

I 次の各文の [ ] に入れるのもっとも適切な語句を (a) ～ (d) の内から選び、解答欄に記入しなさい。

- 1 She said “I should [ ] home.”  
(a) not to make her (b) let her go  
(c) be let go her (d) made to her
- 2 The police [ ] the girl who is missing.  
(a) is find out (b) is to look in  
(c) are searching for (d) are research
- 3 I felt [ ] on my left shoulder.  
(a) someone touch me (b) somebody to touch  
(c) at the moment (d) strange touching
- 4 Yesterday, I [ ] a girl I used to know in junior high school.  
(a) must met (b) happened seeing  
(c) talked (d) ran into
- 5 [ ] common sense in Japan may not be taken as such in other countries.  
(a) Something (b) What passes as  
(c) No matter (d) Despite
- 6 My grandfather [ ] English in Sydney in his college days.  
(a) remembers studying (b) told to me  
(c) tells me (d) remember to study
- 7 I think you had [ ] an umbrella with you.  
(a) bring (b) better taking  
(c) best to bring (d) better take
- 8 A hundred years ago, ecology was not [ ] attention anywhere in the world.  
(a) gained (b) given much  
(c) worth of (d) proven
- 9 I am afraid I am running [ ] time.  
(a) ahead (b) late  
(c) out of (d) for the
- 10 In the 16th century, a stone wall [ ] this city.  
(a) used to surround (b) around  
(c) is round (d) across

- II [ ] 内の語句を並べかえて、下の日本語と同じ意味の英文を作ります。正しい順序になっているものを(a)～(d)の内から選び、解答欄に記入しなさい。(例を参考にしてください。)

例 The game [①when ②arrived ③already started ④had ⑤we] at the stadium.

私たちがスタジアムに到着したとき、ゲームはすでに始まっていた。

- (a) ③—⑤—①—④—②  
(b) ⑤—②—③—①—④  
(c) ④—③—①—⑤—② < 正解 >  
(d) ④—③—⑤—②—①

1 What [①the cause ②they ③was ④do ⑤say] of the accident?

彼らは、その事故の原因は何であったと言っていますか？

- (a) ③—①—⑤—②—④  
(b) ④—②—⑤—③—①  
(c) ①—④—②—⑤—③  
(d) ②—④—⑤—①—③

2 Such historic [①can ②seen ③rarely ④ceremonies ⑤be] in this country.

そのような歴史的な儀式はこの国では滅多に見られない。

- (a) ⑤—②—③—①—④  
(b) ①—②—④—③—⑤  
(c) ③—④—⑤—①—②  
(d) ④—①—③—⑤—②

3 My father [①pair of ②me ③a ④bought ⑤very nice] gloves.

父が私に、とてもすてきな手袋を買ってくれた。

- (a) ④—②—③—⑤—①  
(b) ③—①—④—⑤—②  
(c) ④—③—①—②—⑤  
(d) ②—③—⑤—①—④

4 I heard that we [①more ②wait ③must ④days ⑤two].

私は、私たちがあと2日待たなければならないと聞いた。

- (a) ②—③—①—⑤—④  
(b) ③—②—①—⑤—④  
(c) ③—②—⑤—①—④  
(d) ②—⑤—①—③—④

5 There were ten pictures on display in Room number 2, [①was ②which ③drawn ④of ⑤one] by Raffaello.

2号室には10枚の絵が展示されており、そのうち1枚はラファエロが描いたものだった。

- (a) ②—①—⑤—③—④  
(b) ③—④—②—⑤—①  
(c) ④—②—⑤—③—①  
(d) ⑤—④—②—①—③

III 次の英文を読み、下の問いに答えなさい。

Fighting Boredom in the Ancient World

With everything that the modern world has to offer (from the Internet to television and numerous sports-related pastimes), we really have no reason to experience boredom. But of course it still happens. Maybe we are victims of sensory overload or perhaps we've just become spoiled from all the technology at our disposal.

Have you ever wondered what people did to pass the time when the Giza pyramids were being built?

Life may have been tougher in ancient Egypt, and people didn't live as long on average, but they still had to devise ways to deal with their boredom. After all, it was not "all work and no play for Neferhotep."

You may be surprised to know that the ancient Egyptians enjoyed imbibing beer nearly every day, oftentimes all day! It wasn't that the Egyptians were necessarily a culture of soaks, they just didn't have access to potable water. Even back then, the Nile River was full of animal waste, making it undrinkable for the most part. Beer was the safe alternative.

While the majority of Egyptians drank beer, the nobles chose wine as their favored alcoholic beverage.

All Egyptians enjoyed public and private celebrations, where a certain level of drunkenness was not only expected, but encouraged. As they were drinking their beer or wine, many Egyptians also enjoyed playing the world's oldest board game—*senet*. Although modern scholars don't know all the details of game play, *senet* was a two-player game where pieces were moved after rolling dice, similar to backgammon. *Senet* games probably got pretty heated when the players were drunk, especially since betting would have been frequent.

So, the next time your power goes out and you're feeling bored, think about the ancient Egyptians.

(O'Neill, Bill. *Interesting Stories For Curious People: A Collection of Fascinating Stories About History, Science, Pop Culture and Just About Anything Else You Can Think of*. LAK Publishing, 2020.)

notes: Neferhotep ネフェルヘテブ (古代エジプトのファラオの名) imbibе (酒などを) 飲む  
soak 大酒飲み potable 飲用の noble 貴族 backgammon ゲームの一種

<A> 以下の質問に対する答えとして最も適切なものを (a) ~ (d) の中から選び、解答欄に記入しなさい。

- 1 Why do we experience boredom?
  - (a) Because we really don't have a reason to experience boredom.
  - (b) Because the world has the Internet and many other pastimes.
  - (c) Because it just happens.
  - (d) Because we may be suffering from overstimulation of our senses.
- 2 How did the ancient Egyptians deal with their boredom?
  - (a) They built the pyramids of Giza to stay busy.
  - (b) They didn't live long enough to be bored.
  - (c) They drank alcoholic drinks frequently and played games.
  - (d) They spent a lot of time trying to transport water.
- 3 Beer was a solution to two problems. One was boredom. What was the other?
  - (a) They didn't have water that was fit for drinking.
  - (b) Their actions resulted in animal waste in the river.
  - (c) They were a nation of people who liked to soak.
  - (d) They preferred water over alcohol.

- 4 What was the attitude toward being drunk at celebrations?
- (a) The Egyptians enjoyed many drinking celebrations.
  - (b) The Egyptians felt that it was better than drinking dirty water.
  - (c) The Egyptians felt that drunkenness was something to be welcomed.
  - (d) The Egyptians preferred wine over beer.
- 5 What did the Egyptians do at their celebrations?
- (a) They had both public and private celebrations.
  - (b) They expected people to look drunk.
  - (c) The majority were at the parties for the most part.
  - (d) They drank and played party games at the celebrations.
- 6 What are we sure of about *senet*?
- (a) That it is the oldest board game in the world
  - (b) That the players didn't know all the details of the game
  - (c) That people managed to play the game while drinking
  - (d) That the board got heated up during play
- 7 How was *senet* played?
- (a) It was played by heating up a board for two players.
  - (b) It was played by drinking and gambling.
  - (c) It was played by rolling dice and moving pieces.
  - (d) It was played together with backgammon.

<B> 以下の文が本文の内容と一致している場合は○を、一致していない場合は×を解答欄に記入しなさい。

- 1 Technology may be a cause of boredom in modern life.
- 2 In ancient Egypt, some people drank beer and some people drank wine.
- 3 Modern scholars understand all the details of the game *senet*.

< 解答用紙 >

I

1	2	3	4	5
6	7	8	9	10

II

1	2	3	4	5
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III

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1	2	3	4	5	6	7
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<B>

1	2	3
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