基 礎 素 養 検 査

「英語」，**「国語」**，**「現代社会」**，**「数学」** の４科目から２科目を選択し，解答すること。ただし，国際共創学部に出願した者は，**「英語」** を含む２科目を解答すること。

注 意 事 項

1. 試験開始の合図があるまで問題冊子を開かないこと。
   ただし，マーク記入上の注意は裏表紙にあるので，問題冊子を裏返して読んでおくこと。
2. 監督者の指示に従い，別紙解答用紙の所定欄に氏名，受験番号を記入すること。さらに受験番号の下のマーク欄に受験番号をマークすること。
3. 解答する科目を２つ選び（国際共創学部は「英語」必須），解答用紙の解答科目にマークすること。マークされていない場合，３科目以上にマークされている場合，または３科目以上を解答した場合は採点の対象にならないので注意すること。
   解答用紙は表が「数学」，裏が「英語」，「国語」，「現代社会」となっている。
4. 解答はすべて，解答用紙の解答欄にマークすること。
5. 「数学」において分数形で解答が求められているときは，既約分数で答えること。根号を含む形で解答が求められているときは，根号の中に現われる自然数が最小となる形で答えること。小数で解答が求められているときは，指定された桁数の１つ下の桁を四捨五入し，必要に応じて，指定された桁まで⓪をマークすること。
6. 試験時間は 90 分。出題科目，ページ数はつぎのとおり。

出題科目	ページ
英　　語	1 ～ 11
国　　語	13 ～ 32
現代社会	33 ～ 50
数　　学	51 ～ 57

※裏表紙に続く。

英　　　語

第１問　次の英文の空欄に最も適切なものを一つ選べ。

1　He had many（　　　）when he studied English.

① difficult　② difficulty　③ difficultly　④ difficulties

2　It（　　　）since yesterday.

① was raining　② has been raining

③ rained　④ is raining

3　What（　　　）this color called in English?

① is　② does　③ has　④ had

4　This is（　　　）all of you should remember for the test.

① which　② that　③ what　④ whatever

5　The test（　　　）be too difficult if you study for it.

① has not　② dare not　③ should not　④ need not

6　Your English will get（　　　）if you study hard.

① worse　② worst　③ better　④ best

7　His question is about（　　　）start the program.

① to when　② when to　③ to whom　④ to who

8　She is busy（　　　）for the party.

① preparing　② to prepare

③ on preparing　④ at preparing

9 His birthday is （　　　） Monday or Tuesday.

① whether　　② no　　③ either　　④ rather

10 This is the problem we should （　　　）.

① talk with　② talk about　③ talk　　④ talk to

第2問 次の会話文の空欄に最も適切なものを一つ選べ。

11　A：We are having a party next Saturday. Would you like to come?

　　B：Sorry, I won't be able to come to the party. I'm very busy with my work right now. （　　　）.

　　A：We're sorry you can't make it.

　　　① Don't worry about it

　　　② Don't make it too hard

　　　③ I am afraid of it

　　　④ I feel bad about it

12　A：I have so much work to do this month. （　　　）?

　　B：Me too! I've been working overtime every night.

　　　① How about you

　　　② Don't you work with me

　　　③ Can you give it

　　　④ What do you do

13　A：Here is your cheeseburger.

　　B：This isn't what I ordered. I asked for a fish burger.

　　A：I'm sorry.

　　B：Never mind, I'll eat it anyway.

　　A：（　　　）?

　　　① Do you know

　　　② Do you understand

　　　③ Are you good

　　　④ Are you sure

14　A：Do you like Indian food?

　　　B：(　　　　). The food is too spicy for me to eat.

　　　①　Of course

　　　②　No problem

　　　③　Not really

　　　④　Why not

15　A：Yesterday I ate bee larvae.

　　　B：(　　　　)?

　　　A：It's a kind of insect that you can eat. It's expected as a solution to the food problem.

　　　①　How did you think

　　　②　How was that

　　　③　Why do you

　　　④　What's that

第3問 次の(1), (2)の英文を読んで，空欄に最も適切なものを一つ選べ。

(1) **Two Kinds of Health**

Healthy children are our goal. There are two kinds of health we should tend to, however: physical *and* psychological. Many parents understand the ☐16☐ of a physically healthy child. For example, we know that pregnancy requires women to take care of their bodies in order for the child to be healthy. After birth, we watch children's development very ☐17☐ for behaviors like their first steps and their first words. Physicians[1] and other health care providers remind us of the importance of immunizations[2] and yearly check-ups. Many people are ☐18☐ in children's health. We see them as our future.

However, promoting the *psychological* health of children is less ☐19☐ . Goals or targets of psychological health are not discussed to the extent that physical health needs are in families. While most parents might know that young children need their physical care, the emotional bonds and relationships of parents and children are the ☐20☐ upon which the children's psychological health is built.

【注】 ＊１．physician　医師

　　　＊２．immunization　（免疫）予防注射

【出典：Sharon K. Hall, *Raising Kids in the 21st Century*, Wiley-Blackwell, UK, 2008年，一部改変】

16	① danger	② treatment	③ birth	④ importance
17	① lightly	② closely	③ vastly	④ mildly
18	① interested	② indifferent	③ worried	④ bad
19	① interesting	② understood	③ dangerous	④ healthy
20	① problem	② examples	③ foundation	④ physicians

⑵ **The Difference between Asian Elephants and African Elephants**

African elephants are larger; in fact, they're the largest land animals on Earth. African elephants can weigh up to 8 tons (7,500 kg) and stand about 10 to 13 feet tall at the shoulder. Asian (or Indian) elephants are slightly shorter and weigh about 6 tons (5,500 kg). Probably the easiest way to tell the difference between Asian and African elephants is to ☐ 21 the size of their ears: the Asian elephant's ears are much smaller.

People in Asia use elephants for logging*1 and other work purposes. In Africa, elephants continued to be killed by ☐ 22 for their ivory*2. As humans in both Africa and Asia expand their settlements, both types of elephants are ☐ 23 places to live. The Asian elephant is an endangered species, and the African elephant is a threatened species. International organizations use the term "endangered" to refer to animals and plants currently in ☐ 24 of becoming extinct; "threatened" species are those that are likely to become endangered in the foreseeable future if preventive ☐ 25 are not taken.

【注】 ＊１．logging　伐採

　　　 ＊２．ivory　象牙

【出典：Andrea Sutcliffe, *Amazing World Geography: A Book of Answers for Kids*, John Wiley & Sons, Inc., Hoboken, New Jersey, 2002年, 一部改変】

21	①	count	②	compare	③	increase	④	shrink
22	①	elephants	②	nature	③	humans	④	disease
23	①	losing			②	exchanging		
	③	gaining			④	walking		
24	①	support	②	danger	③	charge	④	case
25	①	humans	②	places	③	animals	④	measures

第４問　次の英文を読んで，以下の問いに答えよ。

　　Shigeru Miyamoto was born in Sonobe, a rural town in Japan, in 1952. As a young child, he was full of imagination. He loved doodling, reading, and telling stories. He loved drawing manga, creating cartoon flip books, and putting on puppet shows. He would also go exploring the countryside.

　　One day, while he was out exploring, he discovered the entrance to a cave. He returned the next day ┃ 26 ┃ a lantern so he could explore it. Shigeru spent many long days exploring this underground cave. One of the things he liked most was the fear and excitement of not knowing what was waiting for him around the bend when he crawled through tunnels. Shigeru never forgot his childhood adventures. Shigeru spent five years getting a college degree in industrial design. He painted, drew, and built things in his classes. In his free time, one of the things he most enjoyed was playing early video games.

　　In 1975, Shigeru graduated. Now that he was finished with school, he needed a job. He first thought he would like to become a manga artist. But then he changed his ┃ 27 ┃ and decided he wanted to work making toys. Through his father, Shigeru was able to get a job
(a)
interview with Hiroshi Yamauchi (Nintendo's third president). At that time, Hiroshi was more interested in hiring engineers, not artists. But he liked Shigeru and asked him to return with samples of his work. Shigeru gathered artwork he had done in college, his manga drawings,
(b)
and his designs for a seesaw that could hold three kids at the same time. He also included his hand-carved colorful children's clothes hangers in the shapes of animals. When Shigeru returned, Hiroshi liked ┃ 28 ┃ he saw. He thought that Shigeru had a childlike way of looking at the world and this was what Nintendo needed. Hiroshi hired him to be the

first artist on Nintendo's staff. Shigeru started in 1977, painting panels for the cabinets of the arcade games.

When Radar Scope* failed in the United States, Shigeru decided to try to develop a completely new game. He didn't like the Ping-Pong and
(c)
shooting games that were popular at the time. He wanted to design something very different—a game with characters and a storyline. His idea was to base a game on the characters in the Popeye cartoons, which were very popular in the United States. But Nintendo couldn't make a deal to use them. So, instead, Shigeru created new characters,
(d)
ones that could jump on-screen. Instead of Popeye, there was now Jumpman (a carpenter). Bluto (the villain in the Popeye cartoons) became an ape named Donkey Kong. If naming an ape "donkey" seems odd, it's because Shigeru mistakenly thought that in English, "donkey" meant "stupid." Donkey Kong had kidnapped Lady from Jumpman and brought her to a construction site. The ⬚29⬚ of the game was for Jumpman to rescue Lady. Game players took on the role of Jumpman. Shigeru gave Jumpman a red hat and a big mustache. This made Jumpman easy to see on a small screen. Before the game was finished, Minoru Arakawa, the president of Nintendo's US company, changed Jumpman's name to Mario.

【注】：*Radar Scope　ゲーム名

【出典：Gina Shaw, *What is Nintendo?*, Penguin Workshop, 2021年, 一部改変】

問1　空欄 26 ・ 27 ・ 28 ・ 29 に入る最も適切なものを一つ選べ。

26　① in　　　　　② with　　　　③ for　　　　　④ out

27　① mind　　　　　　　　　　② shipping
　　③ exhibit　　　　　　　　　④ metaphor

28　① who　　　　② how　　　　③ where　　　④ what

29　① discrimination　　　　　　② ambulance
　　③ object　　　　　　　　　　④ admission

問2　下線部(a)〜(d)に最も意味の近いものを一つ選べ。

30　(a)　① via　　　　　　　　　② unless
　　　　 ③ either　　　　　　　　④ until

31　(b)　① consumed　　　　　　② grabbed
　　　　 ③ generated　　　　　　④ collected

32　(c)　① purchase　　　　　　② pretend
　　　　 ③ create　　　　　　　④ register

33　(d)　① accordingly　　　　② alternatively
　　　　 ③ extremely　　　　　④ essentially

問3　本文の内容として最も適切なものを一つ選べ。　34

① Shigeru Miyamoto was able to generate innovative designs and ideas because he studied design by himself.

② Shigeru Miyamoto, since childhood, enjoyed playing video games and wanted to become a game creator in the future.

③ Shigeru Miyamoto wanted to create a game with characters which were based on the Popeye cartoons.

④ Shigeru Miyamoto planned to create exciting games like Ping-Pong and shooting games.

問4　本文の内容として最も適切なものを一つ選べ。　35

①　Jumpman is a character that Nintendo independently designed and was created to gain popularity in the United States.

②　Jumpman has a mission to assist Lady, and he used the red hat as a weapon to defeat Donkey Kong.

③　Donkey Kong's character design and actions in the game were based on a previous popular cartoon in Japan.

④　Donkey Kong's name was determined by the Japanese designer's misunderstanding of the meaning of "donkey" in English.

問5　本文のタイトルとして最も適切なものを一つ選べ。　36

①　Success of Nintendo in Card Games

②　Father of Modern Video Games

③　Future of Game Designers

④　Failure of Marketing in the United States