3)	(4)	(5)
B	(1)	(2)	(3)	(4)	(5)
C	(1)	(2)	(3)	(4)	(5)

[IV]

(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)
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[V]

(1)	(2)	(3)	(4)	(5)
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[VI]

(1)	(2)	(3)	(4)	(5)
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