

**English**

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나 혼자만  
**Level Up!**

**1, 2, 3 &  
Special**

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**2024.03.12**

@Gongbu Coach Soul

**Reading Level 2**

## ◆ 제작 취지 및 목적

최근 학생들의 문해력 부족이 심각한 문제로 대두되고 있습니다. 특히 영어 독해의 경우, 학생들이 **영어를 한글로 해석하더라도 내용을 제대로 이해하지 못하는 경우가 많아** 학습에 어려움을 겪고 있습니다.

본 자료는 이러한 현실을 반영하여, 학생들이 **영어 지문의 핵심을 정확히 파악하고, 문장과 문맥을 깊이 있게 이해할 수 있도록** 돕기 위해 제작되었습니다.

## ◆ 문제 구성 및 특징

Level	난이도	문제 유형
Level 1	기본 이해형	지문의 핵심 정보를 정확히 파악하고 내용을 명확하게 이해할 수 있도록 기본적인 독해력을 키우는 문제
Level 2	심화 추론형	지문 속 정보를 바탕으로 추론과 이해 능력을 확장하여 문장과 문맥의 관계를 명확히 파악할 수 있도록 돕는 문제
Level 3	고급 분석형	지문의 숨겨진 의미나 필자의 의도를 깊이 분석하고 비판적 사고력을 기르며, 고난도 문해력을 요구하는 문제
Level Special	고난도 분석형	글의 논리적 구조와 맥락을 분석하고, 수능형에 가까운 심층적 사고와 비판적 독해 능력을 기르는 고난도 문제

## 구성 및 특징

- 각 레벨별로 지문의 난이도와 문제 유형을 차등 구성하여, 학생 개인의 학습 수준에 맞춘 단계별 학습 가능
- 학생들이 문장이나 단어뿐 아니라 문맥, 논리적 흐름, 저자의 의도까지 파악할 수 있도록 설계
- 정답의 근거가 되는 부분을 명확히 찾을 수 있도록 설계된 문항으로, 문해력 강화에 초점

## 추천 활용법

- **개별 수준 진단 및 맞춤 학습:** 각 레벨 문제를 차례대로 풀면서 자신의 수준을 파악하고, 어려운 단계로 점진적으로 도전하기를 권장합니다.
- **자기주도학습 및 복습:** 문제를 풀 뒤 오답을 분석하며, 왜 틀렸는지 지문과 보기의 관계를 다시 한 번 점검해 보세요.
- **소그룹 스터디 활용:** 친구들과 함께 문제를 풀고 서로의 풀이와 이해 과정을 공유하여 지문의 맥락을 깊이 이해하는 연습을 하면 좋습니다.
- **학교 내신 및 모의고사 대비:** 본 자료는 실제 고등학교 내신 영어 시험에서 자주 출제되는 독해 문제 유형으로 구성되어 있어 학교 시험 준비에 큰 도움이 됩니다.



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**Passage #20**

*Too many times people, especially in today's generation, expect things to just happen overnight. When we have these false expectations, it tends to discourage us from continuing to move forward. Because this is a high tech society, everything we want has to be within the parameters of our comfort and convenience. If it doesn't happen fast enough, we're tempted to lose interest. So many people don't want to take the time it requires to be successful. Success is not a matter of mere desire; you should develop patience in order to achieve it. Have you fallen prey to impatience? Great things take time to build.*

**No1. What does the passage suggest about today's generation?**

- ① They avoid comfort
- ② They expect quick results
- ③ They dislike technology
- ④ They work harder than others
- ⑤ They always succeed

**No2. The phrase "false expectations" implies that people:**

- ① Expect failure
- ② Work patiently
- ③ Believe success is easy
- ④ Plan for the future well
- ⑤ Avoid new ideas

**No3. What can be inferred about the role of technology in society?**

- ① It slows things down
- ② It helps everyone wait
- ③ It makes patience easy
- ④ It shapes demands for convenience

- ⑤ It stops success

**No4. Why might people lose interest, according to the passage?**

- ① They lack friends
- ② Success takes too long
- ③ They fear technology
- ④ They have no goals
- ⑤ They dislike hard work

**No5. What does "fallen prey to impatience" suggest about behavior?**

- ① People enjoy it
  - ② People resist it
  - ③ People ignore it
  - ④ People are harmed by it
  - ⑤ People teach it
- 

**Passage #21**

*If you had wanted to create a "self-driving" car in the 1950s, your best option might have been to strap a brick to the accelerator. Yes, the vehicle would have been able to move forward on its own, but it could not slow down, stop, or turn to avoid barriers. Obviously not ideal. But does that mean the entire concept of the self-driving car is not worth pursuing? No, it only means that at the time we did not yet have the tools we now possess to help enable vehicles to operate both autonomously and safely. This once-distant dream now seems within our reach. It is much the same story in medicine. Two decades ago, we were still taping bricks to accelerators. Today, we are approaching the point where we can begin to bring some appropriate technology to bear in ways that advance our understanding of patients as unique individuals. In fact, many patients are already wearing devices that monitor their conditions in real time, which allows doctors to talk to their patients in a specific, refined, and*

*feedback-driven way that was not even possible a decade ago.*

**No1. What does the passage imply about 1950s technology?**

- ① It helped medicine
- ② It was safe for driving
- ③ It limited self-driving ideas
- ④ It stopped all progress
- ⑤ It was advanced for cars

**No2. The word "ideal" in "obviously not ideal" suggests the 1950s car:**

- ① Cost less
- ② Worked perfectly
- ③ Saved time
- ④ Had serious flaws
- ⑤ Was easy to make

**No3. What can be inferred about self-driving cars today?**

- ① They need bricks
- ② They are closer to reality
- ③ They still use old tools
- ④ They stopped improving
- ⑤ They are not safe

**No4. Why does the passage compare medicine to cars?**

- ① Both are dreams
- ② Both lack technology
- ③ Both show progress over time
- ④ Both help driving
- ⑤ Both use bricks

**No5. What does "feedback-driven" suggest about modern medical devices?**

- ① They change fast
- ② They stop conditions
- ③ They give doctors information
- ④ They cost more
- ⑤ They work without help

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**Passage #22**

*We tend to overrate the impact of new technologies in part because older technologies have become absorbed into the furniture of our lives, so as to be almost invisible. Take the baby bottle. Here is a simple implement that has transformed a fundamental human experience for vast numbers of infants and mothers, yet it finds no place in our histories of technology. This technology might be thought of as a classic time-shifting device, as it enables mothers to exercise more control over the timing of feeding. It can also function to save time, as bottle feeding allows for someone else to substitute for the mother's time. Potentially, therefore, it has huge implications for the management of time in everyday life, yet it is entirely overlooked in discussions of high-speed society.*

**No1. What does the passage suggest about older technologies?**

- ① They cost more
- ② They stop progress
- ③ They blend into daily life
- ④ They are less useful
- ⑤ They are new ideas

**No2. The phrase "absorbed into the furniture" implies old technologies:**

- ① Are expensive
- ② Are hard to see
- ③ Are broken
- ④ Are loud
- ⑤ Are rare

**No3. What can be inferred about the baby bottle's impact?**

- ① It slows down time
- ② It only helps infants
- ③ It changed feeding for many

- ④ It stops mothers
- ⑤ It is a new invention

**No4. Why might the baby bottle save time?**

- ① It works alone
- ② Others can feed the baby
- ③ It feeds babies faster
- ④ It needs no cleaning
- ⑤ It makes food

**No5. What does “overlooked” suggest about the baby bottle in discussions?**

- ① It is studied
- ② It is ignored
- ③ It is hated
- ④ It is fixed
- ⑤ It is praised

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**Passage #23**

*Empathy is frequently listed as one of the most desired skills in an employer or employee, although without specifying exactly what is meant by empathy. Some businesses stress cognitive empathy, emphasizing the need for leaders to understand the perspective of employees and customers when negotiating deals and making decisions. Others stress affective empathy and empathic concern, emphasizing the ability of leaders to gain trust from employees and customers by treating them with real concern and compassion. When some consultants argue that successful companies foster empathy, what that translates to is that companies should conduct good market research. In other words, an “empathic” company understands the needs and wants of its customers and seeks to fulfill those needs and wants. When some people speak of design with empathy, what that translates to is that companies should take into account the specific*

*needs of different populations — the blind, the deaf, the elderly, non-English speakers, the color-blind, and so on — when designing products.*

**No1. What does the passage suggest about empathy in jobs?**

- ① It is hard to learn
- ② It is a key skill
- ③ It helps cooking
- ④ It stops work
- ⑤ It is rarely wanted

**No2. The word “perspective” in cognitive empathy means:**

- ① Time
- ② Point of view
- ③ Rules
- ④ Money
- ⑤ Feelings

**No3. What can be inferred about affective empathy?**

- ① It stops deals
- ② It ignores customers
- ③ It saves money
- ④ It builds trust
- ⑤ It makes decisions

**No4. Why do consultants link empathy to market research?**

- ① It stops trust
- ② It hires workers
- ③ It understands customer needs
- ④ It makes rules
- ⑤ It sells more products

**No5. What does “design with empathy” imply for products?**

- ① They look the same
- ② They work faster
- ③ They fit all people’s needs
- ④ They cost less
- ⑤ They are only for kids

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## Passage #24

*The most prevalent problem kids report is that they feel like they need to be accessible at all times. Because technology allows for it, they feel an obligation. It's easy for most of us to relate — you probably feel the same pressure in your own life! It is really challenging to deal with the fact that we're human and can't always respond instantly. For a teen or tween who's still learning the ins and outs of social interactions, it's even worse. Here's how this behavior plays out sometimes: Your child texts one of his friends, and the friend doesn't text back right away. Now it's easy for your child to think, "This person doesn't want to be my friend anymore!" So he texts again, and again, and again — "blowing up their phone." This can be stress-inducing and even read as aggressive. But you can see how easily this could happen.*

### No1. What does the passage suggest about kids and technology?

- ① They like waiting
- ② They stop friends
- ③ They don't use it
- ④ They feel pressure to be available
- ⑤ They avoid it

### No2. The word "obligation" implies kids feel:

- ① Free to ignore it
- ② Tired of phones
- ③ Required to respond
- ④ Lost without it
- ⑤ Happy to wait

### No3. What can be inferred about teens and tweens?

- ① They avoid stress
- ② They like aggression
- ③ They don't text

- ④ They handle delays well
- ⑤ They struggle with social rules

### No4. Why might a child text a friend many times?

- ① To stop talking
- ② To fix the phone
- ③ To say hello
- ④ To ask for help
- ⑤ To check if they're still friends

### No5. What does "blowing up their phone" suggest about texting?

- ① It fixes problems
- ② It causes stress
- ③ It stops phones
- ④ It calms people
- ⑤ It helps friends

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## Passage #29

*For years, many psychologists have held strongly to the belief that the key to addressing negative health habits is to change behavior. This, more than values and attitudes, is the part of personality that is easiest to change. Ingestive habits such as smoking, drinking and various eating behaviors are the most common health concerns targeted for behavioral changes. Process-addiction behaviors (workaholism, shopaholism, and the like) fall into this category as well. Mental imagery combined with power of suggestion was taken up as the premise of behavioral medicine to help people change negative health behaviors into positive ones. Although this technique alone will not produce changes, when used alongside other behavior modification tactics and coping strategies, behavioral changes have proved effective for some people. What mental imagery does is reinforce a new desired behavior. Repeated use*

*of images reinforces the desired behavior more strongly over time.*

**No1. What does the passage suggest about changing health habits?**

- ① Smoking is not a habit
- ② Attitudes stop progress
- ③ Habits can't be changed
- ④ Behavior is easier to change than attitudes
- ⑤ Values are the key to success

**No2. The phrase "easiest to change" implies that behavior:**

- ① Changes without help
- ② Takes little effort
- ③ Stays the same
- ④ Needs no time
- ⑤ Is simpler than other traits

**No3. What can be inferred about process-addiction behaviors?**

- ① They stop eating
- ② They don't need change
- ③ They are similar to ingestive habits
- ④ They only affect work
- ⑤ They are rare

**No4. Why might mental imagery need other tactics to work?**

- ① It works fast
- ② It changes values
- ③ It costs too much
- ④ It's too weak alone
- ⑤ It stops suggestions

**No5. What does "reinforce" suggest about mental imagery's role?**

- ① It weakens habits
- ② It stops old habits
- ③ It strengthens new behaviors
- ④ It changes attitudes
- ⑤ It confuses people

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**Passage #30**

*Emotion socialization — learning from other people about emotions and how to deal with them — starts early in life and plays a foundational role for emotion regulation development. Although extra-familial influences, such as peers or media, gain in importance during adolescence, parents remain the primary socialization agents. For example, their own responses to emotional situations serve as a role model for emotion regulation, increasing the likelihood that their children will show similar reactions in comparable situations. Parental practices at times when their children are faced with emotional challenges also impact emotion regulation development. Whereas direct soothing and directive guidance of what to do are beneficial for younger children, they may intrude on adolescents' autonomy striving. In consequence, adolescents might pull away from, rather than turn toward, their parents in times of emotional crisis, unless parental practices are adjusted. More suitable in adolescence is indirect support of autonomous emotion regulation, such as through interest in, as well as awareness and nonjudgmental acceptance of, adolescents' emotional experiences, and being available when the adolescent wants to talk.*

**No1. What does the passage suggest about emotion socialization?**

- ① It ignores parents
- ② It builds emotion regulation early
- ③ It starts late in life
- ④ It only needs peers
- ⑤ It stops in adolescence

**No2. The word "foundational" implies emotion socialization:**

- ① Helps media
- ② Is a small part
- ③ Changes quickly
- ④ Is a key base for growth
- ⑤ Stops early

**No3. What can be inferred about parents' emotional responses?**

- ① They confuse children
- ② They need media
- ③ They shape kids' reactions
- ④ They harm autonomy
- ⑤ They stop feelings

**No4. Why might adolescents pull away from direct guidance?**

- ① They feel better alone
- ② They avoid talking
- ③ They want independence
- ④ They dislike parents
- ⑤ They need soothing

**No5. What does "nonjudgmental acceptance" suggest about support?**

- ① It forces talking
- ② It supports without blame
- ③ It changes behavior
- ④ It stops emotions
- ⑤ It criticizes feelings

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**Passage #31**

*Dancers often push themselves to the limits of their physical capabilities. But that push is misguided if it is directed toward accomplishing something physically impossible. For instance, a tall dancer with long feet may wish to perform repetitive vertical jumps to fast music, pointing his feet while in the air and lowering his heels to the floor between jumps. That may be impossible no matter how strong the dancer is. But a short-*

*footed dancer may have no trouble! Another dancer may be struggling to complete a half-turn in the air. Understanding the connection between a rapid turn rate and the alignment of the body close to the rotation axis tells her how to accomplish her turn successfully. In both of these cases, understanding and working within the constraints imposed by nature and described by physical laws allows dancers to work efficiently, minimizing potential risk of injury.*

**No1. What does the passage suggest about dancers' efforts?**

- ① They need no limits
- ② They stop easily
- ③ They can fail if impossible
- ④ They avoid music
- ⑤ They always succeed

**No2. The word "misguided" implies some pushing is:**

- ① Always safe
- ② Wrongly aimed
- ③ Easy to do
- ④ Well-planned
- ⑤ Very strong

**No3. What can be inferred about a tall dancer's challenge?**

- ① Short feet make it hard
- ② Strength can't overcome it
- ③ Music makes it easy
- ④ Jumps are simple
- ⑤ Turning helps

**No4. Why might understanding body alignment help a dancer?**

- ① It grows feet
- ② It stops jumps
- ③ It speeds up music
- ④ It makes turns possible
- ⑤ It changes laws

**No5. What does “minimizing risk of injury” suggest about physical laws?**

- ① They stop dancing
- ② They change bodies
- ③ They protect when followed
- ④ They make it hard
- ⑤ They harm dancers

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**Passage #32**

*We must explore the relationship between children’s film production and consumption habits. The term “children’s film” implies ownership by children — their cinema — but films supposedly made for children have always been consumed by audiences of all ages, particularly in commercial cinemas. The considerable crossover in audience composition for children’s films can be shown by the fact that, in 2007, eleven Danish children’s and youth films attracted 59 per cent of theatrical admissions, and in 2014, German children’s films comprised seven out of the top twenty films at the national box office. This phenomenon corresponds with a broader, international embrace of what is seemingly children’s culture among audiences of diverse ages. The old prejudice that children’s film is some other realm, separate from (and forever subordinate to) a more legitimate cinema for adults is not supported by the realities of consumption: children’s film is at the heart of contemporary popular culture.*

**No1. What does the passage suggest about children’s films?**

- ① They stop culture
- ② They need adults
- ③ They appeal to all ages
- ④ They are only for kids
- ⑤ They lose money

**No2. The word “crossover” implies audiences:**

- ① Dislike films
- ② Watch one type
- ③ Are all children
- ④ Avoid cinemas
- ⑤ Mix different age groups

**No3. What can be inferred from the 2007 Danish film data?**

- ① They were rare
- ② They cost too much
- ③ Adults hated them
- ④ Kids’ films were very popular
- ⑤ They failed

**No4. Why might the old prejudice about children’s films be wrong?**

- ① They are widely watched
- ② They stop culture
- ③ They are not popular
- ④ They cost less
- ⑤ They are only for adults

**No5. What does “contemporary popular culture” suggest about kids’ films?**

- ① They are boring
- ② They shape today’s trends
- ③ They avoid people
- ④ They need change
- ⑤ They are old

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**Passage #33**

*Beethoven’s drive to create something novel is a reflection of his state of curiosity. Our brains experience a sense of reward when we create something new in the process of exploring something uncertain, such as a musical phrase that we’ve never played or heard before. When our curiosity leads to something novel, the resulting reward brings us a sense of pleasure. A*

*number of investigators have modeled how curiosity influences musical composition. In the case of Beethoven, computer modeling focused on the thirty-two piano sonatas written after age thirteen revealed that the musical patterns found in all of Beethoven's music decreased in later sonatas, while novel patterns, including patterns that were unique to a particular sonata, increased. In other words, Beethoven's music became less predictable over time as his curiosity drove the exploration of new musical ideas. Curiosity is a powerful driver of human creativity.*

**No1. What does the passage suggest about Beethoven's music?**

- ① It stopped being creative
- ② It lacked new ideas
- ③ It grew more original with curiosity
- ④ It was always simple
- ⑤ It stayed the same over time

**No2. The word "novel" in the passage most nearly means:**

- ① Old
- ② Short
- ③ New
- ④ Loud
- ⑤ Easy

**No3. What can be inferred about the reward from creating something new?**

- ① It gives a feeling of pleasure
- ② It needs music
- ③ It stops curiosity
- ④ It makes people tired
- ⑤ It slows creativity

**No4. Why might Beethoven's later sonatas be less predictable?**

- ① He stopped playing
- ② He disliked change
- ③ He explored unique patterns

- ④ He used fewer notes
- ⑤ He copied old music

**No5. What does "powerful driver" imply about curiosity's role?**

- ① It stops music
- ② It strongly pushes new ideas
- ③ It weakly affects creativity
- ④ It slows people down
- ⑤ It confuses brains

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**Passage #34**

*Technologists are always on the lookout for quantifiable metrics. Measurable inputs to a model are their lifeblood, and like a social scientist, a technologist needs to identify concrete measures, or "proxies," for assessing progress. This need for quantifiable proxies produces a bias toward measuring things that are easy to quantify. But simple metrics can take us further away from the important goals we really care about, which may require complicated metrics or be extremely difficult, or perhaps impossible, to reduce to any measure. And when we have imperfect or bad proxies, we can easily fall under the illusion that we are solving for a good end without actually making genuine progress toward a worthy solution. The problem of proxies results in technologists frequently substituting what is measurable for what is meaningful. As the saying goes, "Not everything that counts can be counted, and not everything that can be counted counts."*

**No1. What does the passage suggest about technologists' focus?**

- ① They ignore progress
- ② They avoid numbers
- ③ They prefer measurable data
- ④ They stop measuring

- ⑤ They dislike models

**No2. The phrase “lifeblood” implies measurable inputs are:**

- ① Easy to ignore
- ② Essential to technologists
- ③ Costly to use
- ④ Hard to find
- ⑤ Unimportant

**No3. What can be inferred about simple metrics?**

- ① They stop progress
- ② They always help goals
- ③ They may miss what matters
- ④ They fix problems
- ⑤ They are hard to use

**No4. Why might technologists use bad proxies?**

- ① They need no work
- ② They stop illusions
- ③ They are easier to measure
- ④ They solve everything
- ⑤ They cost less

**No5. What does the saying “not everything that counts can be counted” imply?**

- ① Counting fixes problems
- ② Some valuable things can't be quantified
- ③ Metrics are perfect
- ④ All goals are measurable
- ⑤ Progress needs numbers

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**Passage #35**

*We are the only species that seasons its food, deliberately altering it with the highly flavored plant parts we call herbs and spices. It's quite possible that our taste for spices has an evolutionary root. Many spices have antibacterial properties — in fact, common seasonings such as*

*garlic, onion, and oregano inhibit the growth of almost every bacterium tested. And the cultures that make the heaviest use of spices — think of the garlic and black pepper of Thai food, the ginger and coriander of India, the chili peppers of Mexico — come from warmer climates, where bacterial spoilage is a bigger issue. In contrast, the most lightly spiced cuisines — those of Scandinavia and northern Europe — are from cooler climates. Our uniquely human attention to flavor, in this case the flavor of spices, turns out to have arisen as a matter of life and death.*

**No1. What does the passage suggest about humans and spices?**

- ① We avoid them in food
- ② We use them for survival reasons
- ③ We grow them everywhere
- ④ We use them just for taste
- ⑤ We dislike their flavor

**No2. The word “inhibit” in the passage most nearly means:**

- ① Help
- ② Mix
- ③ Stop
- ④ Grow
- ⑤ Change

**No3. What can be inferred about cultures in warmer climates?**

- ① They avoid spices
- ② They cook less food
- ③ They dislike strong flavors
- ④ They have cold weather
- ⑤ They use spices to fight bacteria

**No4. Why might cooler climates use fewer spices?**

- ① They need more food
- ② They have no plants
- ③ They cook faster

- ④ Bacteria spoil food less
- ⑤ They dislike flavor

**No5. What does “life and death” imply about spices’ role?**

- ① They taste bad
- ② They change climates
- ③ They were vital for health
- ④ They stop cooking
- ⑤ They are dangerous

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**Passage #36**

*Development of the human body from a single cell provides many examples of the structural richness that is possible when the repeated production of random variation is combined with nonrandom selection. All phases of body development from embryo to adult exhibit random activities at the cellular level, and body formation depends on the new possibilities generated by these activities coupled with selection of those outcomes that satisfy previously built-in criteria. Always new structure is based on old structure, and at every stage selection favors some cells and eliminates others. The survivors serve to produce new cells that undergo further rounds of selection. Except in the immune system, cells and extensions of cells are not genetically selected during development, but rather, are positionally selected. Those in the right place that make the right connections are stimulated, and those that don't are eliminated. This process is much like sculpting. A natural consequence of the strategy is great variability from individual to individual at the cell and molecular levels, even though large-scale structures are quite similar.*

**No1. What does the passage suggest about body development?**

- ① It uses random and planned steps
- ② It stops at the embryo
- ③ It only needs old structures
- ④ It avoids selection
- ⑤ It changes genes

**No2. The phrase “random variation” implies that development:**

- ① Has unpredictable changes
- ② Needs no selection
- ③ Uses one cell
- ④ Is always the same
- ⑤ Stops early

**No3. What can be inferred about cells that don't connect right?**

- ① They grow faster
- ② They help others
- ③ They stay alive
- ④ They are removed
- ⑤ They move away

**No4. Why might the process be compared to sculpting?**

- ① It needs tools
- ② It uses colors
- ③ It stops quickly
- ④ It shapes something step-by-step
- ⑤ It breaks things

**No5. What does “great variability” suggest about people?**

- ① They grow the same
- ② Their bodies stop
- ③ Their cells differ inside
- ④ They look very different
- ⑤ They lack structure

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**Passage #37**

*In order to bring the ever-increasing costs of home care for elderly and needy persons under*

control, managers of home care providers have introduced management systems. These systems specify tasks of home care workers and the time and budget available to perform these tasks. Electronic reporting systems require home care workers to report on their activities and the time spent, thus making the distribution of time and money visible and, in the perception of managers, controllable. This, in the view of managers, has contributed to the resolution of the problem. The home care workers, on the other hand, may perceive their work not as a set of separate tasks to be performed as efficiently as possible, but as a service to be provided to a client with whom they may have developed a relationship. This includes having conversations with clients and enquiring about the person's well-being. Restricted time and the requirement to report may be perceived as obstacles that make it impossible to deliver the service that is needed. If the management systems are too rigid, this may result in home care workers becoming overloaded and demotivated.

**No1. What does the passage suggest about management systems?**

- ① They hire more people
- ② They avoid clients
- ③ They help control care costs
- ④ They stop all work
- ⑤ They change services

**No2. The word "specify" implies the systems:**

- ① Change budgets
- ② Hide tasks
- ③ Clearly list tasks
- ④ Avoid reports
- ⑤ Stop time

**No3. What can be inferred about workers' view of their job?**

- ① They dislike clients

- ② They see it as personal service
- ③ They need more money
- ④ They avoid talking
- ⑤ They focus on tasks only

**No4. Why might reporting be an obstacle for workers?**

- ① It pays more
- ② It takes time from client care
- ③ It helps them work
- ④ It stops costs
- ⑤ It changes tasks

**No5. What does "too rigid" suggest about management systems?**

- ① They save time
- ② They help clients
- ③ They limit workers' flexibility
- ④ They stop reports
- ⑤ They are easy to use

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**Passage #38**

*It is a common assumption that most vagrant birds are ultimately doomed, aside from the rare cases where individuals are able to reorientate and return to their normal ranges. In turn, it is also commonly assumed that vagrancy itself is a relatively unimportant biological phenomenon. This is undoubtedly true for the majority of cases, as the most likely outcome of any given vagrancy event is that the individual will fail to find enough resources, and/or be exposed to inhospitable environmental conditions, and perish. However, there are many lines of evidence to suggest that vagrancy can, on rare occasions, dramatically alter the fate of populations, species or even whole ecosystems. Despite being infrequent, these events can be extremely important when viewed at the timescales over which ecological and evolutionary processes*

*unfold. The most profound consequences of vagrancy relate to the establishment of new breeding sites, new migration routes and wintering locations. Each of these can occur through different mechanisms, and at different frequencies, and they each have their own unique importance.*

**No1. What does the passage suggest about vagrant birds?**

- ① They always return home
- ② They avoid flying
- ③ Most survive easily
- ④ Most are likely to die
- ⑤ They help ecosystems

**No2. The word “doomed” implies vagrant birds:**

- ① Grow stronger
- ② Live a long time
- ③ Find food easily
- ④ Face a bad outcome
- ⑤ Stay in one place

**No3. What can be inferred about rare vagrancy events?**

- ① They stop ecosystems
- ② They happen often
- ③ They have big impacts
- ④ They harm birds
- ⑤ They need resources

**No4. Why might vagrancy create new breeding sites?**

- ① Birds stay home
- ② Birds avoid migration
- ③ Birds fly less
- ④ Birds adapt to new places
- ⑤ Birds lose food

**No5. What does “timescales” suggest about vagrancy’s importance?**

- ① It matters in the short term

- ② It needs no time
- ③ It changes daily
- ④ It shows over long periods
- ⑤ It stops quickly

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**Passage #39**

*Intuition can be great, but it ought to be hard-earned. Experts, for example, are able to think on their feet because they’ve invested thousands of hours in learning and practice: their intuition has become data-driven. Only then are they able to act quickly in accordance with their internalized expertise and evidence-based experience. Yet most people are not experts, though they often think they are. Most of us, especially when we interact with others on social media, act with expert-like speed and conviction, offering a wide range of opinions on global crises, without the substance of knowledge that supports it. And thanks to AI, which ensures that our messages are delivered to an audience more inclined to believing it, our delusions of expertise can be reinforced by our personal filter bubble. We have an interesting tendency to find people more open-minded, rational, and sensible when they think just like us.*

**No1. What does the passage suggest about good intuition?**

- ① It requires much effort
- ② It comes naturally
- ③ It needs no practice
- ④ It stops thinking
- ⑤ It avoids data

**No2. The phrase “think on their feet” implies experts:**

- ① Need help
- ② Decide quickly
- ③ Act slowly

- ④ Stop working
- ⑤ Avoid learning

**No3. What can be inferred about most people on social media?**

- ① They dislike AI
- ② They avoid opinions
- ③ They help others
- ④ They lack real expertise
- ⑤ They study a lot

**No4. Why might AI reinforce delusions of expertise?**

- ① It slows us down
- ② It connects us to agreeing audiences
- ③ It changes knowledge
- ④ It stops opinions
- ⑤ It hides messages

**No5. What does “filter bubble” suggest about our views?**

- ① They stop growing
- ② They are shaped by similar ideas
- ③ They need experts
- ④ They avoid people
- ⑤ They are open to all

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**Passage #40**

*The fast-growing, tremendous amount of data, collected and stored in large and numerous data repositories, has far exceeded our human ability for understanding without powerful tools. As a result, data collected in large data repositories become “data tombs” — data archives that are hardly visited. Important decisions are often made based not on the information-rich data stored in data repositories but rather on a decision maker’s instinct, simply because the decision maker does not have the tools to extract the valuable knowledge hidden in the vast*

*amounts of data. Efforts have been made to develop expert system and knowledge-based technologies, which typically rely on users or domain experts to manually input knowledge into knowledge bases. However, this procedure is likely to cause biases and errors and is extremely costly and time consuming. The widening gap between data and information calls for the systematic development of tools that can turn data tombs into “golden nuggets” of knowledge.*

**No1. What does the passage suggest about data today?**

- ① It needs no tools
- ② It’s too much for humans alone
- ③ It’s easy to understand
- ④ It stops growing
- ⑤ It’s all used well

**No2. The phrase “data tombs” implies the data is:**

- ① Easy to find
- ② Rarely accessed
- ③ Always clear
- ④ Useful every day
- ⑤ Small in size

**No3. What can be inferred about decision makers’ instincts?**

- ① They save time
- ② They stop errors
- ③ They replace missing tools
- ④ They avoid knowledge
- ⑤ They use data well

**No4. Why might expert systems have biases?**

- ① They cost less
- ② They rely on human input
- ③ They use no data
- ④ They work too fast
- ⑤ They avoid tools

**No5. What does “golden nuggets” suggest**

**about new tools' goals?**

- ① To stop decisions
  - ② To turn data into valuable insights
  - ③ To save money
  - ④ To hide data
  - ⑤ To slow progress
-

Passage	Q1	Q2	Q3	Q4	Q5
20	②	③	④	②	④
21	③	④	②	③	③
22	③	②	③	②	②
23	②	②	④	③	③
24	④	③	⑤	⑤	②
29	④	⑤	③	④	③
30	②	④	③	③	②
31	③	②	②	④	③
32	③	⑤	④	①	②
33	③	③	①	③	②
34	③	②	③	③	②
35	②	③	⑤	④	③
36	①	①	④	④	③
37	③	③	②	②	③
38	④	④	③	④	④
39	①	②	④	②	②
40	②	②	③	②	②