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College Life

1

Introduction

It is incredibly difficult leaving home for your first semester of college. You might be eighteen and feel ready for a new adventure, but that excitement is always paired with nerves and apprehension. You are used to living with your family and hanging out with your friends from high school. Now you enter a world where you are far from home, need to make all new friends, and you have to do your own laundry. Everyone experiences the same feelings though, so you are not alone! In this unit, you'll learn to prepare yourself well and feel ready to embrace this new experience!

Background Information

1. Homesickness is the distress or impairment caused by an actual or anticipated separation from the specific home environment or attachment objects. Feelings of longing are often accompanied by anxiety and depression. These symptoms may range from mild to severe. Homesickness frequently occurs when one travels and may be exacerbated by unfamiliar environments or foreign cultural contexts. Homesickness is especially common in youth. Young people may experience a sense of dread, helplessness, or separation anxiety on their first day of school, summer camp, or on a protracted summer vacation away from parents. Many first-year students at boarding schools or universities also experience homesickness.

2. When explaining Text B, teachers may introduce some mnemonic devices to students.

A mnemonic device (pronounced /ni'mɒnik/) is a memory and/or learning aid. Common mnemonics are verbal, something such as a very short poem or a special word used to help a person remember something, particularly lists, but may be visual, kinesthetic or auditory. Mnemonics rely on associations between easy-to-remember constructs which can be related back to the data that is to be memorized. This is based on the principle that the human mind much more easily remembers spatial, personal, surprising, sexual or humorous or otherwise meaningful information than arbitrary sequences.

Rhymes

In fourteen hundred ninety-two, Columbus sailed the ocean blue.

Acronyms

Form a word using the first letter from each word that needs to be remembered. This works only when the list is fairly short and when the order of the words can't be shifted. Perhaps you learned the names of the Great Lakes by using HOMES (Huron, Ontario, Michigan, Erie, and Superior).

Pre-reading Tasks

I.

- (Y) Not opening your minds
- () Skipping class
- () Too much fun at the expense of grades
- (Y) Homesickness
- () Not studying enough
- (Y) Hard to find your own things
- (Y) A sense of not belonging
- (Y) Hard to find the right classroom
- (Y) Hard to get food at the cafeteria
- (Y) Shy about going to parties and social events
- () Hard to find full-time employment

II.

- (Y) Go to the orientations for new comers
- () Go home as often as possible
- (Y) Get to know your roommates and others in your residence hall
- () Borrow money from your roommates
- (Y) Find the ideal place to study
- (Y) Get to know at least one professor well each semester
- (Y) Attend class regularly
- (Y) Get involved in at least one out-of-class activity
- (Y) Get to know your resident assistant or student counselor
- () Find a full-time job

Note: The key offered here is just for the teacher's reference, and the students should be allowed to express their opinions any way as they like. The important thing is to encourage them to talk.

Text A

Comprehension

- I. 1. N 2. Y 3. N 4. NG 5. Y
- II. 1. Focus on what you are gaining. Instead of thinking about everything you are missing, focus on what you are gaining by being away. Think about all the new experiences you can share with friends and family when you return.
2. Accept that things will be different; different is not bad or wrong. Growing up means learning to be flexible in different situations, so this is the process of preparing you for a wonderful future.
3. Join a club, study group, or find a part-time job that will get you involved with other people. Knowing that you will see the same faces and interact on a regular schedule helps you feel at home and overcome fear.
4. It is important to openly admit your feelings rather than keep them inside. Doctors and psychologists often say that sharing your emotions with others helps relieve your mental stress. Moreover, while sharing what you are going through with others, you will find even more methods to adjust to the college life.

Language Focus

Vocabulary

- I. 1. homesick 2. focus on 3. counselor 4. stressful 5. interact 6. senior 7. involve 8. flexible 9. tips 10. schedule
- II. 1. eventually 2. flexible 3. gone through 4. freshman 5. surroundings 6. grow up
- III. 1. independence 2. confident 3. flexibility 4. regularity 5. stressful 6. homesickness 7. adjustment 8. interaction
- IV. 1. went against 2. Go after 3. go back on 4. go behind 5. goes by 6. go over 7. go through 8. go on with
- V. 1. academic year — H. 学年
2. abroad student — D. 留学生
3. extracurricular activities — A. 课外活动
4. student council — O. 学生会
5. department chairman — B. 系主任
6. graduate student — N. 研究生
7. research fellow — I. 研究员
8. social practice — G. 社会实践
9. intelligence quotient — C. 智商

- 10. undergraduate — M. 大学肄业生
- 11. sophomore — E. 大学二年级学生
- 12. boarder — J. 寄宿生
- 13. Vocational University — F. 职业大学
- 14. supervisor — K. 论文导师
- 15. intern — L. 实习生

Cloze

■ ■ ■ ■ ■ ■ ■ ■

- 1. Compared with 2. short 3. practical 4. dreams 5. dating 6. library 7. effective
- 8. ignorant 9. outside of 10. deal with 11. communicate 12. benefits 13. colorful
- 14. freedom 15. happiness

Translation

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

- 1. At present (At the present stage) the university counselor team is changing from the type of strict educational administration to that of educational service.
- 2. To (In order to) maintain regular communications with the kids, we have installed a computer and set up an email and chat-line service.
- 3. Because his wife was ill, he had to adjust his schedule to suit hers.
- 4. The high-quality goods from our factory sell well (both) at home and abroad.
- 5. His longing for the holidays resulted from his homesickness.
- 6. I will need to focus on preparing for the entrance exams next month.
- 7. Animals in zoos are different from those in natural surroundings.
- 8. If people are willing to be flexible, keep an open mind and learn, they will grow richer and richer in the changing world.

Text A 参考译文

大学新生: 如何克服思乡病

无论是新生还是老生,出国留学还是在当地念大学,离家求学需要一段调整期都是很正常的。经历新鲜事、交往新朋友既令人兴奋,也带来了压力。以至于你有时会更想回到以前熟悉的人和环境中去。

好在这种思乡情绪最终会慢慢消失。当你逐渐习惯了新环境,你便不再感到局促不安。一旦你发现自己能够自我调整,就会重拾自信心和独立感了(自信心和独立感就会随之而来)。以下的提议,可以帮助你进行自我调整。

接受大千世界万物各有差异。这些差异或变化并不糟糕,也没有什么不对。成长就意味着要学会在不同的环境中灵活应变,为拥有美好的未来作准备。

关注你正取得的收获。别去想那些正失去的,有所失亦有所得,要多看到你现在所取得的进步。想想那些你可以回家跟朋友和家人一起分享的新体验。

勇敢参与。你可以通过加入俱乐部、学习小组或找份兼职工作来结识新人。在这些社团里,你知道自己会定期碰到相同的面孔,并彼此交流,这会大大增强你的安全感。

说出你的感受。思乡是人之常情。它并不意味着你很脆弱,只是说明你在家时一直感受到家人的关爱和呵护,这是好事。如果你身处困境,可以向朋友、室友诉说,或去找校园咨询老师。对于你的感受,要坦然面对,不要藏在心里,这很重要。你肯定不是第一个有思乡病的学生。通过跟他人分享你的经历,你会发现更多的方法来调整自己。

Text B

Comprehension

1. C 2. A 3. B 4. D 5. C

Translation

- 要避免分心,关掉手机,在那段时间内,把百分百的精力集中(全心全意扑)在学习上。
- 通宵达旦听似了不起,但实际上,你的大脑和肌体不能在巅峰状态运转,这是在浪费时间。
- 在故事或个人经历的语境中吸收和记忆信息要比在一些毫不相关的事件中记住东西容易得多(以故事或个人经历为背景吸收和记忆信息,易于记忆毫不相关的事物)。

Word Practice

1. relate 2. cramming 3. commit 4. absorbed 5. distraction 6. formula 7. stress
8. cell phone

Text B 参考译文

大学学习技巧:学得更巧妙而非更勤奋(事半功倍)

在大学里采用正确的学习方法可带来以下好处:更多的闲暇时间、更少的压力、更少来自父母的叮咛、更少的债务、更好的成绩以及更好的工作机会。听起来很不错吧!这并不意味着你不需要学习,事情的关键在于你完成学习任务的方法。你可以学习得更巧妙,也可以继续埋头苦读却刚刚及格线。以下技巧可使你充分地利用时间和脑力:

培养成功的习惯。这是一条简单的规则:成功的习惯通向成功,失败的习惯导致失败。确定一个固定的时间和地点来一心一意地学习。要避免分心,关掉手机,在那段时间内把百分百的精力集中(一心一意扑)在学习上。

减少学习时间,增加学习次数。狂填猛塞是效率最低的学习和记忆信息的方式。通宵达旦听似了不起,但实际上,由于你的大脑和肌体不能在巅峰状态运转,此举纯属浪费时间。把你的学习时间按 45 分钟分成一个单位,每两个单位间留有 10 至 15 分钟的休息时间,吃点

东西、伸展腿脚或走动一下。这样可使你的大脑有机会来吸收新学的东西。当然这要求你提前做好规划。

小组学习。与他人一起学习,通过讨论、解释以及用自己的话复述等方法,可以帮助你学习新的内容。而且,这还迫使你坚持在固定的时间和地点学习,因为还有其他同学在指望你呢。

联系实际。以故事或个人经历为背景吸收和记忆信息,易于记忆毫不相干的事物。你随时把学习材料与实际联系起来。这些例子可以在你的个人经历、音乐、书籍、时事新闻、手头的工作、大众文化或个案研究中找到。需要帮助吗?去问你的老师吧!

Additional Language Points for Texts A and B

Text A

adjustment *n.* 调整

Some adjustment of the lens may be necessary.

可能有必要调节一下镜头。

I've made a few minor adjustments to the seating plan.

我对座位表作了几个小小的调整。

stressful *adj.* 紧张的,压力重的

It's very stressful for you to stay up late working every night.

你天天熬夜工作很伤神的。

She finds her new teaching job very stressful.

她觉得新的教学工作非常紧张。

tip *n.*

1) 小费

He left a tip under his plate.

他把小费放在盘子下面了。

2) 有用的小建议;窍门

Here's a handy tip for removing stains from clothing.

有个除掉衣服上污点的窍门儿。

flexible *adj.*

1) 柔软的;柔韧的

This tube is flexible but tough.

这管子柔软但很坚韧。

2) 可变通的;易适应的

a flexible schedule 可变通的日程表

flexible working hours 灵活的工作时间

We need a foreign policy that is more flexible.

我们需要一个更为灵活的外交政策。

schedule *n.* 计划表

His busy schedule made him completely inaccessible to his students.

他的时间排得很满,学生根本无法和他接触。

He could have finished it on schedule, but somehow he fell behind.

他原本能按预定进度做完这件事的,但不知怎的却落后了。

The project was completed ahead of schedule.

这项工程提前完工了。

counselor *n.* 顾问, 参谋

She is a marriage guidance counselor.

她是个婚姻问题顾问。

He is a wise counselor in time of need.

在困难时他是个好参谋。

Text B

commit *v.* 做(不合法的、错的或愚蠢的事),犯(罪); 承诺; 致力, 献身

The novelist makes his heroine commit suicide at the end of the book.

小说作者在书的结尾让他的女主人公自杀了。

He would not commit himself in any way.

他不愿做出任何承诺。

We're looking for someone with a real sense of commitment to the job.

我们在寻求能真正对此工作尽职尽责的人。

formula *n.* 公式, 配方

They are working on the perfection of their new paint formula.

他们正在努力完善新的颜料配方。

It's the formula for converting gallons into liters.

这是加仑与升的换算公式。

distraction *n.* 使人分心的事物(如噪声、景象等)

He found the noise of the photographers a distraction.

他觉得摄影师们的嘈杂声分散了他的注意力。

cram *v.*

1) 突击式学习(尤指为应考)

cram for a chemistry test 为应付化学考试而临时抱佛脚

Some students are lazy most of the time, and then try to cram just before the exams.

有些学生平时不努力,考前临时抱佛脚。

2) 以注入方式教(某人)

to cram pupils 以填鸭方式教学生

3) 将某物塞进某物中;尽力塞入

The room's full; we can't cram any more people in.

屋里满满的,再也挤不进去人了。

absorb v.

1) 吸收

Plants absorb carbon dioxide.

植物吸收二氧化碳。

Clever children absorb knowledge easily.

聪明孩子容易吸收知识。

2) 并吞;同化

The larger firm absorbed the smaller one.

那家大公司吞并了那家小公司。

absorbing adj. 十分吸引人的

The novel was so absorbing that she read on without a break even forgetting food and sleep.

这本小说非常引人入胜,她废寝忘食,一口气读了下去。

relate v. 使联系,有关系

These two events were related to each other.

这两个事件相互有联系。

Children need to learn to relate to other children.

孩子们应该学会与其他孩子友好相处。

Text C

1. F 2. T 3. F 4. T 5. T

Language in Use

Comprehensive Task

1. 1) Because globalizing everything creates merciless cost pressures no one can avoid.

- 2) They are offering personal-concierge services, take-home meals, and free or subsidized lunches.
- 3) They are trust and recognition.
2. 1) turn the screws on sb. 2) blaze a trail 3) globalize 4) differentiate 5) tactic

Writing

Why I Choose to Attend College

As my high-school years were drawing to a close, I turned over and over again in my mind the question of whether I should go to college. At times I did have some doubts. However, after careful consideration I finally decided it was worthwhile to attend college.

First, I was always hungry for knowledge and keen on learning. While in high school, I became more and more interested in such subjects as English, Computers and Maths. I longed to explore those areas.

Secondly, I knew a college would provide me with opportunities for all-round development. I would play in the school band, take part in sports, and join campus organizations. Involvement in various kinds of activities could help make me a well-rounded person.

Finally, I was aware that in today's world many professions require years of specialized training. Without a college education, it would be difficult for me to obtain a desirable position.

Now I'm here at college, and I seem to have more reasons to congratulate myself on my decision.

Having Fun!

2

Introduction

Are you a student with not many hobbies due to school? As a college student we tend to lose a lot of hobbies because school takes up so much time. Since school brings so much stress we need some type of balance to have fun. Having fun is a big part of your health. When we have fun, laugh and get some fresh air our health is much better. We want to make sure we don't keep ourselves cooped up all day, staying up late studying and not having fun. There are a lot of fun things college students can do with friends or by themselves. In this unit, you will find out some fun things to do without interfering with our studies.

Background Information

1. 10 Reasons Why Everyone Should Play Video Games

While many articles focus on why gaming is evil or detrimental to health, here we present 10 reasons to play video games!

1) Playing video games enhances the ability to think quickly as the game proceeds. The mind can make quick-fire decisions on the next strategy to be taken.

2) Many children who are avid players fare better in vision tests. Video games exercise the eyes.

3) Many games nurture logical skills. Gamers have to build cities or entire nations or plan wars to win.

4) Video games sharpen thinking abilities and problem solving skills. Both these qualities are much appreciated and valued in our fast paced world.

5) You will be astonished to know that kids who play video games excel at school and in math. Playing games increases brain function.

6) Playing improves co-ordination of hand movements and the ability to concentrate without getting disturbed. The games captivate the children and the kids can play with huge levels of focus blocking out all sounds and disturbances from the surroundings.

7) Since many games are based on facts, kids learn a lot about pioneers, business planning, town architecture, communicating and more. Researchers feel that the three-dimensionality of the games makes history easy to learn.

8) Gaming improves social skills as kids learn to play as a group with each performing different functions. Many games have role-playing incorporated and from a young age kids learn quickly from the heroes they choose to be.

9) Video games enhance hand-eye coordination as well as reflexes.

10) Creativity, imagination, and storytelling are all improved and children are able to comprehend the flow of a story as well as its bases. Video games ignite a spirit of adventure and daring in city kids who are otherwise living in a predictable environment.

2. Disneyland's History

One day Walt Disney had a vision. It was a vision of a place where children and parents could have fun together. The more Walt dreamed of a “magical park,” the more imaginative and elaborate it became.

The original plans for the park were on 8 acres next to the Burbank studios where his employees and families could go to relax. Although, World War II put those plans on hold. During the war, Walt had time to come up with new ideas, and creations for his magical park. It was soon clear that 8 acres wouldn't be enough.

Finally in 1953, he had the Stanford Research Institute conduct a survey for a 100-acre site, outside of Los Angeles. He needed space to build rivers, waterfalls, and mountains; he would have flying elephants and giant teacups; a fairy-tale castle, moon rockets, and a scenic railway; all inside a magic kingdom he called “Disneyland.”

Location was a top priority. The property would have to be within the Los Angeles metropolitan area, and accessible by freeway. It would also have to be affordable: Walt's pockets were only so deep.

The search for the best spot finally ended in the rural Anaheim, California with a purchase of a 160-acre orange grove near the junction of the Santa Ana Freeway (I-5) and Harbor Boulevard.

Although, Disneyland was expensive. Walt once said “I could never convince the financiers that Disneyland was feasible, because dreams offer too little collateral.” So Walt turned to Television for his financial support. “Walt Disney's Disneyland” television series offered a glimpse of the future project. This brought the idea of Disneyland into reality for Walt and the American people.

Construction for Disneyland began on July 21, 1954, a meager 12 months before the park was scheduled to open. From that day forward Walt Disney's life would never be the same.

Some 160-acres of citrus trees had been cleared and 15 houses moved to make room for the park. The area was in semi-rural Orange County, near a freeway that would eventually stretch from San Diego to Vancouver.

When the real designing came around, Walt was met with inevitable questions. How do you make believable wild animals, that aren't real? How do you make a Mississippi paddle ship? How do you go about building a huge castle in the middle of Anaheim, California? So, Walt Disney looked to his movie studio staff for the answers. The design of Disneyland was something never done before. There would be five uniquely different lands.

Walt had planned out all the lands, to every detail. Main Street, U. S. A., the very front of the park, was where Walt wanted to relive the typical turn of the century city Main Street. He said:

“For those of us who remember the carefree time it recreates, Main Street will bring back happy memories. For younger visitors, it is an adventure in turning back the calendar to the days of grandfather’s youth.”

Walt made Main Street U. S. A. the entrance to a “weenie,” as he called it. He said:

“What you need is a weenie, which says to people ‘come this way.’ People won’t go down a long corridor unless there’s something promising at the end. You have to have something that beckons them to ‘walk this way.’”

Walt also had planned for an “exotic tropical place” in a “far-off region of the world” called Adventureland. Walt said, “To create a land that would make this dream reality, we pictured ourselves far from civilization, in the remote jungles of Asia and Africa.”

Frontierland was made to relive the pioneer days of the American frontier. Walt said:

“All of us have a cause to be proud of our country’s history, shaped by the pioneering spirit of our forefathers . . . Our adventures are designed to give you the feeling of having lived, even for a short while, during our country’s pioneer days.”

Fantasyland was created with the goal to “make dreams come true” from the lyrics of “When You Wish Upon a Star.” Walt said:

“What youngster . . . has not dreamed of flying with Peter Pan over moonlit London, or tumbling into Alice’s nonsensical Wonderland? In Fantasyland, these classic stories of everyone’s youth have become realities for youngsters-of all ages-to participate in.”

Fantasyland would feature a large Sleeping Beauty Castle, and a Fantasy Village.

Tomorrowland was created as a look at the “marvels of the future.” Walt said:

“Tomorrow can be a wonderful age. Our scientists today are opening the doors of the Space Age to achievements that will benefit our children and generations to come. . . The Tomorrowland attractions have been designed to give you an opportunity to participate in adventures that are a living blueprint of our future.”

Although, Walt had trouble working on Tomorrowland. He said that “right when we do Tomorrowland, it will be out-dated.”

Walt stayed close to every detail of the park’s construction, and he visited the site in Anaheim several times a week. Progress went sporadically despite exasperating obstacles.

The Rivers of America, carved out of sandy citrus grove soil, refused to hold water. The answer was finally found in a bed of native clay: an inch layer on the river bottom formed a pad as hard as cement. Although minor setbacks did follow, progress did continue.

Plants were planted throughout the park, emptying nurseries from Santa Barbara to San Diego. Detail was made. If Walt Disney didn’t like what his studio designers came up with, he’d do it himself. An example of this is Tom Sawyer’s Island. He thought his designers had “misunderstood the idea”, so Walt took home the plans and the next day had it designed the way

it appears today.

Bit by bit, Disneyland got ready for Opening Day. The staff worked around the clock to get ready. The Mark Twain was being moved, deck by deck, down the Santa Ana freeway to get to Disneyland on time. Finally, everything seemed to come together. The “magical little park” was really a \$ 17,000,000 “Magic Kingdom.” Walt’s dream had come true and Disneyland was ready to open.

Opening Day was a day to remember. Six thousand invitations to the Grand Opening had been mailed. By mid-afternoon over 28,000 ticket holders were storming the Magic Kingdom. Most of the tickets were counterfeit.

Walt Disney was 53 when he dedicated Disneyland Park. It was a memorable ceremony. There in Town Square, Walt could look around and see the fulfillment of his hopes, dreams, and ambitions in the form of a spectacular entertainment kingdom.

However, Opening Day was a terrible disaster. A 15-day heat wave raised temperatures up to 110 degrees Fahrenheit. Also, due to a plumbers’ strike, few water fountains were operating in the hot weather. Asphalt was still steaming, because it had been laid the night before, literally “trapping” high heeled shoes. After Opening Day, the heat wave continued, and almost wiped out the park.

Despite the terrible Opening Day conditions, the park did eventually pick up. By 1965, ten years after Opening Day, 50 million visitors had come through the gates.

Even though Walt Disney wasn’t able to see how his park and his company prospered and grew into the 21st century, his legacy still lives on with us. Throughout Disneyland and throughout the entire world, he will always be there.

Pre-reading Tasks

I.

Column A (positive influence)	Column B (negative impact)
computer knowledge acquisition quick with hands and sharp-sighted puzzle-and problem-solving skills strategic and critical thinking relaxation from study and work imagination enrichment team-work awareness great fun learn word and number skills	a decline in school achievements aggressive behavior violent acts imitation eyesight damage lack of outdoor activities gaming addiction promote the wrong values less time in reading fewer friends

- II. Playing computer games takes too much time. I think computer games should be done away with. They are nothing but a waste of time, money and energy. Teenagers should do worthwhile things like reading, studying, going to concerts and museums and doing sports. Computer games are bad for both the physical and mental health of the young. The computer

game rooms are dark, noisy, and unhealthy. The content is violent. Therefore, computer game bars should be banned.

Text A

Comprehension

- I.
 1. Play video games.
 2. (The video games can be) fun and exciting.
 3. Serious studying.
 4. No children around.
- II.
 1. We don't learn as much from them as we would simply reading a book, and if we spend too much time playing games, it can decrease our study time.
 2. Video games may have a bad influence on younger children. Many video games are violent and the aim in most of them is to kill the other players. This does not send the right message to the children, who need to be told that violence is not acceptable and need to be taught how to deal with situations like an adult.
 3. Playing a computer game in our spare time is not a bad thing. Games can be a great way to relax after studying, to connect to our friends, or just to help develop our creativity.
 4. First, we can find something useful to do. If we can concentrate on study or a hobby, gradually we may be able to give up computer games. If we still cannot get rid of the bad habit, we can ask parents and friends to supervise us so that they can prohibit us from playing games too long.

Language Focus

Vocabulary

- I.
 1. hundreds of thousands of 2. first and foremost 3. get in the way of 4. Even if
 5. interfere with 6. flooded 7. intellectual 8. influence 9. focus 10. relax
 11. connecting 12. violent
- II.
 1. B 2. A 3. D 4. A 5. C
- III.
 1. relaxation 2. connection 3. violence 4. imaginary 5. intellect 6. influential
 7. interference 8. flooded
- IV.
 1. get along with 2. get away with 3. get down to 4. get through 5. get over 6. got up
- V.
 1. J 2. N 3. A 4. O 5. C 6. K 7. M 8. D 9. P 10. B

A — Role Playing Games 角色扮演类游戏

- B — Platform 游戏平台
 C — Interface 游戏界面
 D — Electronic Games 电子游戏
 E — Artificial Intelligence 人工智能
 F — Shoot Games 射击类游戏
 G — Race 赛车类游戏
 H — Network Games 网络游戏
 I — Fighting Games 格斗类游戏
 J — Game Over 游戏结束
 K — Crossword Puzzle 纵横拼字谜
 L — Sports Games 运动类游戏
 M — Experience Point 经验点数
 N — Table Chess 桌棋类游戏
 O — Hidden Level 隐藏关卡
 P — Adventure Games 冒险类游戏

Cloze

■ ■ ■ ■ ■ ■ ■ ■

1. following 2. violent 3. according to 4. sorts 5. controller 6. connection 7. teenage
 8. regarding 9. allowed 10. cancel

Translation

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

1. Your story shows plenty of imagination.
2. The café is the focus of social life in many French towns.
3. We are all subject to influences from the media in the modern society.
4. It's reported that the number of violent crimes increased by 2.5 percent last year in the United States.
5. Bad habits like smoking and heavy drinking often interfere with health.
6. During a break, they relax over a game like chess.
7. Even if you dislike ancient monuments, the castle is worth seeing.
8. First and foremost, I think you should work harder on your math before you can learn physics well.

Text A 参考译文

远离电脑屏幕——防止嗜玩成瘾

每天下午,成百上千的年轻人涌进网吧,接通游戏控制台,或者坐下来自己一个人沉溺于梦幻世界。我说的是电子游戏,如反恐精英、暗黑破坏神、任天堂明星大乱斗或是光晕。这些游戏非常有趣、刺激,但这种嗜好很可能令人上瘾。

游戏仅供娱乐,却并不能锻炼智力。玩游戏不如读本书那样给予我们很多知识,况且花太多时间玩游戏也会占据我们读书的时间。我们必须记住,我们最重要的角色是学生。没有什么应该影响我们认真学习。

电子游戏也会影响那些在边上看的小孩子。许多电子游戏内容暴力,其目标大部分都是杀死其余玩家。我们必须告诉孩子暴力不可容忍,教会他们要像成年人一样处理问题。而电子游戏并没有传达这一正确的信息。即使我们自己决定坐下来打一场刺激的电子游戏,也必须确保没有影响到周围的孩子。

业余时间玩游戏并不是件坏事。游戏是种很好的方式,能使我们学习后放松,同朋友联系,或是培养我们的创造力。但是,游戏不应该成为我们生活的中心。我们需要确保玩游戏不会影响学业,而且不能整天都想着游戏。一旦发现自己玩得过火了,我们就需要戒瘾。远离电脑或电视,学会更富有成效地利用时间。

Text B

Comprehension

1. B 2. C 3. D 4. A

Translation

- 这个创意来自华特·迪士尼,因为他认识到市场上缺乏能同时吸引家长和孩子的公园。
- 在华特提出大型主题公园的计划后,他意识到他需筹措资金来实现他的梦想了。
- 迪士尼乐园迅速成为一个兴旺的美国风景点,至今仍有上百万的游客络绎不绝。

Word Practice

1. come up with 2. in return 3. financed 4. popularity 5. appeal 6. character
7. original 8. Compared 9. attracted 10. construction 11. estimate

Text B 参考译文

迪士尼乐园的来历

迪士尼乐园是全世界最受欢迎的胜地之一,经常与大峡谷、拉什莫尔山等其他美国旅游胜地一起相提并论。迪士尼主题公园坐落在加利福尼亚州,并于1955年7月17号对外开放,至今已吸引了5亿游客。

华特·迪士尼与弟弟罗伊在创建迪士尼乐园之前已经是好莱坞最成功电影制片厂之一的负责人了。这个创意来自华特·迪士尼,因为他意识到市场上缺乏能同时吸引家长和孩子的公园。所以,他想到了创建一个充满家庭乐趣的乐园,与嘉年华巡回演出的游艺团相

似,不同的是他的乐园是常驻的。主题公园中展示众多著名迪士尼角色的主意来源于很多迪士尼迷写信要求华特满足他们与电影中他们喜爱的迪士尼角色见面的愿望。

华特在拥有大型主题公园的设想后,意识到自己需要筹措资金来实现梦想了。所以他决定通过美国广播公司播放名为《迪士尼》的一个节目让迪士尼乐园的理念深入到美国家庭,美国广播公司作为回报决定资助新的迪士尼乐园。华特·迪士尼买下 160 英亩的地来建造迪士尼乐园。乐园于 1954 年 7 月 18 日动工,估计耗资 1 千 7 百万美元。

迪士尼乐园迅速成为一个兴旺的美国风景点,至今仍然有上百万的游客络绎不绝。迪士尼乐园如此受欢迎,以至于在其他地方也兴建了迪士尼乐园,比如:奥兰多、日本、中国以及法国。

Additional Language Points for Texts A and B

Text A

counter *v.* 反对, 反击

The champion countered with a right-handed punch.

这位卫冕者挥起右拳还击。

They countered our proposal with one of their own.

他们针对我们的建议提出了一项相反的建议。

addiction *n.* 瘾; 沉溺

His addiction to drugs propelled him towards a life of crime.

他吸毒成瘾使他走上了犯罪的道路。

addict *v.* 使……耽溺, 使……上瘾

He was addicted to cocaine.

他吸可卡因上瘾。

n. 耽溺者, 上瘾者

football addict 足球迷

imaginary *adj.* 想象中的; 虚构的

an imaginary land 想象的世界

All the characters in this book are imaginary.

这本书中的人物都是虚构的。

intellectual *adj.* 智力的 *n.* 知识分子, 脑力劳动者

He's a kind of intellectual superman.

他是智力超常的人。

These views are common among intellectuals.

这些观点在知识分子中很普遍。

violent *adj.*

1) 暴力的

Students were involved in violent clashes with the police.

学生与警方发生了暴力冲突。

2) 强烈的

violent earthquakes 强烈的地震

a violent contrast 强烈的对比

She was in violent temper.

她暴跳如雷。

violently *adv.* (攻击、反对、反应) 十分强烈地

The door slammed violently.

门砰地一声关上了。

He fell violently in love with her.

他深深地爱上了她。

spare *adj.*

1) 多余的; 备用的

Do you carry a spare wheel in your car?

你的汽车上有备用车轮吗?

I have no spare money this month.

这个月我没有余钱。

2) (指时间) 空闲的, 未占用的

She is a busy woman with little spare time.

她是个大忙人。

He paints in his spare time.

他在空闲时绘画。

interfere with 妨碍; 干扰

Don't interfere with him while he's working.

他工作的时候不要打搅他。

Don't interfere with my business.

不要干涉我的事情。

He tries not to let his business interfere with his home life.

他尽量不让日常工作妨碍他的家庭生活。

or otherwise *conj.* 或相反; 或在其他情况下

We'll get there somehow, by boat or otherwise.

我们总要设法去那里的,乘船也好,用其他办法也好。

The task assigned, dangerous or otherwise, must be finished as scheduled.

所指派的工作,无论危险与否,必须如期完成。

You must accept the result, satisfactory or otherwise.

你必须接受这个结果,满意也好不满意也好。

Text B

studio *n.* 工作室,录制室,电影制片厂

He is working in his photographic studio.

他正在摄影室工作。

Some of Hollywood's leading studios are interested in signing her.

好莱坞的一些主要电影制片厂有意要和她签约。

She must be in the television studio at the moment.

她现在一定在电视演播室。

appeal *v.*

1) 恳求;呼吁

I am appealing on behalf of the famine victims.

我代表饥民恳求援助。

The police appealed to the crowd not to panic.

警方向群众呼吁不要惊慌。

2) (对某人)有吸引力;(使某人)感兴趣

The idea of camping has never appealed to me.

对露营这种想法我从来就不感兴趣。

Do these paintings appeal to you?

你对这些画感兴趣吗?

3) (向上级法院)上诉

I've decided not to appeal.

我决定不上诉。

lot *n.* (作某用途的)场地

a parking lot 停车场

a vacant lot 一块空地皮

a film lot 电影摄制场

finance *v.* 提供资金,提供款项

The scheme is partly financed by a government grant.

此计划有一部分是政府资助的。

estimate v. 估计, 估算

We estimated his income at about \$ 8000 a year.

我们估计他年收入大约 8000 美元。

She estimated that the work would take three months.

她估计这项工作需要三个月。

We asked our builder to estimate for the repair of the ceiling.

我们要求营造商估算一下修理天花板的费用。

thriving adj. 成功的, 旺盛的

My business is thriving.

我的生意兴隆。

Every trade is thriving.

各行各业都欣欣向荣。

Trees are thriving in the remote jungle.

原始森林树木茂盛。

come up with 提出; 想出

The scientists are trying to come up with a solution to the problem.

科学家力求找到解决这个问题的办法。

He's come up with a great idea.

他想出了一个绝好的办法。

in return 作为回报

I bought him a drink in return for his help.

我请他喝酒以酬谢他的帮助。

I'll let you borrow it on one condition: you lend me your bicycle in return.

我借给你也行, 但有个条件, 你得把自行车借给我。

Text C

1. D 2. C 3. A 4. B 5. C

Language in Use

Comprehensive Task

1. 1) Yes, it is.
2) Because a hybrid car is environmentally friendly.