

2016 年 12 月英语四级真题 (卷三)

Part I Writing (30 minutes)

Directions: For this part, you are allowed 30 minutes to write an essay. Suppose you have two options upon graduation: one is to find a job somewhere and the other to start a business of your own. You are to make a decision. Write an essay to explain the reasons for your choice. You should write at least 120 words but no more than 180 words.

说明：由于 2016 年 12 月四级考试全国共考了 2 套听力，本套真题听力与前 2 套内容完全一样，只是顺序不一样，因此在本套真题中不再重复出现。

Part III Reading Comprehension (40 minutes)

Section A

Directions: In this section, there is a passage with ten blanks. You are required to select one word for each blank from a list of choices given in a word bank following the passage. Read the passage through carefully before making your choices. Each choice in the bank is identified by a letter. Please mark the corresponding letter for each item on Answer Sheet 2 with a single line through the centre. You may not use any of the words in the bank more than once.

When someone commits a criminal act, we always hope the punishment will match the offense. But when it comes to one of the crudest crimes—animal fighting—things 26 work out that way. Dog-fighting victims are 27 and killed for profit and “sport,” yet their criminal abusers often receive a 28 sentence for causing a lifetime of pain. Roughly half of all federally-convicted animal fighters only get probation (缓刑) .

Some progress has been made in the prosecution (起诉) of animal fighters. But federal judges often rely heavily on the U.S. Sentencing Guidelines when they 29 penalties, and in the case of animal fighting, those guidelines are outdated and extremely 30 .

The U.S. Sentencing Commission, which 31 these sentencing guidelines, is revisiting them, proposing to raise the minimum sentence from 6-12 to 21-27 months. This is a step in the right 32 , but we’d like to see the U.S. Sentencing Commission make further changes to the guidelines.

Along with this effort, we’re working with animal advocates and state and federal lawmakers to 33 anti-cruelty laws across the country, as well as supporting laws and policies that assist overburdened animal 34 that care for animal fighting victims. This help is 35 important because the high cost of caring for animal victims is a major factor that prevents people from getting involved in cruelty cases in the first place.

- A) convenient B) creates C) critically D) determine E) direction F) hesitate G) inadequate
H) inspired I) method J) minimal K) rarely L) shelters M) strengthen N) sufferings
O) tortured

Section B

Directions: In this section, you are going to read a passage with ten statements attached to it. Each statement contains information given in one of the paragraphs. Identify the paragraph from which the information is derived. You may choose a paragraph more than once. Each paragraph is marked with a letter. Answer the questions by marking the corresponding letter on Answer Sheet 2.

When Work Becomes a Game

A) What motivates employees to do their jobs well? Competition with coworkers, for some. The promise of rewards, for others. Pure enjoyment of problem-solving, for a lucky few.

B) Increasingly, companies are tapping into these desires directly through what has come to be known as “gamification”: essentially, turning work into a game. “Gamification is about understanding what it is that makes games engaging and what game designers do to create a great experience in games, and taking those learnings and applying them to other contexts such as the workplace and education,” explains Kevin Werbach, a gamification expert who teaches at the Wharton School of Business at the University of Pennsylvania in the United States.



C)It might mean monitoring employee productivity on a digital leaderboard and offering prizes to the winners, or giving employees digital badges or stars for completing certain activities. It could also mean training employees how to do their jobs through video game platforms. Companies from Google to L’Oreal to IBM to Wells Fargo are known to use some degree of gamification in their workplaces. And more and more companies are joining them. A recent report suggests that the global gamification market will grow from \$1.65 billion in 2015 to \$11.1 billion by 2020.

D)The concept of gamification is not entirely new, Werbach says. Companies, marketers and teachers have long looked for fun ways to engage people’s reward-seeking or competitive spirits. Cracker Jacks has been “gamifying” its snack food by putting a small prize inside for more than 100 years, he adds, and the turn-of-the-century steel magnate (巨头) Charles Schwab is said to have often come into his factory and written the number of tons of steel produced on the past shift on the factory floor, thus motivating the next shift of workers to beat the previous one.

E)But the word “gamification” and the widespread, conscious application of the concept only began in earnest about five years ago, Werbach says. Thanks in part to video games, the generation now entering the workforce is especially open to the idea of having their work gamified. “We are at a point where in much of the developed world the vast majority of young people grew up playing video games, and an increasingly high percentage of adults play these video games too,” Werbach says.

F)A number of companies have sprung up—GamEffective, Bunchball and Badgeville, to name a few—in recent years offering gamification platforms for businesses. The platforms that are most effective turn employees’ ordinary job tasks into part of a rich adventure narrative. “What makes a game game-like is that the player actually cares about the outcome,” Werbach says. “The principle is about understanding what is motivating to this group of players, which requires some understanding of psychology.”

G)Some people, Werbach says, are motivated by competition. Sales people often fall into this category. For them, the right kind of gamification might be turning their sales pitches into a competition with other team members, complete with a digital leaderboard showing who is winning at all times. Others are more motivated by collaboration and social experiences. One company Werbach has studied uses gamification to create a sense of community and boost employees’ morale (士气). When employees log in to their computers, they’re shown a picture of one of their coworkers and asked to guess that person’s name.

H)Gamification does not have to be digital. Monica Cometti runs a company that gamifies employee trainings. Sometimes this involves technology, but often it does not. She recently designed a gamification strategy for a sales training company with a storm-chasing theme. Employees formed “storm chaser teams” and competed in storm-themed educational exercises to earn various rewards. “Rewards do not have to be stuff,” Cometti says. “Rewards can be flexible working hours.” Another training, this one for pay roll law, used a Snow White and the Seven Dwarfs theme. “Snow White” is available for everyone to use, but the “dwarfs” are still under copyright, so Cometti invented sound-alike characters (Grumpy Gus, Dopey Dan) to illustrate specific pay roll law principles.

I)Some people do not take naturally to gamified work environments, Cometti says. In her experience, people in positions of power or people in finance or engineering do not tend to like the sound of the word. “If we are designing for engineers, I’m not talking about a ‘game’ at all,” Cometti says. “I’m talking about a ‘simulation’ (模拟), I’m talking about ‘being able to solve this problem.’”

J) Gamification is “not a magic bullet,” Werbach warns. A gamification strategy that is not sufficiently thought through or well tailored to its players may engage people for a little while, but it will not motivate people in the long term. It can also be exploitative, especially when used with vulnerable populations. For workers, especially low-paid workers, who desperately need their jobs yet know they can be easily replaced, gamification may feel more like the Hunger Games. Werbach gives the example of several Disneyland hotels in Anaheim, California, which used large digital leaderboards to display how efficiently laundry workers were working compared to one another. Some employees found the board motivating. To others, it was the opposite of fun. Some began to stop taking bathroom breaks, worried that if their productivity fell they would be fired. Pregnant employees struggled to keep up. In a Los Angeles Times article, one employee referred to the board as a “digital whip.” “It actually had a very negative effect on morale and performance,” Werbach says.

K) Still, gamification only stands to become more popular, he says, “as more and more people come into the workforce who are familiar with the structures and expressions of digital games.” “We are far from reaching the peak,” Cometti agrees. “There is no reason this will go away.”

36. Some famous companies are already using gamification and more are trying to do the same.

37. Gamification is not a miracle cure for all workplaces as it may have negative results.



38.To enhance morale, one company asks its employees to identify their fellow workers when starting their computers.

39.The idea of gamification was practiced by some businesses more than a century ago.

40.There is reason to believe that gamification will be here to stay.

41.Video games contributed in some ways to the wide application of gamification.

42.When turning work into a game, it is necessary to understand what makes games interesting.

43.Gamification in employee training does not always need technology.

44.The most successful gamification platforms transform daily work assignments into fun experiences.

45.It is necessary to use terms other than “gamification” for some professions.

Section C

Directions: There are 2 passages in this section. Each passage is followed by some questions or unfinished statements. For each of them there are four choices marked A), B), C) and D). You should decide on the best choice and mark the corresponding letter on Answer Sheet 2 with a single line through the centre.

Passage One

Questions 46 to 50 are based on the following passage.

Recently I attended several meetings where we talked about ways to retain students and keep younger faculty members from going elsewhere.

It seems higher education has become an industry of meeting-holders whose task it is to “solve” problems— real or imagined. And in my position as a professor at three different colleges, the actual problems in educating our young people and older students have deepened, while the number of people hired—not to teach but to hold meetings—has increased significantly. Every new problem creates a new job for an administrative fixer. Take our Center for Teaching Excellence. Contrary to its title, the center is a clearing house (信息交流中心) for using technology in classrooms and in online courses. It’s an administrative sham (欺诈) of the kind that has multiplied over the last 30 years.

I offer a simple proposition in response: Many of our problems—class attendance, educational success, student happiness and well-being—might be improved by cutting down the bureaucratic (官僚的) mechanisms and meetings and instead hiring an army of good teachers. If we replaced half of our administrative staff with classroom teachers, we might actually get a majority of our classes back to 20 or fewer students per teacher. This would be an environment in which teachers and students actually knew each other.

The teachers must be free to teach in their own way—the curriculum should be flexible enough so that they can use their individual talents to achieve the goals of the course. Additionally, they should be allowed to teach, and be rewarded for doing it well. Teachers are not people who are great at and consumed by research and happen to appear in a classroom. Good teaching and research are not exclusive, but they are also not automatic companions. Teaching is an art and a craft, talent and practice; it is not something that just anyone can be good at. It is utterly confusing to me that people do not recognize this, despite the fact that pretty much anyone who has been a student can tell the difference between their best and worst teachers.

46.What does the author say about present-day universities?

A)They are effectively tackling real or imagined problems.

B)They often fail to combine teaching with research.

C)They are over-burdened with administrative staff.

D)They lack talent to fix their deepening problems.

47.According to the author, what kind of people do universities lack most?

A)Good classroom teachers.



B)Efficient administrators.

C) Talented researchers.

D) Motivated students.

48.What does the author imply about the classes at present?

A)They facilitate students' independent learning.

B)They help students form closer relationships.

C)They have more older students than before.

D)They are much bigger than is desirable.

49.What does the author think of teaching ability?

A)It requires talent and practice.

B)It is closely related to research.

C)It is a chief factor affecting students' learning.

D)It can be acquired through persistent practice.

50.What is the author's suggestion for improving university teaching?

A)Creating an environment for teachers to share their teaching experiences.

B)Hiring more classroom teachers and allowing them to teach in their own way.

C)Using high technology in classrooms and promoting exchange of information.

D)Cutting down meetings and encouraging administrative staff to go to classrooms.

Passage Two

Questions 51 to 55 are based on the following passage.

The secret to eating less and being happy about it may have been cracked years ago—by McDonald's. According to a new study from Cornell University's Food and Brand Lab, small non-food rewards—like the toys in McDonald's Happy Meals—stimulate the same reward centers in the brain as food does.

The researchers, led by Martin Reimann, carried out a series of experiments to see if people would choose a smaller meal if it was paired with a non-food item.

They found that the majority of both kids and adults opted for a half-sized portion when combined with a prize. Both options were priced the same.

Even more interesting is that the promise of a future reward was enough to make adults choose the smaller portion. One of the prizes used was a lottery ticket (彩票), with a \$10, \$50 or \$100 payout, and this was as effective as a tangible gift in persuading people to eat less.

"The fact that participants were willing to substitute part of a food item for the mere prospect of a relatively small monetary award is interesting," says Reimann.

He theorizes that it is the emotional component of these intangible prizes that make them effective. In fact, vaguely-stated possibilities of winning a prize were more effective than options with hard odds included.

"One explanation for this finding is that possible awards may be more emotionally provoking than certainty awards," says Reimann. "The uncertainty of winning provides added attraction and desirability through emotional 'thrills.' The possibility of receiving an award also produces a state of hope—a state that is in itself psychologically rewarding." In other words, there's a reason why people like to gamble.

How might this knowledge be used to help people eat more healthily?



One possibility is a healthy option that offers the chance to win a spa (温泉疗养) weekend. Or maybe the reward of a half-sized portion could be a half-sized dessert to be claimed only on a future date. That would get you back in the restaurant—and make you eat a little less.

51. What do we learn about McDonald's inclusion of toys in its Happy Meals?

- A) It may shed light on people's desire to crack a secret.
- B) It has proved to be key to McDonald's business success.
- C) It appeals to kids' curiosity to find out what is hidden inside.
- D) It may be a pleasant way for kids to reduce their food intake.

52. What is the finding of the researchers led by Martin Reimann?

- A) Reducing food intake is not that difficult if people go to McDonald's more.
- B) Most kids and adults don't actually feel hungry when they eat half of their meal.
- C) Eating a smaller portion of food does good to the health of kids and adults alike.
- D) Most kids and adults would choose a smaller meal that came with a non-food item.

53. What is most interesting in Martin Reimann's finding?

- A) Kids preferred an award in the form of money to one in the form of a toy.
- B) Adults chose the smaller portion on the mere promise of a future award.
- C) Both kids and adults felt satisfied with only half of their meal portions.
- D) Neither children nor adults could resist the temptation of a free toy.

54. How does Martin Reimann interpret his finding?

- A) The emotional component of the prizes is at work.
- B) People now care more about quality than quantity.
- C) People prefer certainty awards to possible awards.
- D) The desire for a future reward is overwhelming.

55. What can we infer from Martin Reimann's finding?

- A) People should eat much less if they wish to stay healthy and happy.
- B) More fast food restaurants are likely to follow McDonald's example.
- C) We can lead people to eat less while helping the restaurant business.
- D) More studies are needed to find out the impact of emotion on behavior.

Part IV Translation (30 minutes)

Directions: For this part, you are allowed 30 minutes to translate a passage from Chinese into English. You should write your answer on Answer Sheet 2.

在中国文化中，黄颜色是一种很重要的颜色，因为它具有独特的象征意义。在封建(feudal)社会中，它象征统治者的权力和权威。那时，黄色是专为皇帝使用的颜色，皇家宫殿全部漆成黄色，皇袍总是黄色的，而普通老百姓是禁止穿黄色衣服的。在中国，黄色也是收获的象征。秋天庄稼成熟时，田野变得一片金黄。人们兴高采烈，庆祝丰收。



2016 年 12 月大学英语四级考试答案与解析(第 3 套)

Part I Writing

【范文】

In the past two years of my college life, I have never ceased to think what kind of work I shall take up upon graduation. Although my ideas are not consistent, I have now decided to start a business of my own as my lifelong career.

A variety of factors have led me to make this decision over other more lucrative ones. To begin with, running my own business means freedom and independence. As a person having my own business, it can fully express myself and make my own decisions, a privilege not everyone can have, even those with highly-paid positions. More importantly, I like starting my own business in that it combines with interest and work. A person can only devote himself to doing the best when he is really interested in one thing. What's more, start a business of my own offers a certain peace of mind. No more rushing to catch a morning bus, no more worries about when I will get fired, no more anxious to please a boss.

I do not want to miss this entrepreneurial era, and nothing, not even a big salary, can equal for the satisfaction of being your own boss and a gentle peace of life.

Part II Listening Comprehension

1 ~ 5 : CCCDA

6 ~ 10 : BDBDA

11 ~ 15 : CBCBA

16 ~ 20 : DDCCD

21 ~ 25 : BBDCC

Section A

News Item One

Fifteen passengers were burned alive when a passenger bus was set on fire by unknown men in Pakistan's southwestern Balochistan province, an official said.

Naseer Ahmed Nasir, deputy commissioner in the city of Sibi, said four men on motorcycles initially opened fire on a parked passenger bus at a hotel. "The armed men then came close to the bus and splashed petrol, setting it on fire," he said.

[1] He said most of the dead were either children or women.

Balochistan, near the Afghan border, is rich in natural resources. But it is also in under a riot.

[2] Militants there have for years complained that the central government has paid little attention to them and their economic needs. They have been fighting Pakistani military forces for self-rule.

Pakistan has said the militants in Balochistan do not have links to the Islamic hard-liners who have launched attacks in other parts of the country.

Questions 1 and 2 will be based on the following news item.

1. Who were most of the victims according to the news?
2. What are the militants in Balochistan dissatisfied with?



News Item Two

A UN agency says there are major funding gaps in efforts to help the agricultural sector adapt to climate change. The Food and Agriculture Organization, the FAO, says this could affect food security. The warning comes as the UN Climate Change Conference continues in Cancun, Mexico.

[3] The World Bank estimates it will cost about \$ 2.5 billion a year—for the next 40 years—to help agriculture in developing countries adapt to climate change. Other estimates say costs could run as high as \$ 14 billion a year.

However, the FAO says, [4] “Available financing mechanisms are substantially insufficient to meet the climate change and food security challenges faced by the agricultural sector.” This, despite the fact that the FAO says there are many examples of how agriculture can become more.

Questions 3 and 4 will be based on the following news item.

3. According to the World Bank, how much does it cost to tackle agricultural challenges yearly?
4. According to FAO, what is the problem faced by the agricultural sector?

News Item Three

[5] The U.S. Federal Reserve announced yesterday it was raising interest rates for the first time since 2006. Known as the Fed, it's America's central bank. It's led by Janet Yellen. Its job is to help stabilize America's financial system. [6] The Fed makes moves to try to lower unemployment and control inflation, when the price of goods goes up too fast for people to afford them.

Because the U.S. economy is growing, the Fed raised its key interest rate by a quarter of a percentage point, not much. But gradual rate increases are likely in the New Year. That means you'll have to pay more interest if you borrow money, higher loan rates for home buyers, higher interest rates if you finance a car, higher student loan rates for people who enter colleges afterwards.

[7] Eventually, savings accounts could earn a little more interest. A decade since the last “Star Wars”, and nearly just as long, nine years, since the Fed last changed interest rates. But now, it's time for the Fed to awaken, because after three episodes of quantitative easing, Janet Yellen must now use her most powerful weapon to restore balance in the economy.

Questions 5 to 7 will be based on the following news item.

5. What will happen to interest rates in the US?
6. Why did the Fed change interest rates?
7. Who will benefit from the change of interest rates?

Section B

Conversation One

M: What are you going to have?

W: I have no idea. Could you help me with the menu?

M: Yes, sure. These are starters, and these are main courses and these are desserts. See?

W: What's the alternative?

M: The alternative is to order a complete dinner. For a set price you get your choice of soup or juice, one dish with potato and vegetable, salad, bread and butter and sometimes coffee and sometimes dessert.

W: And you pay the price listed next to the main course?



M: Right. Like the roast beef dinner is \$ 7.85 — plus tax and tip, of course.
 W: It all looks pretty expensive to me.
 M: It's not. This is only a bit more expensive than McDonald's. [9]So enjoy yourself. We're celebrating, remember? Order anything you'd like to try; it's all on me.
 W: [9]You're very kind.
 M: [8]Friends are friends. I cannot get promoted often. Are you ready to order?
 W: Ah, can you tell me what Hot Fudge Sundae is?
 M: That's a dessert. It's an English specialty. It's a kind of ice cream with a hot sticky sauce over the top—very sweet and fattening!
 W: I don't really like the sound of that. How come there is English food? I thought we agreed to eat American food.
 M: [10]Our country is made up of people from all over the world, so besides collected words and phrases from every language, we've also absorbed recipes. We even have a lot of Chinese restaurants now.
 W: Which is better, French or Chinese cuisine?
 M: I'd say it's a toss-up. I love them both.
 W: I didn't know you were so fond of foreign foods. [11]When my boss promotes me, I will take you to a French restaurant near my company. The food there is delicious.
 M: [11]Oh, we will have a second dinner soon.

Questions 8 to 11 are based on the conversation you have just heard.

8. What's the relationship between the two speakers?
9. Why does the woman think the man is kind?
10. Which of the following statements is true about the man's country?
11. What does the man think of the woman?

Conversation Two

M: Hi. Welcome to Heavenly Pies. May I take your order?
 W: Uh... yes. [12]I'd like the fried chicken steak.
 M: Okay. Would you like fries, bread, or rice with your meal?
 W: Umm. I'll take the rice.
 M: Would you care for anything to drink?
 W: Yeah. [12]I'll take a medium Sprite.
 M: Okay. A medium Sprite. And what kind of dressing would you like with your salad? It comes with the fried steak.
 W: [13]What dressings do you have?
 M: We have French, Italian, blue cheese, and ranch.
 W: Oh! [13]Ranch, please.
 M: Would you like anything else?
 W: [14]Well, I'd like to see your pie menu. That's the main reason why I like to dine here.
 M: Oh, I'm sorry, but we aren't serving pies today.



W: Huh?

M: Well, you see, Dave, [15]our baker, slipped on a banana peel back in our kitchen two days ago, and injured his back.

W: Oh, no.

M: He'll be out for at least two weeks. In the meantime, we're serving ice cream sundaes instead. Sorry.

W: I'm sorry to hear that. I hope he gets better soon.

Questions 12 to 15 are based on the conversation you have just heard.

12. What does the woman order?

13. What kind of dressing does she ask for?

14. Why does the woman like to dine at Heavenly Pies?

15. Why is the restaurant not serving pies today?

Section C

Passage One

Nowadays motorcycling is fast becoming one of Americans' most popular sports. However, there are several things about motorcycling that [17]the average citizen dislikes. [16]Motorcyclists frequently get dirty. In fact, they are dirty. On the road there is little to protect them from mud, insects and bird droppings. For practical reasons, they are often dressed in old clothing, which looks much less respectable than the clothing of people who ride in cars. [16]For the same reason, motorcyclists usually wear dark colors. Of course, [17]the danger of motorcycling also helps account for many people's low opinion of the sport. Its defenders, however, [18]claim that careful cyclists are in less danger than it's commonly believed. He must pay careful attention to his driving. From that point of view, a man on a motorcycle is safer than a man in a car.

Questions 16 to 18 are based on the passage you have just heard.

16. Why do motorcyclists often dress in old and dark clothing?

17. What's the average citizen's opinion about motorcycling?

18. How can a motorcyclist be safer than a car driver?

Passage Two

Speech is one of the most important ways of communicating. It consists of far more than just making noises. To talk and also to be understood by other people, we have to speak a language, that is, we have to use [19]combinations of sounds that everyone agrees stand for a particular object or idea. [20]Communication would be impossible if everyone made up their own language.

Learning a language properly is very important. The basic vocabulary of English is not very large, and only about 2,000 words are needed to speak it quite well. But the more words you know, the more ideas you can express, and the more precise you can be about their exact meaning.

Words are the main thing we use in communicating what we want to say. [21]The way we say the words is also very important. Our tone of voice can express many emotions and shows whether we are pleased or angry, for instance.



Questions 19 to 21 are based on the passage you have just heard.

19. What are used to stand for a particular object or idea when we speak a language?
20. What if everyone made up their own language?
21. What is also important besides the main thing in communicating?

Passage Three

Father's Day was first observed in Spokane, Washington, in 1910. [22] Mrs. Dodd first proposed the idea of a "father's day" in 1906. Mrs. Dodd wanted a special day to honor her father, William Smart, who was widowed when his wife died in childbirth after their sixth child was born. Mr. Smart was left to raise the newborn and his other five children by himself. Mrs. Dodd wanted Father's Day to be celebrated on the first Sunday in June, her father's birthday. But it wasn't until 1966 that President Lyndon Johnson signed a presidential proclamation, declaring the 3rd Sunday of June as Father's Day. [23] In 1972, President Richard Nixon established a permanent national ceremony of [24] Father's Day to be held on the third Sunday of June, coming almost sixty years after Mother's Day had been proclaimed a national holiday. Today, Father's Day has become a day to [25] not only honor your father, but all men who act as a father-like figure, such as stepfathers, uncles, grandfathers, and adult males.

Questions 22 to 25 are based on the passage you have just heard.

22. Who first proposed the idea of a "Father's Day"?
23. When was "Father's Day" established to be a permanent national day?
24. When is "Father's Day" celebrated nowadays?
25. For what purpose do we celebrate "Father's Day" according to the passage?

Part III Reading Comprehension

26~30 : KOJDG

31~35 : BEMLC

36~40 : CJGDK

41~45 : EBHFI

46~50 : CADAB

51~55 : DDBAC

Section A

当有人犯罪时,我们总希望惩罚与罪行相当。但是当谈到最残酷的罪行之一——动物角斗——事情往往[26]很少如我们希望的那样。角斗之后受害的小狗们为人类的利益和“娱乐”被[27]虐待并杀害,但那些犯下罪行造成动物一生痛苦的施虐者往往只是得到[28]最轻的判决。大约一半由联邦定罪的组织动物角斗者们都获得了缓刑。

在起诉这些动物角斗者方面已取得了一些进展。但是联邦法官们通常都严格依照《美国量刑准则》来[29]判决,而对动物角斗案件方面,这些准则已经过时并且过[30]轻。

美国量刑委员会是[31]制定判刑准则的机构,正在重新讨论这些准则,建议将最低刑期从6-12个月提高到21-27个月。这是朝正确的[32]方向迈出了一步,但我们仍希望看到美国量刑委员会对准则做出进一步的改变。

除了这一努力,我们还与动物保护者,州和联邦立法者一起,在全国范围内[33]加强反虐待法案,以及一些支持性的法律和政策,以帮助那些不堪重负的、照顾动物角斗中受害动物的



[34]收容所。这些帮助[35]至关重要,因为照顾动物受害者的高成本是阻止人们参与到这些残忍行为中的一个主要因素。

26. K) 空格前为名词,后面是动词短语 work out,因此应填入副词,以修饰其后的动词。首句中提到人们总希望惩罚与罪行相当。空格所在句句首的 But 说明该句为前一句的转折,故空格处应填入表示否定意义的副词,修饰 work out。故选 rarely“很少地”。C) critically 意为“特别地,关键地”不符合句意,故排除。
27. O) 空格后为连词 and,分析句子结构可知,空格处的词语与后面的动词 killed 为并列关系,因此应填入动词过去式。killed 意为“杀害”,结合备选项可知,tortured“虐待,折磨”符合句意,故选 O)。H) inspired 意为“激发;鼓舞”不符合句意,故排除。
28. J) 空格前为不定冠词 a,后面为名词 sentence,因此应填入形容词来修饰 sentence。根据句意:角斗之后受害的小狗们被杀害,但那些犯下罪行造成动物一生痛苦的施虐者往往只是得到_____判决。空格所在句中的“yet”,说明该句为转折句,即施虐者受到的惩罚过轻,故选 J)。A) convenient 意为“方便的”不符合句意,故排除;G) inadequate 意为“不充分的”,前面的不定冠词应是 an,故排除。
29. D) 空格位于 when 引导的状语从句中,空格前为从句的主语 they,空格后为名词 penalties,因此应填入动词作从句的谓语,且可与后面的名词搭配。根据句意:但是联邦法官们通常都严格依照《美国量刑准则》来_____。准则应该是被用来“判决”案件的,故选 D)。B) creates 为第三人称单数,与主语 they 不符合语法要求,故排除;F) hesitate 意为“犹豫”和 M) strengthen 意为“增强,强化”不符合语义,故排除。
30. G) 空格前为副词 extremely,应填入形容词。且空格前为连词 and,可知,空格处与前面的 outdated 为并列关系。outdated 意为“过时的”,结合备选项可知,inadequate“不足的,不充分的”符合句意,此处意为“准则惩罚不充分,过轻”,故选 G)。
31. B) 空格所在句为 which 引导的非限制性定语从句,which 是从句的主语,空格后的名词短语 these sentencing guidelines 为从句的宾语,应填入谓语动词。且前面的主语为美国量刑委员会,是机构名称,故应为第三人称单数形式。根据句意:美国量刑委员会是_____判刑准则的机构。准则是需要被“制定”的,故选 B)。L) shelters 意为“收容所”不符合语义,故排除。
32. E) 空格前为形容词 right,因此应填入名词。根据句意:美国量刑委员会正在提议对虐待动物者加以重罚,与文章所述观点一致,说明所走的方向是正确的,故选 E) direction“方向,趋势”。
33. M) 空格前为不定式 to,根据句意:我们还与动物保护者,州和联邦立法者一起,在全国范围内_____反虐待法案。说明所做的努力是想要达到某种目的,故此处为 to 引导的目的状语,应填入动词原形。结合备选项可知,strengthen 意为“加强,强化”符合句意,故选 M)。
34. L) 空格位于第一个 that 引导的定语从句中,that 为从句的主语,assist 为谓语动词,后面应该是名词短语作 assist“帮助,辅助”的宾语。因此,空格前的 overburdened animal 为定语,空格处应填入名词。根据句意:以帮助那些不堪重负的动物_____。能照顾受害动物的地方即“收容所”,故选 L)。
35. C) 空格前为 be 动词 is,后面为形容词,空格处应填入副词来修饰形容词 important。结合备选项可知,critically“特别地,关键地”符合句意,critically important 意为“至关重要,极其重要”,故选 C)。



Section B

当工作成为一种游戏

- A) 是什么激励员工做好自己的工作呢? 对有些人来说,是同事之间的竞争。对另一些人来说,是承诺的奖励。对于少数幸运的人来说,是解决问题所带来的纯粹乐趣。
- B) 越来越多的公司正在通过所谓的“游戏化”逐步实现快乐工作的目标:从本质上讲,是将工作转变成一种游戏。[42]“游戏化是指通过学习游戏的迷人之处,以及游戏设计师如何在游戏中创造快乐的游戏体验,并将这些学问应用到其他活动中,如职场和教育,”美国宾夕法尼亚大学沃顿商学院的游戏化专家凯文·沃巴赫解释说。
- C) 这可能意味着公司可以在电子排行榜上监控员工的生产率并给予获胜者奖励,或者为那些完成某项工作的员工颁发电子奖章或星标。公司也可以通过电子游戏平台来培训员工如何做好工作。[36]从谷歌到欧莱雅,到 IBM 再到富国银行等公司都在他们的工作中不同程度的运用游戏化思维。并且有越来越多的公司也正在加入他们。最近的一份报告显示,全球游戏化市场产值将从 2015 年的 16.5 亿美元增长到 2020 年的 111 亿美元。
- D) 游戏化并不是全新的概念,沃巴赫说。公司、商人和教师一直以来都在寻找有趣的方式来激发员工和学生追求奖励或竞争的精神。[39]饼干杰克食品公司一百多年以来一直运用“游戏思维”,把小额奖品放入其零食中。他补充说,19 世纪末 20 世纪初的钢铁巨头查尔斯·施瓦布经常亲临自己的工厂,在员工轮班时把钢铁产量吨数写在工厂车间里,从而激励下一班工人超越上一班工人。
- E) [41]但“游戏化”一词广泛的传播及对其概念有意识的应用仅始于五年前,沃巴赫说。由于电子游戏的缘故,现在这一代劳动力很容易接受将工作游戏化的思维。“我们正处在许多发达国家绝大多数的年轻人是玩电子游戏长大的时代,而越来越多的成年人也在玩这些游戏,”沃巴赫说。
- F) 许多公司纷纷涌现——GameEffective, Bunchball 和 Badgeville, 仅举几例——它们近几年来为企业提供游戏化平台。[44]最有效的平台是将员工乏味的工作任务转变为有趣的冒险经历。“使一种游戏更像游戏的是参与者对结果的在意,”沃巴赫说。“其原则是了解什么能调动这些参与者的积极性,这需要一些心理学上的认识。”
- G) 沃巴赫说,竞争能够激发某些人的工作热情。销售人员通常属于这一类。对他们来说,合理的游戏化可能会将他们的推销技巧转化为与其他团队成员之间的竞争,配合使用电子排行榜显示销售冠军。其他人则需要合作和社会经验来激发工作热情。[38]沃巴赫所研究的一家公司就运用游戏化来建立集体感以鼓舞员工的士气。当员工登录自己的电脑时,他们会看到某位同事的照片并要求他们猜出名字。
- H) [43]游戏化不一定需要数字技术。莫妮卡·科尔内蒂特经营一家用游戏方式培训员工的公司。有时这需要涉及一点数字技术,但通常不需要。她最近以追逐风暴为主题为一家销售培训公司设计了一个游戏化战略。员工组成“风暴追逐队”,在参加以风暴为主题的教育活动中获得各种奖励。“奖励不一定是物质的,”科尔内蒂特说。“奖励可以是灵活的工作时间。”另一项是以白雪公主和七个小矮人主题进行工资法培训。“白雪公主”不涉及版权问题可以拿来使用,但“小矮人”却受版权保护,因此科尔内蒂特创造了相似的人物(坏脾气的格斯,迷糊鬼丹)来解释这一特别的工资法。
- I) 有些人并不喜欢让工作游戏化,科尔内蒂特说。[45]据她的经验来看,有权力者或在金融、工



程方面工作的人不想听到这个词。“如果我们在为工程师们设计,就完全不能说这是‘游戏’”,科尔内蒂特说。“而要说这是‘模拟’,是‘解决问题’”。

- J) [37]游戏化“不是灵丹妙药,”沃巴赫警告说。一个未经深思熟虑或者不适合员工的游戏化策略可能会激发员工一时的兴趣,却不会长期地刺激员工。它也可以被滥用,对弱势群体来说尤其如此。对于工人,尤其是急需要工作但又自知很容易被取代的低收入者来说,游戏化可能更像是饥饿游戏。沃巴赫给出了加利福尼亚州阿纳海姆几家迪斯尼乐园酒店研究的例子,这些酒店使用大型电子排行榜来展示洗衣工人相互之间的工作效率并进行比较。有些员工发现排行榜能激发他们的工作热情。另外一些员工则感受不到其中的乐趣。有些人甚至牺牲去卫生间的时间,担心如果他们的效率下降,他们将被解雇。一些怀孕的员工努力让自己不落后。在《洛杉矶时报》的一篇报道中,一位员工将排行榜称为“数字鞭子”。[37]“这实际上对士气和绩效有非常不利的影响,”沃巴赫说。
- K) 不过,游戏化开始越来越流行,他说,“随着越来越多的熟悉电子游戏构造和表现形式的人成为劳动力。”[40]“我们还远未达到顶峰,”科尔内蒂特表示认同。“我们有理由相信游戏化会继续发展下去。”

36. C) 根据题目意思:一些知名公司已使用了游戏化策略,更多公司正试图效仿。根据题干线索词 famous companies 和 gamification 定位至 C) 段。该段提到,公司可以通过游戏化策略激发员工的工作热情。其中,以谷歌、欧莱雅、IBM、富国银行等知名公司为例,说明这些公司都不同程度地运用了游戏化的思维并且有越来越多的公司也正在加入他们。可知题干是对该段的概括总结,故答案选 C)。其中 famous companies 与原文中的 Companies from Google to L'Oréal to IBM to Wells Fargo 相对应。

37. J) 根据题目意思:游戏化不是解决所有公司问题的灵丹妙药,因为它可能会产生消极的后果。根据题干线索词 not a miracle cure 和 negative results 定位至 J) 段。该段首句就提到,游戏化“不是灵丹妙药”,随后举例说明滥用游戏化会影响员工的工作热情,末句总结说,这实际上对士气和绩效有非常不利的影响。因此,整段都在讲述工作游戏化的负面影响,可知题干是对该段的概括总结,故答案选 J)。其中 not a miracle cure 与原文中的 not a magic bullet 相对应, negative results 与原文中的 negative effect on morale and performance 相对应。

38. G) 根据题目意思:为增强士气,某公司要求员工在打开电脑时辨识他们的同事。根据题干线索词 enhance morale 和 starting their computers 定位至 G) 段。该段以某公司要求员工在打开电脑时辨识他们的同事为例,指出工作中游戏化的好处,即游戏化可以鼓舞员工的士气,故答案选 G)。其中 enhance morale 和 starting their computers 与原文中 boost employees' morale 和 log in to their computers 相对应。

39. D) 根据题目意思:在一个多世纪前,一些企业就实践了游戏化思维。根据题干线索词 gamification 和 more than a century ago 定位至 D) 段。该段旨在说明游戏化思维的来源。第三句提到了,饼干杰克食品公司一百多年以来一直运用“游戏思维”,把小额奖品放入其零食中。可知早在一个多世纪以前一些企业就实行了游戏化思维,故答案选 D)。其中 more than a century ago 与原文中 more than 100 years 相对应。

40. K) 根据题目意思:有理由相信游戏化将会存在下去。根据题干线索词 reason 和 be here to stay 定位至 K) 段末句。文章末段对游戏化的发展趋势做了预测,即随着越来越多熟悉电子



游戏的人成为劳动力,游戏化会越来越流行。科尔内蒂特认为,我们有理由相信游戏化会继续发展下去。其中“我们还远未达到顶峰”,说明游戏化的发展空间很大,可知题干是对该段的概括总结,故答案选 K)。

41. E) 根据题目意思:电子游戏在一定程度上促进了游戏化的广泛运用。根据题干线索词 Video games 和 application of gamification 定位至 E)段首句。该句提到,但“游戏化”一词广泛的传播及对其概念有意识的应用仅始于五年前,沃巴赫说。由于电子游戏的缘故,现在这一代劳动力很容易接受将工作游戏化的思维。说明电子游戏在一定程度上促进了游戏化的发展。可知题干是对该段的概括总结,故答案选 E)。
42. B) 根据题目意思:要把工作变成游戏,我们需要了解游戏的迷人之处。根据题干线索词 what makes games interesting 定位至 B)段第二句。该句提到,游戏化就是指通过学习游戏的迷人之处,以及游戏设计者如何创造这种快乐体验,并把这些学问运用到其他活动中。可知题干是对该段的概括总结,故答案选 B)。其中 what makes games interesting 与原文中 what it is that makes games engaging 相对应。
43. H) 根据题目意思:游戏化在员工培训工作中不总是需要技术支持。根据题干线索词 employee training 定位至 H)段首句。该句提到,游戏化不一定需要数字技术。莫妮卡·科尔内蒂特经营一家用游戏方式培训员工的公司。有时这需要涉及一点数字技术,但通常不需要。可知题干是对该段的概括总结,故答案选 H)。
44. F) 根据题目意思:最成功的游戏化平台能把日常工作变成有趣的经历。根据题干线索词 platforms 和 transform daily work assignments 定位至 F)段第二句。该句指出,最有效的平台是将员工乏味的工作任务转变为有趣的冒险经历。可知题干是对该段的概括总结,故答案选 F)。其中的 transform daily work assignments into fun experiences 与原文中的 turn employees' ordinary job tasks into part of a rich adventure narrative 相对应。
45. I) 根据题目意思:对于某些职业需要使用不同于“游戏化”的表达术语。根据题干线索词 terms 定位至 I)段。该段提到,如果为工程师们设计,就完全不能说这是“游戏”,而要说这是“模拟”,是“解决问题”。可知,某些职业和某些人不喜欢“游戏化”一词,需要采用其他方式来表达,故答案选 I)。其中 terms 与原文中的 the word 相对应, some professions 与原文中的 the people in finance or engineering 相对应。

Section C

Passage One

最近我参加了几次会议,在会议上我们谈论了如何留住学生和确保年轻教职员工不再流失的问题。

高等教育似乎已经成为会议举办者的产业,他们的任务是“解决”那些现实或想象出来的问题。[46]我自己在三所不同的大学任教授。在我看来,在教育年轻的或年长一点的学生中存在的真正问题已经日趋严重了,而我们雇用的人数——不是教职人员而是举行会议的人员——却显著增加。每个新问题都会带来一个新的行政人员的岗位。就我们的卓越教学中心来说。与其称名相反,这个中心成了一个信息交流中心,主要探讨课堂上运用科技和在线课程的问题。这是行政欺诈的一种,这一现象在过去 30 年中倍增。

[47]&[50]我提出一个简单的提议作为回答:我们遇到的许多问题——班级出勤率,教育的成功,学生幸福健康——或许都可以通过减少官僚机构和会议,而雇用一支好的师资队伍来解



决。[48]如果我们用优秀的任课教师来替换我们一半的行政人员,我们或许真的能够将大部分班级的人数降至每班 20 人或更少。在这样的环境中,老师和学生才能真正地了解彼此。

[50]教师必须以自己的方式来教学——课程设置应该足够灵活,以便老师可以利用自己的天分来实现课程目标。此外,他们应该可以自由授课,并会因为做得好而得到奖励。教师不应该是那些善长科研并为科研所累却仅仅偶尔出现在教室里的人。课讲得好与做研究并不排斥,也不是天生的伙伴。[49]教书是一门艺术和手艺,是天分也是实践;它不是任何人都可以胜任的。令我非常困惑的是,人们并没有认识到这一点,尽管绝大部分当过学生的人都能分辨出好老师与坏老师。

46. C) 题目就当今大学提问。根据题干关键词 present-day universities 定位至第二段第二句。该句表明,作者在三所不同的大学任教授,当今大学雇用的行政人员越来越多,可教育中存在的真正的问题却日趋严重,随后指出真正的问题是“大学中的行政人员过多”,故答案选 C) 项。A) 项“他们正有效地解决那些或现实或想象出来的问题”根据第二段可知,这些问题并未有效地解决,故排除;B) 项“他们通常无法把教学与科研相结合”和 D) 项“他们缺乏天赋来解决这些不断加深的问题”在文中并未提及,故排除。
47. A) 题目就大学中最缺少什么人才提问。根据题干关键词 universities lack 定位至第三段首句。该句提到,我们遇到的问题或许都可以通过减少官僚机构和会议,而雇用一支好的师资队伍来解决。可知,大学中缺少的应该是好老师,故答案选 A) 项。B) 项“高效的行政人员”根据首句提到的,应削减官僚机构的数量可知,学校中行政人员数量过多,无需增加,故排除;C) 项“有天赋的研究人员”和 D) 项“积极的学生”在文中并未提及,故排除。
48. D) 题目就目前的班级情况作者暗示了什么提问。根据题干关键词 the classes 和 at present 定位至第三段第二句。该句提到,如果我们用优秀的任课教师来替换我们一半的行政人员,我们或许真的能够将大部分班级的人数降至每班 20 人或更少。因此作者暗示目前的班级学生人数过多,故答案选 D) 项。A) 项“它们为学生的独立学习提供了便利”、B) 项“它们帮助学生形成更亲密的关系”和 C) 项“班级中年纪较大的学生比以前多”在文中并未提及,故排除。
49. A) 题目就作者认为教书的能力是什么提问。根据题干关键词 the author 和 teaching ability 定位至末段。该段倒数第二句提到,教书是一门艺术和手艺,是天分也是实践;它不是任何人都可以胜任的。故答案选 A) 项“它需要天分和实践”。B) 项“它与研究密切相关”和 C) 项“它是影响学生学习的主要因素”在文中并未提及,故排除;D) 项“它可以通过不断实践获得”,末段虽提及实践,但题干问的是教书能力的定义,而不是获取方式,故排除。
50. B) 题目就改进高校教育的建议提问。根据题干关键词 suggestion 和 improving university teaching 定位至第三段首句。该句指出,我提出一个简单的提议……,随后指出,众多问题都可通过多雇用优秀的教师来解决。且第四段首句也提到,教师必须以自己的方式来教学才能实现课程目标,故答案选 B) 项“雇用更多的教师,并允许他们以自己的方式教学”。A) 项“创造环境让教师分享教学经验”在文中并未提及,故排除;C) 项“在教室中使用高科技并且促进信息交流”,根据第二段中提到的卓越教学中心这一反例可知,为提高教学水平而设立的机构最终成为信息交流中心,说明这并非改进教学的方法,故排除;D) 项“削减会议数量,鼓励行政人员进课堂”,削减会议的数量虽在第二段中提到,但后半部分的鼓励行政人员进课堂并未提及,故排除。



Passage Two

[51]吃的少还能感到幸福的秘诀可能早在几年前就被麦当劳破解了。根据康奈尔大学食品和品牌实验室的一项新研究,小型非食物奖励——如麦当劳开心乐园餐中的玩具——同食物一样可以刺激大脑中的奖励中枢。

由马丁·雷曼领导的研究员们,进行了一系列实验,以确定人们是否愿意选择配有非食物类小东西的小份食物。

[52]他们发现,当与奖品结合时,大多数的孩子和成年人选择了半份的食物。而两种选择的价格是相同的。

[53]更有趣的是,一个对未来奖品的承诺足以使成年人选择小份食品。其中可以使用的奖品之一是彩票,奖金有10美元、50美元或100美元不等,在劝说人们少吃点这一问题上,这和那些实实在在的礼物一样有效。

“参与者们愿意用获得相对来说较少金钱奖励的可能性来替换掉一部分食物,这一事实也是非常有趣的。”雷曼说。

[54]他认为从理论上讲,这些无形奖励中的情感成分使它们起了作用。事实上,描述不清晰的得奖的可能性比那些有着明确的得奖概率的选择更有效果。

“对于这一发现的解释之一就是,不确定的奖励也许比确定的奖励在情感上更能激发人们的欲望,”雷曼说。“获奖的不确定性通过情感上让人‘兴奋’从而为人们提供了额外的吸引力和诱惑力。获得奖励的可能性也产生了一种希望——这种状态本身就是一种心理上的回报。”换句话说,这就是人们为什么喜欢赌博的原因。

如何运用这一知识来帮助人们吃得更健康呢?

一种办法就是提供一个可以赢得周末去温泉疗养的机会的健康选择。或者为选择一份减半了的食物设立半份甜点的奖励,要求该甜点仅可在未来的某个日期使用。[55]这会让你再次来到这间餐厅——并让你吃的少一点。

51. D) 题目就麦当劳开心乐园餐中的玩具提问。根据题干关键词 McDonald's inclusion of toys 定位至首段。该段指出,麦当劳开心乐园餐中的玩具可以同食物一样刺激大脑中的奖励中枢,让人们吃得少的同时还可以感受到快乐,故答案选 D) 项“对孩子们来说,这可能是一个令人愉快的方式来减少他们的食物摄入量”。A) 项“有助于理解人们破解秘密的欲望”、B) 项“证明了麦当劳商业成功的关键”和 C) 项“它能满足孩子们想要知道里面藏了什么的好奇心”在文中并未提及,故排除。
52. D) 题目就马丁·雷曼领导的研究员们有何发现提问。根据题干关键词 finding of the researchers 定位至第三段首句。该句提到,他们发现,当与奖品结合时,大多数的孩子和成年人选择了半份的食物。而两种选择的价格是相同的。故答案选 D) 项。A) 项“如果人们多光顾麦当劳,减少食物的摄入并不难”,文中并未提及人们减少食物的摄入量与光顾麦当劳次数的关系,故排除;B) 项“大多数孩子和成年人在吃了减半的食物后并不会真正地感到饥饿”和 C) 项“吃小份的食物对孩子和成年人的健康有同样的好处”在文中并未提及,故排除。
53. B) 题目就马丁·雷曼最有趣的发现是什么提问。根据题干关键词 most interesting 和 findings 定位至第四段首句。该句提到,更有趣的是,一个对未来奖品的承诺足以使成年人选择小份食品。故答案选 B) 项“成年人选择小份食品仅仅为了对未来奖励的承诺”。A) 项“比起玩具,孩子们更喜欢金钱形式的奖励”、C) 项“孩子和成人都对半份食物感到满意”和



D)项“孩子和成人都无法拒绝免费玩具的诱惑”在文中并未提及,故排除。

54. A) 题目就马丁·雷曼如何解释他的发现提问。根据题干关键词 Reimann, interpret 和 finding 定位至第六段首句。该句提到,他认为从理论上讲,这些无形奖励中的情感成分使它们起了作用。即他对上述研究发现的解读,故答案选 A)项。B)项“人们现在更关心质量而不是数量”在文中并未提及,故排除;C)项“比起可能的奖励,人们更喜欢确定的奖励”与文章所述意思相反,故排除;D)项“对未来奖励的渴望压倒了一切”,文章虽提及人们喜欢这种未来的不确定的奖励,但并没有提及这种渴望是否压倒一切,故排除。
55. C) 题目就从马丁·雷曼的发现中推断出什么提问。通读文章可知,雷曼的研究主要发现了人们愿意为奖励而放弃大份的食物,且当这种奖励存在某种不确定性时,人们的欲望被不确定性所刺激因而产生更大的吸引力。文章末段提出,如果餐厅能利用这一发现而设置奖励,不仅可以让顾客再次光临餐厅,还可以让人们吃得更少,故答案选 C)项“我们可以引导人们少吃同时还有助于餐厅发展”。A)项“如果人们希望保持健康和快乐就该少吃一点”,文章讲的是用小奖励代替部分食物的方法被人们所接受,并未提到想要健康快乐就应该少吃,故排除;B)项“大部分快餐店都可能效仿麦当劳的做法”在文中并未提及,故排除;D)项“需要更多的研究来发现情感对行为的影响”其中“impact of emotion on behavior”并非文章中提到的研究主题,故排除。

Part IV Translation

【参考译文】

In Chinese culture, yellow is a color occupying a fairly prominent position, which is endowed with unique symbolic significance. During feudal times, yellow stands for the ruler's power and authority. At that time, yellow was exclusively designed for the emperor, with the royal palace painted yellow and the imperial robe always being yellow, while ordinary people were never be permitted to wear yellow clothes. In China, yellow is also the symbol of harvest. When crops are ripening in the fall, people celebrate the harvest in high spirits, with the fields taking on a vast expanse of golden appearance.

