

令和 7 年 度

専修大学附属高等学校入学試験問題

英 語

注 意

1. 試験時間は 50 分です。
2. 問題は 1 ページから 14 ページまでです。
3. 答えはすべて解答用紙の指定の欄に記入しなさい。
4. 答えを書きなおすときは、きれいに消してから新しい答えを書きなさい。
5. 問題用紙も、試験終了後回収します。

問題は次のページからはじまります。

Ⅰ 次の各組の文の（ ）内に共通して入る語を答えなさい。ただし、解答はすべて小文字で書くこと。

- (1) I have lost my pen. I must buy another () tomorrow.
Tokyo is () of the biggest cities in the world.
- (2) I want to () many pictures in Kyoto.
How long does it () from school to the station?
- (3) This cheese is made () milk.
These oranges come () California.
- (4) The dictionary () my grandmother bought for me is very useful.
() is your bag?
- (5) This mountain is covered () snow.
I cut the cake () a knife.

Ⅱ 各問題の場面を参考に、次の各組の英文がほぼ同じ意味になるように、
() 内に入る最も適切な語を答えなさい。

(1) 【場面】 あなたは下校中に友人と会話をしています。

- a. Your new bike is very nice! I can't buy that model because I don't have a lot of money.
- b. Your new bike is very nice! If I () a lot of money, I () () that model.

(2) 【場面】 留学先のホストファミリーがあなたを歓迎しています。

- a. Welcome to our house! Our house has five rooms. Your room is here.
- b. Welcome to our house! () are five rooms () our house. Your room is here.

(3) 【場面】 あなたは友人にすすめられた映画を見終わりました。

- a. I have never watched such an interesting movie!
- b. This is () () () movie I have ever watched.

(4) 【場面】 あなたは友人と母校の文化祭に来て、妹のライブをしています。

- a. Look! The girl is my sister. She is singing on the stage.
- b. Look! The girl () on the stage () my sister.

(5) 【場面】 あなたは荷物が重すぎて困っています。

- a. I said to my friend, "Will you carry this bag?"
- b. I () my friend () () that bag.

(6) 【場面】 あなたは友人とライブに来て、注意事項を聞いています。

- a. You must not use flash on your camera.
- b. () use flash on your camera.

(7) 【場面】 あなたは待ち合わせに来ない友人に電話をかけています。

- a. It's been an hour since I started waiting for you.
- b. I have () () for you () an hour.

Ⅲ 次の会話文を読んで、以下の問いに答えなさい。

Kumi comes home. Kayla is reading a book.

Kumi : Hi Kayla,

Kayla : Oh hi. It's about Japanese culture, but more on the *invisible* culture. It's really interesting.

Kumi : How do you mean?

Kayla : Well, you know, before I came here, I saw some documentaries and they focused on things like monkeys in hot springs, *maid cafés, the *bullet train, fish markets, geisha, that kind of thing, you know, really *stereotypical.

Kumi : Yeah, people love seeing strange and *exotic things, right!

Kayla : Yeah, and that's interesting too, but this book is talking about the *invisible* culture. You know, people's values, how they interact, how they communicate.

Kumi : Like what?

Kayla : Like, how some words show what's important in Japanese society. How words like *gaman* (我慢), *gambaru* (がんばる), *meiwaku* (迷惑), *kawaii* (かわいい), *sunao* (素直) tell us a lot about people's values.

Kumi : Mmmm...

Kayla : It's explaining about concepts like ① *kizuna* (絆), *omoiyari* (思いやり), *tatemaie* (建前), *enryo* (遠慮)... things that show how people think and how Japanese society works. You know, things like kimono, sushi and so on, the things we can see, these are the *face* of Japan, but the things that we *can't see* are really the heart of Japan.

Kumi : Wow! You're really getting in deep!

Kayla : Yeah, I know! Some people have said that culture is like an *iceberg, where 90 percent is invisible to us. It's fascinating, but there's still so much I don't understand. For example, ② what's *wabisabi* (侘び寂び)?

(注) maid café メイドカフェ bullet train 新幹線 stereotypical 典型的な
exotic エキゾチックな、異国風な iceberg 氷山

問1 と に入る最も適切な英文をそれぞれ以下のア～エの中から1つ選び、記号で答えなさい。

- ア do you like it?
- イ how are you feeling?
- ウ what are you reading?
- エ where did you get that?

- ア But it is only old things.
- イ But Japanese people don't think that way.
- ウ But not just that.
- エ But they are just words.

問2 Kayla が下線部①を通して説明しようとしていることとして最も適切なものを、以下のア～エの中から1つ選び、記号で答えなさい。

- ア 日本文化の中心になるものは実際には目に見えないものである。
- イ 目に見えない文化は目に見える文化と同じくらい大切である。
- ウ 目に見えるか見えないかは文化の大切さには関係ない。
- エ 日本の文化は、主に目に見えるものを通じて理解できる。

問3 下線部②に関して、Kayla が Kumi に wabisabi について尋ねた理由として最も適切なものを以下のア～エの中から1つ選び、記号で答えなさい。

- ア Kumi が wabisabi について詳しく説明してくれたから。
- イ Kayla は wabisabi の意味がまだよく分からないから。
- ウ Kayla は wabisabi を知っているが、日本人の視点を聞いたかったから。
- エ Kayla は wabisabi の歴史的背景に興味があるから。

問4 次の(1)、(2)の質問の答えとして最も適切なものをそれぞれ以下のア～エの中から1つ選び、記号で答えなさい。

(1) What does Kayla mean by “invisible culture”?

- ア Japanese food and festivals.
- イ Japanese language and customs.
- ウ Japanese people’s values and how they interact.
- エ Japanese traditional arts and crafts.

(2) What does Kayla mean when she says culture is like an iceberg?

- ア Culture can change quickly as ice melts.
- イ In Japanese culture, people are cold and keep others apart.
- ウ Most of the culture is hidden and we can only see a small part of it.
- エ We can see most of the culture and only a small part of it is hidden.

問5 本文の内容から face of Japan と heart of Japan の組み合わせとして最も適切なものを以下のア～エの中から1つ選び、記号で答えなさい。

- | | |
|----------------------|---------------------|
| ア face of Japan: 気配り | heart of Japan: 人情 |
| イ face of Japan: 人情 | heart of Japan: 漫画 |
| ウ face of Japan: 扇子 | heart of Japan: 漫画 |
| エ face of Japan: 扇子 | heart of Japan: 気配り |

Ⅳ 次の英文を読んで、以下の問いに答えなさい。

Everyone enjoys taking a vacation. A vacation is fun and relaxing. (①) people like to go to the beach and swim. (②) people go to the mountains or visit (③) country. Many other people use their vacation time for another reason. What do they do? They take a volunteer vacation to help other people. Volunteers are people who do something, but they receive no money for it. They do this because they want to be helpful to people in need. Many organizations give volunteers a chance to help others.

Habitat for Humanity is one of these organizations. Habitat for Humanity is an organization of volunteers who ④build homes for the poor. The most famous volunteer is former U.S. President *Jimmy Carter, who won the Nobel Prize for Peace. Habitat for Humanity volunteers do not need a special skill. They just need to be in good health. Volunteers build homes in the United States, but they also construct homes all over the world, in places such as Honduras, Fiji, and Ethiopia. Volunteers pay for their own trips. For example, a two-week trip to Honduras, Fiji, or Ethiopia is about \$1,200.

A second volunteer organization is called Earthwatch. Earthwatch gets many volunteers to help scientists do research in many places around the world. For example, volunteers may study endangered animals, such as manatees in Florida. Most of the trips are two weeks. Volunteers pay about \$1,800 to participate, without *airfare. They usually stay in *dormitories and cook their meals together. This year, Earthwatch had 4,000 volunteers from 47 different countries.

*Cross-Cultural Solutions is another volunteer organization. It helps communities in China, Ghana, India, Peru, and Russia. Cross-Cultural Solutions helps to bring health care and education to many people. Twelve to eighteen volunteers work together for about three weeks at one *location. The work depends on the volunteers' skills. *For instance, a volunteer may have special medical knowledge. This person will work in a local hospital. Volunteers have evenings and two weekends to spend *on their own. Prices begin at \$1,900 for a two-week trip, not including airfare.

People who take volunteer vacations believe they are ⑤help people around the world to live healthier lives. They believe they can help people get an education. The people ⑥they help may have a better place to live. For the volunteers, this is the ⑦good vacation of all.

(注) Jimmy Carter ジミー・カーター (第39代アメリカ合衆国大統領)

airfare 航空運賃 dormitory 寮 cross-cultural 異文化間の

location 場所 for instance たとえば on one's own 自分で、自由に

問1 (①)～(③)に入る最も適切な語を以下のア～エの中から1つ選び、記号で答えなさい。ただし、文頭に来る語も小文字で示してある。また、同じ記号を2度以上用いることはできない。

ア another イ other ウ others エ some

問2 下線部④と置き換え可能な語を本文から抜き出しなさい。

問3 下線部⑤、⑦をそれぞれ1語で適切な形にしなさい。

問4 下線部⑥が指す内容として間違っているものを以下のア～エの中から1つ選び、記号で答えなさい。

ア people who do something for no money

イ people who support volunteers in their activity areas

ウ people who take volunteer vacations

エ people who want to be helpful to people in need

問5 以下の表は3つのボランティア団体についてまとめたものである。表内の
 (1) ～ (10) に入る適切な語句または数字を以下のア～ナの中から1
 つ選び、記号で答えなさい。ただし、同じ記号を2度以上用いることはできな
 い。

ア Cross-Cultural Solutions イ Doctors Without Borders
 ウ Earthwatch エ Habitat for Humanity オ 1,200
 カ 1,500 キ 1,800 ク 1～2週間 ケ 2週間 コ 2～3週間
 サ アメリカ シ フィジー ス ペルー セ 医療と教育の支援
 ソ 絶滅危惧種の調査 タ 貧困層向けの住宅建設
 チ ボランティア旅行の企画 ツ 個人のスキルによる テ 必要
 ト 不要 ナ 記載なし

団体名	(1)	(2)	(3)
主な活動	(4)	科学者の研究支援	(5)
活動場所	中国、ガーナ、インド、 (6)、ロシア	世界中	アメリカ国内 および世界中
活動期間	(7)	2週間	2週間
人数	12～18人(1か所)	4,000人	記載なし
費用	1,900ドル～	約(8)ドル	約1,200ドル
特定のスキル	個人のスキルによる	(9)	(10)

* 費用は航空運賃を除いた額である

Ⅴ 次の英文を読んで、以下の問いに答えなさい。

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, biking, walking, climbing trees, and fishing in a nearby stream.

One day, while he was out exploring, he discovered the entrance to a cave. He returned the next day with 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 mind and decided he wanted to work making toys.

Through his father, Shigeru was able to get a job interview with Hiroshi Yamauchi. 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, 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 what 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 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, ones that could jump on-screen. Instead of Popeye, there was now Jumpman (a carpenter). Olive Oyl (Popeye's girlfriend) became Lady (later Pauline), and 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 object of the game was for Jumpman to rescue Lady. Game players *took on the role of Jumpman.

Donkey Kong was different from other arcade games. Besides telling a story, it is often considered the first true platform game. In a platform game, characters run, jump, or walk over obstacles to reach new levels. (An obstacle *prevents players from getting somewhere.)

As Jumpman moved up ladders and across *girders to get to Lady, Donkey Kong rolled barrels to *knock down Jumpman. Players had to make Jumpman jump over the barrels.

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 an Nintendo's US company, changed Jumpman's name to Mario.

Why?

Minoru needed an American name for the character and chose the name of the *landlord of Nintendo's Seattle-area *warehouse, Mario Segale.

(注) doodle いたずら書きをする cartoon flip book パラパラ漫画

put on a puppet show 人形劇をする underground 地下の fear 恐怖

bend カーブ、曲がり角 crawl はって進む degree 学位

hire 雇う hand-carved 手彫りの

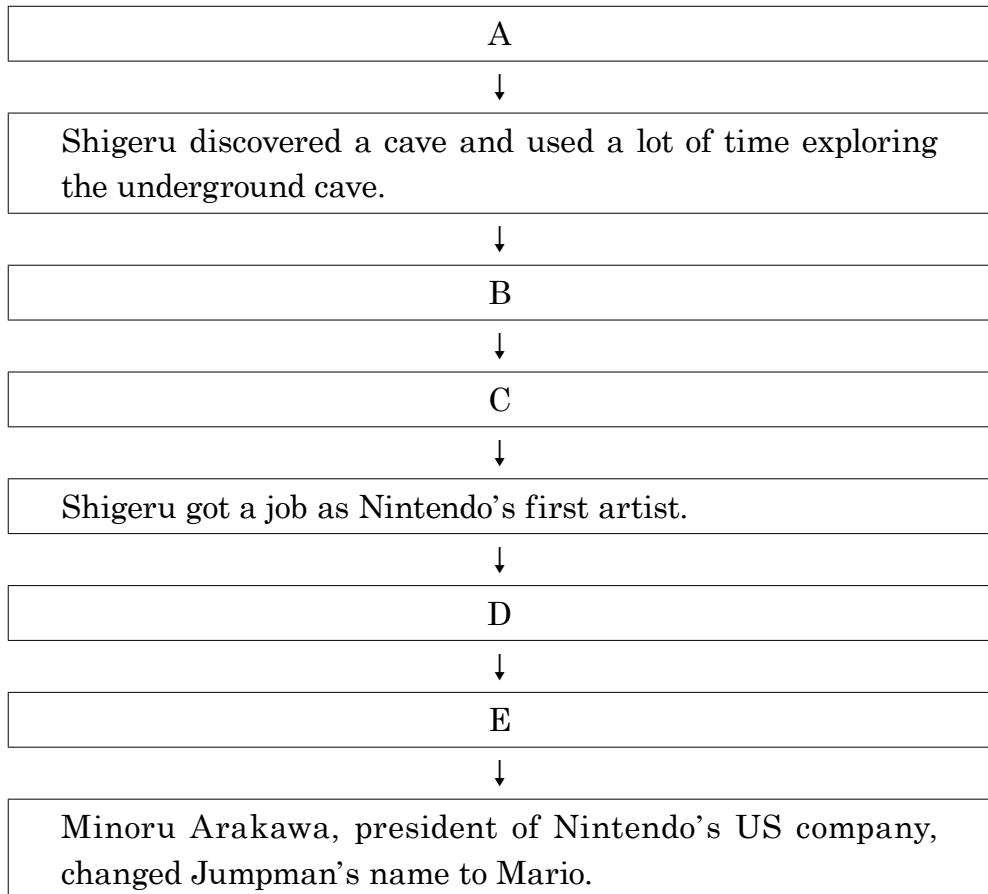
a cabinet of an arcade game アーケードゲームを収める箱

make a deal 取引する villain 悪役 ape 類人猿 donkey ロバ
odd 奇妙な mistakenly 誤って kidnap 誘拐する take on 引き受ける
prevent A from B [主語のせいで] AはBできない girder けた、はり
knock down... ～を倒す mustache 口ひげ landlord 所有者
warehouse 倉庫

問1 次の(1)～(5)の質問の答えとして最も適切なものをそれぞれ以下のア～エの中から1つ選び、記号で答えなさい。

- (1) Which of these was **NOT** one of Shigeru's favorite activities as a child?
- ア Climbing trees.
イ Creating cartoon flip books.
ウ Playing video games.
エ Telling stories.
- (2) How did Shigeru feel when he crawled through the tunnels?
- ア Lonely and worried.
イ Scared and excited.
ウ Surprised and excited.
エ Tired and afraid.
- (3) What did Shigeru enjoy in his free time in college?
- ア Building things.
イ Doing industrial design.
ウ Painting and drawing.
エ Playing early video games.
- (4) What was Shigeru's first job at Nintendo?
- ア Creating new Ping-Pong and shooting games.
イ Developing a completely new game.
ウ Making clothes hangers in the shape of animals.
エ Painting panels for arcade game cabinets.
- (5) Why did Shigeru give Jumpman a red hat and a big mustache?
- ア To make him a famous character.
イ To make him different from Donkey Kong.
ウ To make him easy to see on a small screen.
エ To make him look American.

問2 次のア～オの文を出来事が起こった順番に並べ、A ~ E に入る適切な記号を答えなさい。ただし、同じ記号を2度以上用いることはできない。



- ア Shigeru decided to create a completely new game when Radar Scope was not successful in the United States.
- イ Shigeru finished his degree after five years of college studies.
- ウ Shigeru made new characters for his game, including Jumpman, Lady, and Donkey Kong.
- エ Shigeru showed samples of his work in his interview with Hiroshi Yamauchi.
- オ Shigeru was born in Sonobe, a rural town in Japan.

問3 本文の内容と合っているものを以下のア～クの中から3つ選び、記号で答えなさい。

ア シゲルは洞窟を見つけた日にその中を探検した。

イ シゲルは大学でゲームデザインを専攻した。

ウ 卒業してすぐ、シゲルはおもちゃを作る仕事をしようと思った。

エ ヤマウチは、シゲルが持っていた子どものような世界観が任天堂に必要だと思った。

オ シゲルはポパイのキャラクターを使ったゲームを作ることができなかった。

カ シゲルは、donkey が英語で「強い」という意味だと思っていたので、Donkey Kong という名前を選んだ。

キ ドンキーコングというゲームでは、プレイヤーはジャンプマンを操作した。

ク マリオという名前をつけたのはシゲルである。

英語解答用紙

得	点

受験番号	氏 名

I	(1)		(2)		(3)								
	(4)		(5)										
II	(1)	If I () a lot of money, I () () that model.											
	(2)	() are five rooms () our house.											
	(3)	This is () () () movie I have ever watched.											
	(4)	The girl () on the stage () my sister.											
	(5)	I () my friend () () that bag.											
	(6)	() use flash on your camera.											
	(7)	I have () () for you () an hour.											
III	問 1	あ	い	問 2		問 3		問 4	(1)	(2)	問 5		
IV	問 1	①	②	③	問 2								
	問 3	⑤		⑦		問 4							
	問 5	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)		
V	問 1	(1)	(2)	(3)	(4)	(5)							
	問 2	A	B	C	D	E	問 3						

(順不同)