

第1講 社会



演習問題 A

1 次の英文を読んで、下の各問いに答えなさい。(目安時間 8分)

After graduating from medical school, Dr. Tetsu Nakamura, a native of Fukuoka Prefecture, worked at a clinic in Japan. In 1984 he was transferred to a hospital in Pakistan, and began providing medical care in Pakistan and Afghanistan. (ア) Initially, he had to carry patients on his back to the hospital, as he did not have sufficient medical equipment to treat them. (イ) Eventually,
5 he opened clinics in various parts of the two countries so that more people could have access to medical care.

In 2000, Afghanistan experienced a severe *drought. The farmlands were deserted, and people suffered from hunger and thirst. At that time, Dr. Nakamura realized that there was no longer enough room for medical treatment, so he began digging wells. He is said to have dug more than
10 1,600 wells. In 2003, he started working to *rehabilitate farmland that had become dry and *desolate by building *irrigation canals. (ウ) Consequently, *greenery started to grow in what used to be a desert. Dr. Nakamura was *self-taught in *civil engineering, which is a different field from medicine. The irrigation canals he constructed still support the lives and *livelihoods of
15 650,000 people in Afghanistan. Dr. Nakamura, who became a doctor because he wanted to “help people in the world,” acted to help people not only through medicine but through other fields as well.

Then, a *bullet struck Dr. Nakamura. He was killed in Jalalabad, the capital of Nangarhar Province, Afghanistan, in 2019. He was 73 years old.

Dr. Nakamura wrote the following in 2015. “As water makes no *distinction between the good and the bad, I will cooperate with anyone. (エ) Whatever happens in the world, I am here to do
20 my best so that those who cannot escape elsewhere can live as human beings. I believe that it is precisely in these times of frequent dark conflicts, both internal and external, that we must not let this light go out.” As we live in “times of frequent dark conflicts,” it is important for us to reflect on Dr. Nakamura’s words and consider what actions we can take. (約 340 語)

[注] drought : 干ばつ rehabilitate : 再生する desolate : 荒れ果てた

irrigation canal : 用水路 greenery : 緑(の草木, 緑地) self-taught : 独学の

civil engineering : 土木工学 livelihood : 生活 bullet : 弾丸 distinction : 区別, 差別

(1) 下線部(ア), (イ), (ウ)とほぼ同じ意味を表す語句を, ①~④から1つずつ選びなさい。

- ① As a result ② Despite that ③ In the beginning ④ In the course of time
(ア)() (イ)() (ウ)()

(2) 下線部(エ)を日本語に訳しなさい。

(3) 本文の内容と一致しないものを, ①~⑤から1つ選びなさい。

- ① Dr. Nakamura worked in Japan before he moved to Pakistan and then Afghanistan.
② Dr. Nakamura opened clinics in various areas so that more people could receive medical care.
③ As there weren’t enough rooms in his clinics, he began to dig wells to restore farmland.
④ Dr. Nakamura taught himself civil engineering and constructed irrigation canals.
⑤ The author says that we should think about what we can do in times of frequent conflicts.

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2 次の英文を読んで、下の各問いに答えなさい。(目安時間 9分)

According to the 2018 Housing and Land Survey released by *the Ministry of Internal Affairs and Communications, there are 8,489,000 *vacant houses nationwide, and the *ratio of vacant houses to total housing units (vacant house rate) is 13.6%, both record highs.

One of the reasons for the increase in vacant houses is that the total number of houses continues to increase and the number of houses exceeds the number of households, (ア) despite the fact that Japan's population has been decreasing since its peak in 2008 due to the declining birthrate and aging population. In Japan people prefer new housing to existing housing. In fact, the share of used houses in total housing *transactions is 12% in Japan, compared (イ) 89% in the United Kingdom, 77% in the United States, and 71% in France. Since new houses are being built year after year while used houses are still available, the number of vacant houses will *inevitably continue to increase.

The second reason is the problem of *inheritance. When a homeowner passes (ウ) and there are several *heirs, it is necessary for the heirs to discuss who will inherit the house and how they will inherit it. However, in many cases, the discussion does not come to an agreement, and the house is left without being cleaned up or managed. If you leave a vacant house *unattended, not only will the building be damaged and possibly collapse, but public safety may be threatened with *suspicious people entering it, or it may become a source of thriving weeds and bad smells, which may have a negative impact on the entire area.

On the other hand, there is a growing movement to *utilize vacant houses. *The Vacant Houses Special Measures Act, *enforced in 2015, has promoted the operation of a common nationwide vacant house bank site. This allows people (エ) need of housing to purchase or rent vacant houses at a relatively low cost. This will not only reduce the number of vacant houses, but also encourage people to move into the area and *revitalize the community.

The era of mass production and mass consumption is already over. We should not be concerned about building new houses, but should look at utilizing used houses and vacant houses. (約370語)

[注] the Ministry of Internal Affairs and Communications : 総務省 vacant : 無人の
ratio : 割合 transaction : 取引 inevitably : 必然的に inheritance : 相続
heir : 相続人 unattended : 手入れをされない suspicious : 不審な utilize : 活用する
The Vacant Houses Special Measures Act : 空家等対策の推進に関する特別措置法
enforce : 施行する revitalize : 再生させる

(1) 下線部(ア)を日本語に訳しなさい。

(2) (イ), (ウ), (エ)に入れるのに最も適切な語を, ①~④から1つずつ選びなさい。

① away ② in ③ at ④ to (イ)() (ウ)() (エ)()

(3) 空き家の放置が地域全体に悪影響を与えかねない理由を日本語で説明しなさい。

(4) 本文の内容と一致しないものを, ①~④から1つ選びなさい。

- ① While Japan's population decreases, the total number of houses continues to increase.
② People in Japan have a preference for newly built houses over existing houses that are still available.
③ There are many cases where the heirs don't agree on who will inherit a house whose owner died.
④ As the age of mass production and consumption is over, we shouldn't care about new houses.

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演習問題 B

次の英文を読んで、下の各問いに答えなさい。(目安時間 14分)

(ア) It has been pointed out that gaming disorder causes physical and mental problems such as the loss of physical strength, lack of nutrition and depression, because the gamer is immersed in games without moving their body.

Games have been around for a long time. Why is gaming disorder a problem now? The answer lies in the difference between today's online games and the games of the past. Online games have no end and create a sense of camaraderie and competition with people on the other side of the screen. You may find yourself unable to control yourself, and before you know it, you may be dependent (イ) them.

The World Health Organization (WHO) added gaming disorder to the International Classification of Diseases (ICD) in 2018. The ICD is a set of guidelines for diseases that are referenced by healthcare organizations and insurance companies around the world. Furthermore, on May 25, 2019, the WHO officially recognized gaming disorder as an international disease; it took effect in January 2022.

According to the WHO, a person is diagnosed with gaming disorder when the following symptoms last for more than one year.

- (1) impaired control over gaming
- (2) increasing priority given to gaming over other activities (ウ) the extent that gaming takes precedence over other interests and daily activities
- (3) continuation or escalation of gaming despite the occurrence of negative consequences

Gaming disorder can cause serious problems in social life. One example is the inability to get up in the morning. The number of patients with gaming disorder, which has been added to the classification of diseases as a new addiction, has been increasing mainly among teenagers due to the spread of smartphones. They play games until late at night, which causes them to go to bed in the morning and sleep until noon or evening. Then they wake up and play games until nighttime, falling into a vicious cycle. Because they are sleeping when they should be at school, they fall (エ) in their studies, and because they stay in their rooms, they don't do any physical activities, and they can't build friendships, either.

Another problem is that gaming disorder can lead to deteriorating relationships with family and society. Let's read the following newspaper article.

In the winter of his first year of junior high school, the 14-year-old son of a 49-year-old woman living in Aichi Prefecture became absorbed in a competitive game on his smartphone. Except when eating, he kept his smartphone near him at all times, and on weekends and holidays, he spent the whole day immersed in the game. His mother told him to stop playing, but he said, "I can't stop playing because I have an opponent," and continued playing. After a few months, he began to complain of headaches, stiff shoulders and other physical ailments. He went to a physician and a physical therapist, but there was no improvement. His symptoms continued to worsen, and he would vomit in the morning after waking up. He lost his appetite and became apathetic, saying, "There's no point in living," and rarely went to school. Even so, he was unable to let go of his smartphone for even a short time, saying, "I can't calm (オ) without it." The cause of the problem was unknown even after visits to psychosomatic medicine and other specialists. The woman suspected that he had gaming disorder, which had been talked about on the Internet and other media, and visited a specialized hospital with her son. As a result of

counseling, he was diagnosed as having “a high possibility of gaming disorder,” and received the official results a few months later.

45 (カ) The background to the WHO’s official recognition of “gaming disorder” as an international disease is that the problem of gaming addiction is becoming more serious with the spread of smartphones and other devices. With this recognition, gaming disorder is now *positioned as a mental disorder like gambling addiction. The recognition of gaming disorder as an international disease will promote research on treatment and the number of patients worldwide, and is 50 expected to provide a *clue to solving the current problems. (約 690 語)

[注] disorder : 障害 nutrition : 栄養 immersed : 没頭して a sense of camaraderie : 仲間意識
classification : 分類 reference : 参照する diagnose : 診断する symptom : 症状
impair : 損なう precedence : (順序が)先立つこと addiction : 依存症
vicious cycle : 悪循環 deteriorate : 悪化させる ailment : 不調
physical therapist : 理学療法士 vomit : 嘔吐する apathetic : 無気力な
psychosomatic medicine : 心療内科 position : 位置づける clue : 手がかり, 糸口

(1) 下線部(ア)を日本語に訳しなさい。

(2) (イ) ~ (オ)に入れるのに最も適切な語を, ①~⑦から1つずつ選びなさい。

① for ② down ③ to ④ as ⑤ on ⑥ away ⑦ behind
(イ)() (ウ)() (エ)() (オ)()

(3) 次の問いに英語で答えなさい。

What are the characteristics of today’s online games that make them different from those of the past?

(4) 下線部(カ)を日本語に訳しなさい。

(5) 本文の内容と一致するものを, ①~⑥から3つ選びなさい。

- ① While you are playing online games, you may be deeply immersed in games without recognizing that you can’t control yourself.
- ② Today’s online games are exciting because they offer you a lot of opponents and help you become friends with them.
- ③ When young people play online games overnight, the WHO diagnose it as a game disorder according to their guidelines.
- ④ The spread of smartphones has caused the number of teenaged patients to increase.
- ⑤ The symptoms of the 14-year-old son in the newspaper article got worse and he began to vomit in the morning after waking up.
- ⑥ Though gaming disorder is acknowledged as an international disease, the author does not believe that research on its treatment will be advanced.

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