

2024年度日本政府（文部科学省）奨学金留学生選考試験

QUALIFYING EXAMINATION FOR APPLICANTS FOR JAPANESE
GOVERNMENT (MONBUKAGAKUSHO) SCHOLARSHIPS 2024

学科試験 問題

EXAMINATION QUESTIONS

（専修学校留学生）

SPECIAL TRAINING COLLEGE STUDENTS

英 語

E N G L I S H

注意☆試験時間は60分。

PLEASE NOTE : THE TEST PERIOD IS 60 MINUTES.

English (2024)	Nationality		No.		Marks	
	Name	(Please print full name, underlining family name)				

I Select the word or phrase that best completes each sentence from 1, 2, 3, or 4.

***Note that all the answers should be written on the answer sheet with numbers.**

1. () fixing cars, Tom is the person to ask. He used to be a mechanic at Ken's Garage.
1. Contrary to 2. In place of 3. Not to mention 4. When it comes to
2. The victim is thought () a lot of poison.
1. to give 2. to have given 3. to be given 4. to have been given
3. () anyone in town, Satsuki felt very lonely.
1. Knowing 2. Known 3. Not having known 4. Never known
4. If our luck holds, we will reach Yokohama in () two hours or so.
1. another 2. far 3. still 4. more
5. Not until she was five () to read.
1. Kiki did start 2. did Kiki start 3. Kiki did not start 4. Kiki not start
6. I can't remember () it was that I was supposed to tell you.
1. that 2. what 3. before 4. this
7. The music at the wedding was very loud and () from far away.
1. can hear it 2. could hear 3. could hear it 4. could be heard
8. "Have you ever seen that documentary?"
"Yes. When I was in Kyoto, I () it twice. It was very good."
1. had seen 2. have seen 3. saw 4. would see
9. Lake Biwa is () any other lake in Japan.
1. the larger than 2. larger than 3. the largest 4. largest
10. This is a photo of the house () before they moved to Gifu.
1. where they lived in 2. they lived 3. with which they lived 4. they lived in

II Select the word or phrase that best completes each sentence from 1, 2, 3, or 4.

***Note that all the answers should be written on the answer sheet with numbers.**

1. Kanta was in the hospital during ().
1. the summer 2. six weeks 3. a month 4. two years
2. He is () no means a nice person.
1. at 2. for 3. by 4. to
3. () of us has his or her own dictionary.
1. Every 2. All 3. Each 4. Some
4. The old cottage had only one bed, so we all took () sleeping in it.
1. change 2. turns 3. place 4. on
5. Hisato was () to visit his family because of the high cost of the trip.
1. reliable 2. repeating 3. reluctant 4. interesting
6. People in the harbor could see a ship ().
1. on the distance 2. the distance 3. in a distance 4. in the distance
7. His reasoning is impressive, but goes () of the mark.
1. pointless 2. out 3. wide 4. beside
8. I have never seen him punished. He is so () in making excuses.
1. wise 2. used 3. ready 4. clever
9. He was too tired to go () farther.
1. more 2. any 3. no 4. still
10. She took () the business after her husband died.
1. over 2. for 3. in 4. with
11. They () at the skill of the man playing the game.
1. marveled 2. astonished 3. alarmed 4. amazed
12. In his () you never get bored.
1. contact 2. company 3. friendship 4. relation
13. Everyone says that he is the very () of his father.
1. likelihood 2. person 3. figure 4. image
14. School expenses are still on the ().
1. rise 2. soar 3. raise 4. up

15. It never () to me that he might fail his friend.
1. struck 2. remained 3. happened 4. occurred

IIIa Read the following passage. Choose the best word to fill in each blank.

***Note that all answers should be written on the answer sheet with numbers.**

Last decade, [A] its bad news, has also seen an unparalleled burst of scientific studies of emotion. Most dramatic are the glimpses of the brain at work, [B] possible by innovative methods such as a new brain-imaging technologies. They have made [C] for the first time in human history [D] has always been a source of deep mystery: exactly how this [E] mass of cells operates while we think and feel, imagine and dream. This flood of neurobiological data [F] us understand more clearly than ever [G] the brain's centers for emotions move us to rage or to [H] , and how more ancient parts of the brain, which stir us to make war as [I] as love, are channeled for better or worse. This unprecedented clarity on the workings of emotions and their failings brings [J] focus some fresh remedies for our collective emotional crisis.

Adapted from: *Emotional Intelligence*, Daniel Goleman, Bantam Books, 1995

1. made	2. tears	3. far	4. visible	5. well
6. what	7. into	8. despite	9. how	10. although
11. lets	12. at	13. intricate	14. which	15. soon

IIIb Read the following passage. Choose the best word to fill in each blank.

***Note that all answers should be written on the answer sheet with numbers.**

Big data is now [A] business. With our lives [B] dominated by data, monetizing these data has become a focal point of [C] every organization. Techniques to recognize patterns and make predictions are providing new opportunities for businesses. Product recommendation systems, for [D], are a win-win for both sellers and customers as they alert customers to products they are likely to be interested in, which in turn brings in higher [E] for sellers.

But big data is only one [F] of the puzzle. Data science, which allows us to analyze and leverage data, is a multi-disciplinary field which includes machine learning, statistics, and related branches of mathematics. Note [G] machine learning holds a particularly high position in this description, being the [H] means of pattern recognition and predictive capabilities. When combined with [I], machine learning and data science can lead to [J] ways of using available information.

Adapted from: *Data Science for the Layman*, A. Ng, K. Soo, 2017

1. piece	2. increasingly	3. data	4. primary	5. nearly
6. information	7. new	8. business	9. big	10. whether
11. instance	12. this	13. that	14. people	15. profits

IV Read the following passage and answer the questions.

***Note that all answers should be written on the answer sheet with numbers.**

I recently received an email from a student that said: “Now that I have A free time before going to college, I’m really happy to be able to travel to Japan and get to know the country, its culture, and its people.” Her message made me curious about what she means by “getting to know” Japan’s “culture and its people.” Are culture and people separate? What’s the culture she’s referring to here? Temples and kimonos? Crowded subways in Tokyo? Her message seems, on the surface at least, clear enough. Yet as soon as we look more closely, the meaning becomes quite **fuzzy**. Often our use of the word culture is vague.

When I ask, “What did you learn from your foreign experiences?” I hear: “I learned about the culture.” Or “I was able to see the culture first hand.” Yet if I did a little deeper and ask, “what do you mean by culture?” People get stuck. The vagueness of this usage is not a product of sloppy thinking. It results from the fact that culture is experienced in a highly intuitive way. It’s not something we typically analyze with our conscious, problem-solving mind. We get a feeling for culture, or experience culture, or come into contact with culture. The powerful elements of intercultural experiences aren’t related to conscious knowing.

Adapted from: *The Intercultural Mind*, J. Shaules, Intercultural Press 2015

Q1. The missing word in A is:

1. a little
2. a few
3. much
4. many

Q2. Which of the following words is closest in meaning to **fuzzy**?

1. soft
2. unclear
3. fluffy
4. understandable

Q3. What reason does the author give for thinking about the meaning of the word “culture?”

1. The author has focused their research on language and culture for many years.
2. The author received an email about experiencing another country’s culture.
3. The author traveled to Japan and experienced a new culture.
4. The author watched a documentary about cultures around the world.

Q4. The author makes all of the following statements EXCEPT:

1. It is not always clear what people mean when talking about “culture.”
2. People often mention culture when talking about their experiences abroad.
3. People often experience other cultures without thinking about them.
4. People should think more deeply about the cultures present in the places they visit.

Q5. Which of the following best represents the author’s ideas in this passage?

1. Culture is very complex and is something that we need to study more carefully.
2. Culture is something we experience through feeling, not any one specific thing.
3. Culture is changing rapidly in recent days, in ways which we can clearly see.
4. Culture is something we don’t need to be aware of when we travel to new countries.

V Read the following article and answer the questions.

***Note that all answers should be written on the answer sheet with numbers.**

Benjamin Barber, a great thinker, once said, “I don’t divide the world into the weak and the strong, or the successes and the failures...*I divide the world into the learners and the nonlearners.*”

What on earth would make someone a nonlearner? [1] Everyone is born with an intense drive to learn. Babies stretch their skills daily. Not just ordinary skills, but the most difficult tasks of a lifetime, like learning to walk and talk. They never decide it’s too hard or not worth the A . Babies don’t worry about making mistakes or embarrassing themselves. They walk, they fall, they get up. They just keep going forward. What could put an end to this **exuberant** learning? The fixed mindset. As soon as some of them become able to evaluate themselves, some of them become afraid of challenges. [2] I have studied thousands of people from preschoolers on, and it’s amazing how many reject an opportunity to learn.

We offered four-year-olds a choice: They could redo an easy jigsaw puzzle or they could try a harder one. [3] Children with the fixed mindset stuck with the safe one. Kids who are born smart “don’t make mistakes,” they told us. Children with the growth mindset though it was a strange choice. “Why would anyone want to keep doing the same puzzle over and over?” They chose one hard one after another. So children with the fixed mindset want to make sure they succeed. Smart people always succeed. [4] But for children with the growth mindset, success is about stretching themselves. It’s about *becoming* smarter.

Adapted from: *Mindset*, C. Dweck, Random House 2006

Q1. According to the article, what is true about mindsets?

1. A growth mindset develops later in life.
2. The author formed their ideas on mindsets based on observing their own children.
3. Children with a fixed mindset are eager to take risks and try new things.
4. Children with a growth mindset are less concerned about appearing smart and more concerned with learning.

Q2. The following sentence could be put in the article. Where would it best fit?

They become afraid of not being smart.

1. [1]
2. [2]
3. [3]
4. [4]

Q3. Which word from the list below means the SAME as “**exuberant**”?

1. methodical
2. structured
3. energetic
4. reluctant

Q4. The missing word in

A

 is:

1. effort
2. achievement
3. training
4. force

Q5. Which of the following is NOT mentioned in the article?

1. A quote dividing people into two groups.
2. A basic description of how babies learn to walk.
3. An experiment involving children solving puzzles.
4. A growth mindset leads to better career opportunities than a fixed mindset.

VI Read the passage, then read the following sentences 1 to 10 and write T if the sentence is True, and F if it is False.

***Note that all the answers should be written on the answer sheet with the letter “T” or “F” only.**

There has been controversy about video games from the days of *Space Invaders* and *Asteroids*, from the time that the game’s holding power provoked people who saw it as a sign of addiction to become alarmed. The controversy intensified as it became clear that more than a “game craze” was involved. By 1982 people spent more money, quarter by quarter, on video games than they spent on movies and records combined. And although the peak of excitement about the games may have passed with their novelty, video games have become part of the cultural landscape.

Not all of the arguments against video games can be taken at face value, for the debate is charged with feelings about a lot more than the games themselves. Protest against video games carries a message about how people feel about computers in general. In the past decade, and without people having had anything to do or say about it, computers have entered almost every aspect of daily life. By 1983 the computer had become so much and so active a part of the everyday that *Time* magazine chose it to fill the role usually given to a Man or Woman of the Year. Only one other gift of science has been so universally recognized as marking a new era of human life. That was atomic energy.

It is understatement to say that people do not care about the growing computer presence: we like new conveniences (automated bank tellers, faster supermarket lines), but on the eve of a new era we do not know where we are. The changes have been rapid and generate mixed feelings. For many people, the video game debate is a place to express their general feelings about computers in general. The first time anybody asked their opinion about computers was when a new games arcade applied for a license in their community. It is a chance to say “No, let’s wait. Let’s look at this whole thing more closely.” It feels like a chance to buy time against more than a video game. It feels like a chance to buy time against a new way of life.

Video games are a window into a new kind of intimacy with machines that is characteristic of the early computer culture. The special relationship that players form with video games has elements that are common to interactions with other kinds of computers. Thus, the holding power of video games is a form of computer holding power. The experiences of video game players help us understand this holding power and something else as well. At the heart of computer culture is the idea of constructed, “rule-governed” worlds.

Adapted from: *The Second Self*, S. Turkle, MIT Press 2005

According to the passage:

- Q1. In the early 1980s spending on video games was greater than on movies.
- Q2. The author connects people’s reactions to video games with people’s reactions to computers.
- Q3. The recognition computers were given by *Time* magazine was not unusual.
- Q4. People have a clear understanding of how computers fit into our modern world.
- Q5. The introduction of computers into society has been slow enough for people to adapt.

- Q6. People have a chance to voice their opinions about computers on social media.
- Q7. Video games show how people can feel close connections with a computer.
- Q8. Video games have had a negative effect on our society.
- Q9. Controversy over video games only began in the last 10 years.
- Q10. Computer and video game culture is about the creation of new digital worlds.