



Test 4

다음 글의 내용을 한 문장으로 요약하고자 할 때, 빈칸 (A), (B)에 들어갈 말을 <보기>의 단어를 사용하여 <조건>에 맞게 서술하시오.¹ [수능특강라이트 영어 Test-4]

Though there may be no perfect design, we can still speak of good design. We can admire the brilliant solution, appreciate the ingenious device, and enjoy the clever gadget. Imperfect as they may be, they represent the triumph of the human mind over the world of things, and the achievements of accomplished designers uplift the spirit of us all. The pole-vaulter who sets a new record is no less of a champion because he does not clear the next bar height. He had conceived and executed his run, the planting of his pole, and the arc of his body in the best way that he could for that meet, and for the time being, at least, his best is the best. We applaud what he did achieve, with the expectation that someday he or some other athlete may design a better pole or vaulting technique and so set a new record. That is the nature of design.

↓

What's fascinating about
 (A) _____ is that the existing
 (B) _____
 _____.

<보기>

best design / of / is / design / a more / one /
 the nature / advanced / replaced / with

<조건>

<보기>의 단어를 모두 사용하되, 중복 사용하지 마시오.
 <보기>의 단어 형태를 바꾸지 마시오.
 <보기> 외 다른 단어를 추가하지 마시오.

(A)

(B)



Test 5

다음 글의 밑줄 친 **enthusiastically played with the problem mentally**가 의미하는 바로 가장 적절한 것은?²

[수능특강라이트 영어 Test-5]

Instant and early conclusions, solutions, suggestions, and statements about “how we solved that in the past” are the enemies of good problem solving. The good is, most often, the enemy of the better. Defining the problem and taking action occur almost simultaneously for most people. The mentally agile survivors enthusiastically played with the problem mentally. Voluminous research on problem solving shows conclusively that the more effort one puts into the front end of the problem-solving process, the easier it is to come up with a good solution. This doesn't mean being inactive. It means being highly cognitively active in defining the problem more rigorously.

- ① wasted less time playing a mental game
- ② relied on their experience rather than intuition
- ③ gained insight from what they solved in the past
- ④ spent much time and energy defining the problem
- ⑤ defined the problem and took action simultaneously

3 다음 글의 밑줄 친 (A)문장이 의미하는 바로 가장 적절한 것은?

Instant and early conclusions, solutions, suggestions, and statements about "how we solved that in the past" are the enemies of good problem solving. (A)The good is, most often, the enemy of the better. Defining the problem and taking action occur almost simultaneously for most people. The mentally agile survivor paradoxically puts more energy into playing with the problem mentally — defining more creatively. Voluminous research on problem solving shows conclusively that the more effort one puts into the front end of the problem-solving process, the easier it is to come up with a good solution. This doesn't mean being inactive. It means being highly cognitively active in defining the problem more rigorously.

- ① Problem solving is the act of defining a problem.
- ② There's no one-size-fits-all problem-solving process.
- ③ The aim is to find the solutions that might already exist.
- ④ The good never quite pays off the same way as the great.
- ⑤ Defining a problem is more important than a better solution.



Test 6

4 다음 글의 밑줄 친 부분 중, 문맥상 낱말의 쓰임이 적절하지 않은 것은?

Many of the technological innovations with the most profound impact on human society originated in settlements along trade routes, where a rich mix of different cultures discourage new ideas. For example, the printing press, which helped share knowledge to all social classes, was invented by the German Johannes Gutenberg around 1440. This invention relied on several innovations from China, including paper and ink. Paper traveled along trade routes from China to Baghdad, where technology was developed for its mass production. This technology then moved to Europe, as did water-based ink from China, which was adapted by Gutenberg to become oil-based ink. We have the cross-fertilization of diverse cultures to thank for the printing press, and the same can be said for other important inventions.

- ① a ② b ③ c ④ d ⑤ e



Test 7

다음 글의 내용을 한 문장으로 요약하고자 한다. 빈칸 (A), (B)에 들어갈 말로 가장 적절한 것은?⁵

When you watch a movie first on a large screen in the theater and then on a small video screen, do you see giants on the large screen and Lilliputians on the small screen? Of course not. As with color constancy, which makes us see colors as uniform despite variations, our perception is guided by size constancy, which means we perceive people and their environments as normal sized regardless of whether they appear in a long shot or a close-up on a large movie screen or a small video screen, or whether we are relatively close to or far away from the screen. So long as we know by experience how large or small an object should be, we perceive it as its normal size regardless of screen size, relative image size, or perceived object distance.

↓

Size constancy enables us to perceive objects as (A)_____ size in spite of (B)_____ in the viewing distances or screen size.

- | | |
|-------------|-------------|
| (A) | (B) |
| ① ordinary | variations |
| ② screen | changes |
| ③ actual | constancy |
| ④ distorted | relativity |
| ⑤ same | consistency |

6 다음 글의 (A), (B), (C) 각 괄호 안에서 어법에 맞는 표현으로 가장 적절한 것은?

When you watch a movie first on a large screen in the theater and then on a small video screen, do you see giants on the large screen and Lilliputians on the small screen? Of course not. As with color constancy, which makes us (A)[see / to see] colors as uniform despite variations, our perception is guided by size constancy, which means we perceive people and their environments as normal sized regardless of whether they appear in a long shot of a close-up on a large movie screen or a small video screen, or whether we are relatively (B)[closed / close] to or far away from the screen. So long as we know by experience how large or small an object should (C)[do / be], we perceive it as its normal size regardless of screen size, relative image size, or perceived object distance.

- | | | | |
|---|--------|--------|-----|
| | (A) | (B) | (C) |
| ① | see | closed | do |
| ② | to see | closed | do |
| ③ | see | close | do |
| ④ | to see | close | be |
| ⑤ | see | close | be |



Test 12

7 다음 글의 빈칸에 들어갈 말로 가장 적절한 것은?

If 100 people are interviewed about, say, whether they like a particular brand of peanut butter and it is found that 38 do, we are told that 38 percent of people like that brand. Of course this does not mean that everyone in the world was asked, but the researcher assumes that if 38 percent of the sample liked that brand then it is likely to reflect the opinion of people generally. However, crucial to this assumption is how _____ . If you asked just two people if they liked that brand of peanut butter and one did, that would be weak evidence that 50 percent of people liked it. You couldn't assume that the views of two people would match the whole population! Generally the larger the sample the more reliable the survey is likely to be.

- ① many the questions were
- ② many people were asked
- ③ big the world population was
- ④ many people liked that brand
- ⑤ often people bought the peanut butter

8 주어진 글 다음에 이어질 순서로 가장 적절한 것은?

If 100 people are interviewed about, say, whether they like a particular brand of peanut butter and it is found that 38 do, we are told that 38 percent of people like that brand.

- (A) However, crucial to this assumption is the size of the sample. If you asked just two people if they liked that brand of peanut butter and one did, that would be weak evidence that 50 percent of people liked it.
- (B) Of course this does not mean that everyone in the world was asked, but the researcher assumes that if 38 percent of the sample liked that brand then it is likely to reflect the opinion of people generally.
- (C) You couldn't assume that the views of two people would match the whole population! Generally the larger the sample the more reliable the survey is likely to be. If the study doesn't say how many people were involved, be suspicious.

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



Test 14

9 다음 글의 요지로 가장 적절한 것은?

Research from New York University and Tel Aviv University has shown that you're more inclined to think creatively when you imagine yourself removed from a problem or situation. Imagining yourself in the mind of somebody else, for example, is a simple way to trick your brain into seeing things in new ways. The act of people watching is one way to do just that. As you watch strangers, you can imagine how they might handle a situation. That thought process allows for ideas that would otherwise be unrealistic or limited by your personal way of thinking. After all, you might not act a certain way, but a stranger could. Imagining how a stranger might act makes it possible for you to think of more radical and imaginative ideas than you might be used to, simply because it's not you acting them out, but someone else you're watching.

- ① 낯선 사람의 상황 대 방식을 우리 생활에 맞게 적용하라.
- ② 창의적인 생각은 남들과 다른 행동을 하는 것에서 나타난다.
- ③ 낯선 사람의 행동을 따라함으로써 좋지 않은 상황에 대처하라.
- ④ 창의적인 생각을 하기 위해서는 낯선 사람의 마음으로 상상하라.
- ⑤ 새로운 방식으로 세상을 보기 위해서는 풍부한 상상력이 필요하다.

10 다음 글의 밑줄 친 부분에 대한 설명으로 옳은 것을 모두 고른 것은?

Research from New York University and Tel Aviv University has shown that ①you're more inclined to think creatively when you imagine yourself removed from a problem or situation. Imagining yourself in the mind of somebody else, for example, is a simple way to trick your brain into seeing things in new ways. The act of people watching is one way to do just that. As you watch strangers, you can imagine how they might ②handle a situation. That thought process allows for ideas that would otherwise be unrealistic or limited by your personal way of thinking. After all, you might not act a certain way, but a stranger could. Imagining how a stranger might act ③makes it possible for you to think of more radical and imaginative ideas than you might ④be used to, simply because it's not you acting them out, but someone else you're watching.

- (가) ①은 you tend to think creatively로 바꾸어도 의미가 비슷해.
- (나) ②handle은 deal with로 바꾸어 쓸 수 있어.
- (다) ③의 it은 가목적어로 쓰였고 5형식 문장이야.
- (라) ④의 for you는 '너를 위해'라는 의미로 삽입구로 사용되었어.
- (마) ⑤는 '~하기 위해 사용되다'라는 의미로 사용되었어.

- ① (가), (나) ② (가), (나), (다)
- ③ (나), (다), (라) ④ (다), (라), (마)
- ⑤ (가), (나), (라), (마)

**Test 15**

11 다음 글에서 전체 흐름과 관계없는 문장은?

In STEM (science, technology, engineering, and math) classes, empathy fits right in as a fundamental component of design thinking instruction, which emphasizes using creativity to identify and address issues. ㉠Empathy not only makes better students; it makes better people for their community. ㉡Students need to put themselves in other people's shoes to imagine or recognize problems that need to be fixed. ㉢Students need to consider the questions, "What is this person feeling?" "What is his current circumstance, and how can we improve it for him?" ㉣Students use their findings from their reflections to problem-solving thinking. ㉤Students identify a specific strategy to solve the challenge through multiple processes.

- ① ㉠ ② ㉡ ③ ㉢ ④ ㉣ ⑤ ㉤



Test 16

12 다음 글에서 전체 흐름과 관계없는 문장은?

Low-productivity firms are often located in industries where the demand is stagnant or falling. This is partly due to the fact that new plants do not need to be built to meet new demands, but it is also due to a human problem. Dying industries simply cannot be managed as efficiently as growing industries. Growing industries attract bright aggressive managers who want to advance rapidly with their companies. ㉠In dying industries promotions are uncommon. ㉡In order to be promoted, good interpersonal relationships with other employees and high work performance are essential. ㉢Smart young managers know that they should be avoided. ㉣Who wants a job where the basic problem is to decide who to fire each day and where new, exciting investments are not happening? ㉤In a dying industry everyone is out to protect what they have rather than to build something better.

- ① a ② b ③ c ④ d ⑤ e



Test 18

다음 글을 읽고 물음에 답하십시오.

In an ideal world all arguments would be decided on their merits and not their presentation. But we aren't in an ideal world. There's no getting away from the fact that presentation of an argument is crucial. Advertising is all based on persuading you to buy a product that (A)you would not otherwise buy, and most advertising is the triumph of @spin over @substance. Many people have won arguments, based on bad grounds, because they've made their points well. And many people with good points have lost their argument because they failed to make their case attractively.

13 밑줄 친 (A)you would not otherwise buy 의 문맥상 의미를 조건에 맞추어 우리말로 쓰시오.

<조건>
 1) 답란에 밑줄 친 부분을 모두 답안지에 쓸 것.
 2) 'otherwise'의 문맥상 의미를 글 속에서 정확히 찾아 쓸 것.

_____ 사
 지 않을 것이다

정답:

14 밑줄 친 문맥상 @spin과 @substance와 유사한 의미를 나타내는 단어를 본문에서 찾아 각각 한 단어로 쓰시오.

@spin = _____

@substance = _____

**Test 19****15** 다음 글의 제목으로 가장 적절한 것은?

To illustrate the characteristics of an even partly iconographic writing, the Chinese script provides a good example. There is the large number of signs: 3,000 to 4,000 characters for everyday use, 50,000 for scholars studying the classical texts (as compared to the Latin alphabet which now uses some 26 signs). Why then has the Chinese script been so successful, lasting, apart from comparatively few minor remodellings, well over 4,000 years? Simply because as a concept script Chinese does not depend on the spoken language. This made it, throughout Chinese history, an ideal means of communication in an empire whose people spoke a large number of different dialects yet were all ruled by the same centre.

- ① Principles for the Adaptation of Chinese Script
- ② The Historical Development of Chinese Characters
- ③ The Benefits and the Drawback of Chinese Writing System
- ④ Communication Among Chinese People Using Various Dialects
- ⑤ The Cultural Implications and Meanings of Writing Chinese Characters

**Test 20**

16 다음 글의 흐름으로 보아, 주어진 문장이 들어가기에 가장 적절한 곳은?

This is why being highly educated is no guarantee of emotional intelligence.

There has been a lot of interest in the idea of emotional intelligence. Many people do not realize their emotions and feel incapable of expressing their feelings. (A) The results everywhere are obvious and catastrophic. (B) In part, this is the legacy of the academic illusion. (C) Conventional education separates intelligence from feeling, and concentrates only on particular aspects of the first. (D) Yet there is an intimate relationship between knowing and feeling: how we feel is directly related to what we know and think. (E) Creativity is not a purely intellectual process. It is enriched by other capacities and in particular by feelings, intuition and by a playful imagination.

- ① (A) ② (B) ③ (C) ④ (D) ⑤ (E)



Test 21

17 다음 글의 내용을 한 문장으로 요약하고자 한다. 빈칸

(A), (B)에 들어갈 말로 적절한 것은?

The importance of experimental learning depends strongly on the nature of the activity: there are high-risk activities in which the agents have to limit their experiments because they could conflict with the "normal performance" that has to be achieved. Airline pilots or surgeons cannot learn in this way. Similarly, people managing a marshalling yard or regulating the flow of subway train traffic will avoid any type of experiment in the normal course of their work. By contrast, a teacher can carry out educational experiments and a craftsman can look for new solutions to a particular problem during the production process. The error element of their professional trial-and-error is rarely consequential at least insofar as outcomes can be rapidly assessed and methods adapted. The fact of being able to carry out this type of learning depends on the nature of the risk and the immediacy (or delay) of the effect. Thus, explicitly cognitive learning consists of a series of planned but weakly controlled experiments.

↓

Experiential learning's importance depends on the activity; high-risk professions (A)_____ experiments, whereas instructors and artisans (B)_____ from trial-and-error with minimal consequences.

(A)

- ① limit
- ② avoid
- ③ control
- ④ perform
- ⑤ conduct

(B)

- restrain
- benefit
- suffer
- learn
- plan



Test 23

18 다음 글의 밑줄 친 부분 중, 문맥상 낱말의 쓰임이 적절하지 않은 것은?

Education must focus on the trunk of the tree of knowledge, revealing the ways in which the branches, twigs, and leaves all emerge from a common core. Tools for thinking stem from this core, providing a common language with which practitioners in different fields may share their experience of the process of innovation and discover links between their creative activities. When the same terms are employed across the curriculum, students begin to link different subjects and classes. If they practice abstracting in writing class, if they work on abstracting in painting or drawing class, and if, in all cases, they call it abstracting, they begin to understand how to think beyond disciplinary boundaries. They see how to modify their thoughts from one mode of conception and expression to another. Linking the disciplines comes naturally when the terms and tools are presented as part of an unusual imagination.

- ① a ② b ③ c ④ d ⑤ e



Test 24~25

19 다음 글의 문맥상 괄호 (A), (B), (C) 안에 들어갈 말로 가장 적절한 것은?

When you are busy creating a new habit, there is a (A)[pitfall / benefit] you should know about, because if you don't, you will fail again and again and again. Let me illustrate it with an example. Suppose you want to learn a new move in tennis. In the beginning, will you get better or worse results with your new move?

You will get worse results of course. So the result curve will go down and only after a certain amount of time will it become level and then your results may (B)[advance / deteriorate] beyond your old habit.

Okay. Now back to the starting point: the new move, will it cost more or less energy than the old move?

It will cost more of course, it being a new move. After a while you get used to it, it becomes a habit, and it will cost less energy. So now let's look at the area between the downward curve of the results and the upward curve of the energy. Suppose you are at point 'X'. You have been busy with the new habit for a while. The results are getting (C)[worse / better] all the time. You have to put more energy into it than before. What is your conclusion?

(A) (B) (C)

- ① pitfall advance worse
- ② benefit advance better
- ③ benefit deteriorate worse
- ④ pitfall deteriorate better
- ⑤ benefit advance worse



정답

1 (A) the nature of design
(B) best design is replaced

2 ④

3 ①

4 ①

5 ①

6 ⑤

7 ②

8 ②

9 ④

10 ②

11 ⑤

12 ②

13 광고가 설득하지 않으면 사지 않을 것이다.

14 ㉠ presentation

㉡ product

15 ③

16 ④

17 ②

18 ⑤

19 ①