

2017 年慕学教育公益模考

英语二试卷（三）

考生须知

1. 考生必须严格遵守各项考场规则。
2. 答题前，考生将答题卡上的“姓名”、“考生编号”等信息填写清楚，并与准考证上的一致。
3. 选择题的答案须用2B铅笔填涂在答题卡上，其它笔填涂的或做在试卷或其它类型答题卡上的答案无效。
4. 其他题一律用蓝色或黑色钢笔或圆珠笔在答题纸上按规定要求作答，凡做在试卷上或未做在指定位置的答案无效。
5. 交卷时，请配合监考人员验收，并请监考人员在准考证相应位置签字（作为考生交卷的凭据）。否则，所产生的一切后果由考生自负。

姓名：

听课证号：

数学教育

Section I Use of English

Directions:

Read the following text. For each numbered blank there are four choices marked A, B, C, and D.

Choose the best one and mark your answers on ANSWER SHEET 1. (10 points)

As former colonists of Great Britain, the Founding Fathers of the United States adopted much of the legal system of Great Britain. We have a “common law”, or law made by courts __1__ a monarch or other central governmental __2__ like a legislature. The jury, a __3__ of ordinary citizens chosen to decide a case, is an __4__ part of our common-law system.

Use of juries to decide cases is a __5__ feature of the American legal system. Few other countries in the world use juries as we do in the United States. __6__ the centuries, many people have believed that juries in most cases reach a fairer and more just result __7__ would be obtained using a judge __8__, as many countries do. __9__ a jury decides cases after “__10__”, or discussions among a group of people, the jury’s decision is likely to have the __11__ from many different people from different backgrounds, who must as a group decide what is right.

Juries are used in both civil cases, which decide __12__ among __13__ citizens, and criminal cases, which decide cases brought by the government __14__ that individuals have committed crimes. Juries are selected from the U.S. citizens and __15__. Jurors, consisting of __16__ numbers, are called for each case requiring a jury.

The judge __17__ to the case __18__ the selection of jurors to serve as the jury for that case. In some states, __19__ jurors are questioned by the judge; in others, they are questioned by the lawyers representing the __20__ under rules dictated by state law.

- | | | | |
|----------------------|-------------------|----------------|-----------------|
| 1. A. other than | B. rather than | C. more than | D. or rather |
| 2. A. agency | B. organization | C. institution | D. authority |
| 3. A. panel | B. crew | C. band | D. flock |
| 4. A. innate | B. intact | C. integral | D. integrated |
| 5. A. discriminating | B. distinguishing | C. determining | D. diminishing |
| 6. A. In | B. By | C. After | D. Over |
| 7. A. that | B. which | C. than | D. as |
| 8. A. alike | B. alone | C. altogether | D. apart |
| 9. A. Although | B. Because | C. If | D. While |
| 10. A. deliberations | B. meditations | C. reflections | D. speculations |

- | | | | |
|--------------------|------------------|----------------|----------------|
| 11. A. outline | B. outcome | C. input | D. intake |
| 12. A. arguments | B. controversies | C. disputes | D. hostilities |
| 13. A. fellow | B. individual | C. personal | D. private |
| 14. A. asserting | B. alleging | C. maintaining | D. testifying |
| 15. A. assemble | B. evoked | C. rallied | D. summoned |
| 16. A. set | B. exact | C. given | D. placed |
| 17. A. allocated | B. allotted | C. appointed | D. assigned |
| 18. A. administers | B. manages | C. oversees | D. presides |
| 19. A. inspective | B. irrespective | C. perspective | D. prospective |
| 20. A. bodies | B. parties | C. sides | D. units |

Section II Reading Comprehension

Part A

Directions:

Read the following passages. Answer the questions below each passage by choosing A B C or D. Mark your answers on ANSWER SHEET 1. (40 points)

Text 1

In the world of Facebook, users are either kings or lemmings. That's the conclusion of a new study, the largest to analyze how information spreads across social networks—and who does the spreading.

The debate about how ideas, opinions, and behaviors radiate within groups of people goes back decades. According to the so-called influential's hypothesis, made popular by books such as *The Tipping Point* by Malcolm Gladwell, a small number of highly influential people drive most of the spread. For example, if the popular kids in a high school get iPhones and all the other kids soon follow, the hypothesis says that it was because of the sway of the cool kids. But critics counter that influential individuals play only a minor role, and what matters is whether people are susceptible to the new idea.

The debate has remained unsettled because studying peer influence is notoriously difficult. Studies of the real world are messy and rarely allow for controlled experiments, whereas social experiments in laboratories are expensive and involve contrived situations. So, researchers are turning to online social networks such as Facebook. Such approaches make it easy to track the behavior of huge numbers of people, while third-party software applications, or apps, allow researchers to run virtual experiments on Facebook users, often for free.

To test peer influence, Sinan Aral and Dylan Walker, economists at New York University's Stern

School of Business in New York City, used a Facebook app that allows users to rate and recommend movies. (Aral and Walker are keeping the identity of the app confidential at the request of the company, but they say that it is similar to Flixster.) As users interact with the app—for example, you give the 2011 movie *The Tree of Life* four out of five stars—it sends messages to a random selection of your Facebook friends notifying them of the rating and providing a link to the app. The more friends that adopt the app after receiving a notification from you, the greater your influence. The shorter the time period between receiving a notification and adopting the app yourself, the higher your susceptibility.

Reality seems to fall somewhere between influence and susceptibility. Both are important, but contagion depended on the personal traits of the people, the team reports online today in *Science*. For example, people older than 30 were more influential than those who are younger than 30, and people of the same age had the most influence on each other. Women tended to influence men more than they influenced each other. But most surprisingly, influence and susceptibility almost never occurred in the same person. At least in the Facebook network, there are only trendsetters and followers.

21. Which of the following statements would Malcolm Gladwell probably agree with?

- A. some kids are more likely to be influenced by others
- B. trend is often created by some important people
- C. most people may be influenced by a few who are powerful
- D. following the fashion may be a majority of people's nature

22. The experiment is hard to be conducted due to all of the following reasons Except ____.

- A. extreme complexity
- B. no natural situations
- C. high cost
- D. chaotic researches

23. We can learn from the paragraph 4 that ____.

- A. influence is based on more than one factor
- B. there are both similarity and difference in determining power and sensibility
- C. the length of time shows others' sensibility to certain news
- D. the movie 'The Tree of Life' is by all means worth watching

24. It is implied in the last paragraph that ____.

- A. different people may play different roles in Facebook
- B. influence and susceptibility are now the concern of people
- C. age and gender all have something to do with influence

D. it is unlikely for one to exert impacts on others quickly

25. The author's attitude towards the phenomenon can be described as _____.

- A. objective
- B. contemptuous
- C. dismissive
- D. admired

Text 2

Boys are no longer lagging behind girls when it comes to reading ability, according to a new report.

After examining the reading habits of over 210,000 primary and secondary school children from 1,237 schools across the UK, the What Kids are Reading 2012 report found that the gap between girls' and boys' reading abilities appears to be closing. "We can no longer claim that boys read at a lower level of difficulty than girls so overall under-achievement must be caused by other factors," wrote the report's author Professor Keith Topping of Dundee University.

Although in some academic years girls are continuing to outperform boys, on balance across years one to 11 the reading gender divide is closing, the report said. Using software to analyze the level of difficulty of books, researchers found that across all years, there were four cases when the difficulty level of books read by boys was greater than girls, three cases where girls' difficulty was greater than boys, and two cases where it was equal.

"In the first years, children are reading very difficult books with a high degree of success – it is wonderful what reading motivating books does for children," said Topping, a professor of educational and social research. From year nine, however, the average book difficulty level declines, which he called "alarming".

Roald Dahl remained the most popular writer for children, followed by young children's author Roderick Hunt. Jeff Kinney's bestselling Diary of a Wimpy Kid series – "notable for its relatively high readability", said the report – propelled him into third place, while Francesca Simon came in fourth, "proving the popularity of her Horrid Henry series amongst boys". JK Rowling was fifth, with Allan Ahlberg, Stephenie Meyer, Jacqueline Wilson, Michael Morpurgo and Dav Pilkey rounding out the top 10. "Allen Ahlberg has lost a good deal of popularity from last year, but still does relatively well, especially with girls," wrote Topping. "For girls, Stephenie Meyer is now more or less equal with Jacqueline Wilson. For boys, Dav Pilkey, Michael Morpurgo and Robert Muchamore feature. Girls tended to choose books with female role models."

Literacy consultant Bev Humphrey said the popularity of Muchamore and Wimpy Kid creator

Kinney among schoolchildren was "pleasing to note as they write very 'boy orientated' books, and the fact they are so high on the report bucks the previously perceived 'boys don't read' trend".

Topping urged teachers to be aware of the "marked differences" in reading preferences between girls and boys, and stressed the importance of "sustaining a higher level of challenge in children's reading", particularly as they transfer to secondary school, where the difficulty of books being read drops away. "Boys are more interested in non-fiction but need encouragement to read it carefully," he concluded. "Boys are particularly likely to read books that are too easy, and their reading needs closer monitoring than that of girls. Even high-achieving readers do not challenge themselves enough as they grow older."

26. The word "lagging" in the paragraph 1 may mean ____.

- A. falling
- B. slowing
- C. hanging
- D. lingering

27. We can learn from the paragraph 2 that ____.

- A. weak reading ability once affected some students' performance
- B. the data gathered from the survey cannot be justified
- C. reading habits do influence some students' academic scores
- D. boys at the present-day school overshadow girls in reading

28. Which of the following statements is False?

- A. boys' reading ability in certain grade is eclipsed by girls'.
- B. students' reading difficulty decreases as grade gets higher
- C. girls prefer reading books full of woman examples
- D. young kids' authors are now more popular than science novelists

29. It is implied in the paragraph 6 that ____.

- A. the reason of some books' popularity still remains unknown
- B. boys are not interested in what is happening in fashion circle
- C. boys are keen on reading some books related to their lives
- D. people in books are usually nicer than what they really are

30. What is probably the most suitable title of this passage?

- A. reading makes a full man
- B. boys closing reading gap with girls

- C. well begun, half done
- D. not all that glitters is gold

Text 3

Though William Shakespeare once wrote that all the world's a stage, the online world is now evolving into a series of games instead. Gamification, the integration of game design concepts into non-game scenarios, is growing increasingly popular in the business world. Though still an experimental business strategy, gamification is expected to be used by 70% of the world's 2000 largest companies in some form by 2014 and generate \$2.8 billion in consumer spending by 2016.

If you've ever racked up frequent flyer miles, checked the reward points on your credit card, or become the mayor of a local restaurant on Foursquare, you've already participated in a basic form of gamification. But companies are finding new ways to introduce game elements that will change how we shop and how we work.

"Games have been around as long as human civilization has been around. They tap into some very deep and fundamental aspects of our psychology," says Kevin Werbach, author of the gamification book *For the Win*. "If you can build something using that structure of games, with feedback and an ability to progress toward mastery, it has a very powerful resonance for people."

Many big-name companies have already gotten into the game, as it were. Last year Coca-Cola launched a "Happiness Quest" through its vending machines in Japan. People can use their smart phones to scan a QR code on the machines, which will then create a virtual vending machine avatar. Players can then earn points to customize their vending-machine character by scanning more Coke machines. They can also earn badges by finding machines on holidays or at lunch time.

Smaller companies are also gamifying. Sneakpeek, a discount online retailer that specializes in boutique items, has built its entire user interface around gamification by partnering with Badgeville, a company that provides game mechanics tools to businesses. Users earn points on the site by flipping over a virtual price tag to "peek" at the deal the website is offering on a product. Gain more points to move up the leader board, where the top users are rewarded with deeper discounts. Users can also earn badges for making multiple peeks or buying a certain number of items in a month. Some of the badges lead to further deals while others are just for virtual bragging rights. Just casually browsing the site leads users to quickly start accumulating points and badges, which Sneakpeek's developers hope will entice users to return.

"We realize that our site is not an Amazon," says Neil Gandhi, Sneakpeek's senior software engineer. "You go to Amazon because you know what you want to buy. On our site, what we're trying to

encourage is for you to increase discovery and increase the type of products that you look at.”

31. The saying of William Shakespeare in the beginning is used to_____.

- A. explain the reasons of commercialization
- B. introduce the topic to be discussed
- C. describe a great and admirable writer
- D. depict various techniques in workplace

32. Enterprises are devising new game factors to_____.

- A. transform people’s purchasing habits
- B. help people to redefine their working
- C. revolutionize people’s living patterns
- D. give people more confidence in buying and jobs

33. We can learn from the paragraph 3 that_____.

- A. people’s thinking is greatly influenced by games
- B. games and civilization are all indispensable to people
- C. people’s desire for victory is usually inborn
- D. people often echo with something that inspires them

34. The author’s attitude towards online games can be described as_____.

- A. positive
- B. negative
- C. indifferent
- D. objective

35. The best title of this passage may be_____.

- A. Let bygones be bygones
- B. Time and tide wait for no man
- C. Here comes the new game epoch
- D. History always repast itself

Text 4

I roll through a red light if and only if no pedestrian is in the crosswalk and no car is in the intersection — that is, if it will not endanger myself or anybody else. To put it another way, I treat red lights and stop signs as if they were yield signs. A fundamental concern of ethics is the effect of our actions on others. My actions harm no one. This moral reasoning may not sway the police officer

writing me a ticket, but it would pass the test of Kant's categorical imperative: I think all cyclists could — and should — ride like me.

Cohen is certainly not alone. Studies in Brazil have found that nearly two in five bike riders infringe on red light laws. In China that figure is closer to 56 percent. So far researchers have failed to connect the behavior with increased crash rates, but it's been noted as among the most bothersome behaviors to others on the road, and a key contributor to negative portrayals of bike riding by the media.

So why do riders do it? A group of Australian researchers recently posed that question to roughly 2,000 people — many concentrated near Monash University, in Melbourne — in the form of an online survey. In an upcoming issue of the journal *Accident Analysis and Prevention* the researchers cite three main reasons for the behavior: the need to turn, the failure of a signal to recognize them at an intersection, and the absence of others on the road.

All told the survey found that roughly 37 percent of cyclists in Australia had committed a red-light infringement. About a third of this group said they ran the red to turn left. (In Australia, as in England, people drive on the left, so a left-turn in this survey is equivalent to going right on red in the United States.) About a quarter infringed because the light never recognized their presence at an intersection and therefore remained red unnecessarily.

A little more than a quarter said they ran reds, like Cohen, because no one else was around— with about 17 percent saying they keep going through a signal when there weren't any cars on the road, and about 11 percent saying they do the same in a crosswalk if there aren't any pedestrians. Only a few respondents said they did it because they thought it was safe (4 percent) and very few said they always ran reds regardless of the situation (less than 1 percent).

As for breaking a law you don't agree with, readers are left to decide for themselves whether Cohen's actions are indeed ethical. Sure, some riders will exercise great judgment and save time. Then again others will make poor decisions and create more confusion (and, toward bike riders, resentment) than already exists on city streets. Some traffic laws may be inefficient or just plain wrong, but letting everyone on the road decide which ones to honor doesn't seem all that right.

36. It is implied in the paragraph 1 that ____.

- A. harmless impacts on others should not be regarded as immoral
- B. rolling through red lights is something violating traffic rules
- C. police officers are always writing traffic violators tickets
- D. anything that does not endanger others should be seen as lawful

37. Which of the following descriptions is True according to the paragraph 2?

- A. many people violate traffic rules
- B. there is no link between the behavior and traffic accidents
- C. pedestrians are sick of the behavior
- D. media usually give a negative description of biking

38. The word “upcoming” in the paragraph 3 may mean _____.

- A. never-ending
- B. ongoing
- C. forthcoming
- D. head-scratching

39. It seems that the author’s attitude towards traffic offenses is _____.

- A. indifferent
- B. biased
- C. supportive
- D. opposed

40. The best title of the passage may be _____.

- A. solutions and actions on road
- B. no to running red lights
- C. yes to new regulations
- D. give me liberty or give me death

Part B

Directions:

Read the following texts and answer questions by finding information from the right column that corresponds to each of the marked details given in the left column. Mark your answer on ANSWER SHEET.(10 points)

Just recently, we were talking about the bizarre claims by Sherry Turkle that social networking makes us more lonely because we spend less time alone (don't try to make sense of it). Soon after that, the Atlantic published an equally vapid feature arguing that Facebook leads to loneliness. These kinds of arguments show up every so often, and they always seem supported by anecdotal evidence.

Perhaps that's because the actual evidence suggests it's a load of crap. Boing Boing points us to a good piece by Claude Fischer in the Boston Review noting that the idea that we're living in an age of

increasing loneliness is complete hogwash and not supported by the data at all. First, the article notes just how many articles and books have been claiming the opposite. It seems that claiming that we're all getting more lonely is a lucrative niche sector for the publishing industry. It's one of those things that lots of people want to believe, so books that support that worldview are apparently quite popular. Fischer has compiled a bunch of data looking at their social connections from 1970 to 2010, and finds that "Overall, Americans reported no more loneliness in the 2000s than they did in the 1970s."

It is true that the nature of social relationships has changed, but the difference is just different, not "bad."

The results, which I compiled in *Still Connected* (2011), show that some aspects of social involvement have changed since the 1970s. In particular, Americans these days sit down to fewer family dinners and host guests in their homes less often; eating and sociability continues, but outside the home. Americans communicate more frequently with their relatives and friends. Critically Americans are not discernibly more isolated—few were isolated at any point in those decades—and Americans remain just as confident of the support family and friends provide.

What the research really shows is that technology is a tool, and people use it for a variety of purposes. Some use it to avoid contact with people, while others use it to increase their contact with people. You can't blame the technology for how people use it. The technology just amplifies the individual aspects of different people:

People using the Internet, most studies show, increase the volume of their meaningful social contacts. E-communications do not generally replace in-person contact. True, serious introverts go online to avoid seeing people, but extroverts go online to see people more often. People use new media largely to enhance their existing relationships—say, by sending pictures to grandma—although a forthcoming study shows that many more Americans are meeting life partners online. Internet dating is especially fruitful for Americans who may face problems finding mates, such as gays and older women. Finally, people tell researchers that electronic media have enriched their personal relationships.

Dr. Lee asserts that people typically turn new technologies into devices for doing what they have always wanted to do. And people like to stay in touch. A century ago, Americans, especially women, turned two new technologies marketed for other purposes, the telephone and automobile, into “technologies of sociability.” Developers of the Internet meant it to be a tool for the military and for scholars, and only a few imagined it might even serve business. Now users have made the Internet a largely social technology.

As Tom points out, this doesn't mean loneliness isn't a problem for those who experience it, but it's not a growing problem, and there's no evidence to suggest that social networking or Facebook in particular increases loneliness.

41. Boing Boing argues that	A. the assertion is groundless
42. Fischer concludes that	B. desired tools can be made through novel technologies
43. The results in Still Connected (2011) illustrate that	C. there is no clear changing in Americans' loneliness
44. Dr. Lee insists that	D. people's communication means have altered
45. Tom believes that	E. loneliness does not stem from social networking
	F. the argument does hold water
	G. social networking is the culprit of people's loneliness

Section III Translation

46. Directions:

In this section there is a passage in English. Translate the following passage into Chinese and write your translation on ANSWER SHEET . (15points)

Although teens have been dubbed “digital natives” for having grown up practically glued to their computers and smart phones, they remain unsophisticated in many ways about what they find online. After all, they're just kids. “Many of today's teens are indeed deeply engaged with social media, but this does not mean that they inherently have the knowledge or skills to make the most of their online experiences,” Boyd writes. “The rhetoric of ‘digital natives,’ far from being useful, is often a distraction to understanding the challenges that youth face in the networked world.”

One area in which young people need help is in learning to distinguish between valid and specious sources of information. “Teens may make their own media or share content online,” Boyd observes, “but this does not mean that they inherently have the knowledge or perspective to critically examine what they consume.” Yet many teachers, librarians, and, yes, parents do. “Even those who are afraid of technology,” Boyd says, “can offer valuable critical perspective.”

Section IV Writing

Part A

47. Directions:

You have lost your credit card. Write a letter to the bank manager, explain where and how you lost it and any other relevant details. Ask the manager to cancel the old card and send you a replacement one.

You should write about 100 words on ANSWER SHEET.

Do not sign your own name at the end of the letter.

Do not write the address. (10 points)

Use “LI MING” instead.

Part B

48. Directions:

In this section, you are asked to write an essay based on the following outline. In your writing, you should

- 1) 一些人认为工作的主要目的是赚钱
- 2) 一些人认为工作是为了其它原因
- 3) 你的观点

You should write about 150 words.

Write your essay on ANSWER SHEET 2. (15 points)