Task Six

**一、题目类型**

托福口语第六题为学术讲座。题目分为三个部分：题目介绍、听力部分以及答题环节。

**1. 题型介绍**

在此环节中，会有一段关于题目要求的简单介绍，时间约为20s左右。



**2. 听力部分**

在此环节中，考生将听到一段与阅读内容相关的学术讲座。



**3. 答题环节**

在此环节中，考生有20s准备时间，并且需要在60s之内完成作答。

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| **Using the points and examples from the lecture, explain what unity and contrast are, and how they make interior design more effective.** |

**二、题目分析**

1. **. 听力部分**

听力分为2种类型：纵向题型；横向题型

**1. 纵向题型**

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| Scientists have learned some interesting things about the intellectual abilities of babies. They say there is evidence that babies as young as five month old can do basic arithmetic: that they can add. Scientists think that babies know that one plus one equals two and not one, the evidence is indirect because obviously, you cannot ask a five month old baby to add up some numbers for you so they devised an experiment where in this experiment a baby is shown a doll on a table. Okay, so the baby looks at the doll. Then the researcher lowers a screen in front of the doll. So now the doll is hidden behind the screen. But the baby has already seen the doll and so knows it is there. Well, then the researcher takes a second doll and very obviously places it behind the screen with the first one. Okay, so now you have two dolls behind the screen, right? Well, no. Because what the researchers did was they secretly took away one of the dolls. And then when they raised the screen back up, the baby, well, it expects to see two dolls, right? But there is only one there. And guess what? The baby is surprised. It expects two, but it only sees one. How could the researchers tell that the baby is surprised? Well, they recorded the baby’s eye movements on camera. And we know that when a baby is surprised by something, a loud noise or an unexpected flash of light maybe, it stares at where the noise or light is coming from and that is what the babies in the experiment did. They stared because a baby knows if you add one doll and one doll, you should have two dolls. So, when it sees one doll, then it stares because it is surprised.  TPO1 |

**分析：**

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| Main concept | There is evidence that babies as young as five month old can do basic arithmetic: that they can add. |
| Experiment | In this experiment a baby is shown a doll on a table. Okay, so the baby looks at the doll. Then the researcher lowers a screen in front of the doll. So now the doll is hidden behind the screen. But the baby has already seen the doll and so knows it is there. Well, then the researcher takes a second doll and very obviously places it behind the screen with the first one. Okay, so now you have two dolls behind the screen, right? Well, no. Because what the researchers did was they secretly took away one of the dolls. And then when they raised the screen back up, the baby, well, it expects to see two dolls, right? But there is only one there. And guess what? The baby is surprised. It expects two, but it only sees one. |

**2. 横向题型**

1. **从内容上讲，横向题型划分为2种结构：MTDSTDS/MTSTS**

⑴ MTDSTDS (main point/theory1/definition1/example1/theory2/definition2/example2)

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| So we are talking about interior design, ah, specifically the basic principles typically used in home and office decoration in the United States. Effective designs create a delicate balance between two things. You need unity and you also need contrast, which is essentially a break in unity. Now this might seem a little contradictory, but let me explain why we need both of these for an effective design. So for the first principle, we need unity in our design, think of it as consistency. Well, an easy and a very effective way to do this is by bringing together similar elements, a common example is by matching colors, you pick a color and use it for different parts of the room. Say you pick green, and then use a light shade of green for the walls and maybe a somewhat darker shade for the fabric on the sofa. And finally complement that with a matching green in the rug. When elements match, the room is unified and gives its residents a sense of order and comforts. Okay, but there is such a thing as too much unity. Remember you need a balance of unity and contrast, if all you do is focus on unity, the result will be a boring room. So what do you do? Well, you apply the second basic principle of design, which is contrast. Contrast serves to disrupt or break up the unity in places. But in a careful intentional way. Um, well, let's continue using color as an example. To create contrast, color contrast, you need to abruptly change your color scheme once a while. Ah, let’s say, you could throw bright red cushions on your dark green sofa for example. Contrast makes things stand out. The green will look even greener next to the red. So, now your room is more interesting. Not completely the same. But watch out, too much contrast is also dangerous, just like too much sameness is. Too much contrast will make the room felt busy, chaotic.  TPO11 |

**分析：**

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| Main point | unity and contrast |
| Theory1 | unity |
| Definition1 | consistency |
| Example1 | Say you pick green, and then use a light shade of green for the walls and maybe a somewhat darker shade for the fabric on the sofa. And finally complement that with a matching green in the rug. When elements match, the room is unified and gives its residents a sense of order and comforts. |
| Theory2 | contrast |
| Definition2 | Contrast serves to disrupt or break up the unity in places. |
| Example2 | Ah, let’s say, you could throw bright red cushions on your dark green sofa for example. Contrast makes things stand out. The green will look even greener next to the red. So, now your room is more interesting. Not completely the same. |

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| Using the points and examples from the lecture, explain what unity and contrast are, and how they make interior design more effective. |

**Sample Answer:**

Effective designs create a delicate balance between two things, unity and contrast.

Unity means consistency; contrast serves to disrupt or break up unity.

For example, you pick green to decorate a room. You use a light shade of green for the walls and a darker shade for the fabric on the sofa. And finally complement that with a matching green in the rug. When elements match, the room is unified and gives its residents a sense of order and comforts. But too much unity will result in a boring room. Then you need contrast, you could throw bright red cushions on your dark green sofa for example. Contrast makes things stand out. The green will look even greener next to the red. So, now your room is more interesting. But too much contrast will make the room feel busy. (139)

⑵ MTSTS (Main point/theory1/example1/theory2/example2)

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| A lot of plants and animals live near the surface of the ocean, and that means there is a lot of food near the surface, because there are lots of plants and animals to eat. But if you go down to the deepest parts of the ocean, it's cold and dark. And there is not a lot living down there. So, food is very scarce. So organisms that live down at these great depths have developed special adaptations to help them survive in this environment where food is so hard to find. For example, many deep sea organisms have body features that enable them to eat prey that are larger than themselves. A good example, Hummm… There is a species of eel that has an enormous mouth and a large stomach that's capable of expanding. And these unusual features allow this eel to eat prey larger than itself. That's a big advantage because the eel eats something big. That's a lot of food, a lot of nutrition. So the eel can go for quite a while before it has to find food again. Another helpful adaptation in some deep sea organisms is the ability to generate light. And some organisms use that light to help them capture food. For example, there is a kind of fish, called the angler fish. And on its head, this fish has a little structure that produces light that glows in the dark. This little structure, this little light is positioned close to the fish’s mouth. Other fish are attracted to this light. They think it's something small they can eat. So they swim straight toward it and that brings them close enough for the angler fish to capture them and eat them.  TPO14 |

**分析：**

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| Main point | adaptations |
| Theory1 | body features |
| Example1 | There is a species of eel that has an enormous mouth and a large stomach that's capable of expanding. And these unusual features allow this eel to eat prey larger than itself. That's a big advantage because the eel eats something big. That's a lot of food, a lot of nutrition. So the eel can go for quite a while before it has to find food again. |
| Theory2 | the ability to generate light |
| Example2 | For example, there is a kind of fish, called the angler fish. And on its head, this fish has a little structure that produces light that glows in the dark. This little structure, this little light is positioned close to the fish’s mouth. Other fish are attracted to this light. They think it's something small they can eat. So they swim straight toward it and that brings them close enough for the angler fish to capture them and eat them. |

1. **从结构上讲，横向题型分为5种：MT1D1S1T2D2S2; MT1D1T2D2S1S2; MT1T2D1S1D2S2; MT1T2D2S2S1D1; MS1T1T2S2**

⑴ MT1D1S1T2D2S2

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| Today, we'll talk about how companies determine the initial price for their products. By that I mean, when they first introduce a product to the market. There are different approaches, and today we'll discuss two of them. They are quite different, each with their own advantages. One approach or strategy sets the initial price of the product high, followed by a lower price at a later stage. Why? Well, when introducing a new product, companies want to build a high quality image for it. Products that cost more are believed to be of higher quality. So during the early stages of the product life cycle, companies can make very high profits from consumers willing to pay more for a high quality product. And although consumers know that the prices will eventually go down, they are also willing to pay more to get the product sooner. This approach works very well with, oh, innovative high tech products for example. Now just think about when video recorders or video cameras or even cell phones first came out. They were very expensive. But then they became much more accessible. Another very common strategy sets an initial price low. Now this happens when the market is already saturated with the product. And the strategy is to undercut its competitors. Say there is a newly starting computer maker trying to gain market share. So what did they do? Well, they offer a computer at an affordable price, lower than existing brands. By doing this, the company appeals to new consumers who weren't probably even interested in getting a computer, and well, of course to existing consumers who might now be tempted to switch brands. Now how does this company make profits with its low price computer? Well, one thing that's often done is to encourage their customers to buy accessories also manufactured by them, like printers or software for example.  TPO8 |

**分析：**

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| Main point | approaches |
| Theory1 | One approach or strategy sets the initial price of the product high, followed by a lower price at a later stage. |
| Definition1 | Well, when introducing a new product, companies want to build a high quality image for it. Products that cost more are believed to be of higher quality. So during the early stages of the product life cycle, companies can make very high profits from consumers willing to pay more for a high quality product. And although consumers know that the prices will eventually go down, they are also willing to pay more to get the product sooner. This approach works very well with, oh, innovative high tech products. |
| Example1 | Now just think about when video recorders or video cameras or even cell phones first came out. They were very expensive. But then they became much more accessible. |
| Theory2 | Another very common strategy sets an initial price low. |
| Definition2 | Now this happens when the market is already saturated with the product. And the strategy is to undercut its competitors. |
| Example2 | Say there is a newly starting computer maker trying to gain market share. So what did they do? Well, they offer a computer at an affordable price, lower than existing brands. By doing this, the company appeals to new consumers who weren't probably even interested in getting a computer, and well, of course to existing consumers who might now be tempted to switch brands. Now how does this company make profits with its low price computer? Well, one thing that's often done is to encourage their customers to buy accessories also manufactured by them, like printers or software for example. |

⑵ MT1D1T2D2S1S2

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| Okay, ever thought about the things that happen to you and what's responsible for them? We psychologists have a term, locus of control. Locus of control refers to… hum… where people think control over their lives comes from. Whether it comes from themselves or from somewhere else. People who think that control is in themselves are internals and people who think it comes from somewhere else are externals. Let's say there are two people going for job interviews. One of them is an internal. She has an internal locus of control. Since she thinks that control comes from within herself, she will believe that her success and her preparation are really her responsibility. So she is likely to really work on her interview skills ahead of time. Then if she gets the job, she will believe that it's because she’s worked so hard. And if she doesn't get it, well, she will probably be disappointed with herself and try to figure out how she can improve for the next time.  Okay. And another job candidate is an external. He perceives other things, say, his interviewers to have more influence. After all, it's their decision. It depends on what mood they are in, and you know, luck. Now with his external locus of control, he is not as hard on himself so he is more likely to take risks. He might interview for a job that he is not completely qualified for and if he gets it, he will think he is really lucky and because he believes external forces are in control, he might think it's because the interviewers were having a good day. If he doesn't get it, he'll probably blame the interviewers or bad luck, rather than look at himself and try to figure out what he could have done better.  TPO16 |

**分析：**

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| Main point | Where people think control over their lives comes from. Whether it comes from themselves or from somewhere else. |
| Theory1 | People who think that control is in themselves are internals |
| Definition1 |
| Theory2 | People who think it comes from somewhere else are externals. |
| Definition2 |
| Example1 | Let's say there are two people going for job interviews. One of them is an internal. She has an internal locus of control. Since she thinks that control comes from within herself, she will believe that her success and her preparation are really her responsibility. So she is likely to really work on her interview skills ahead of time. Then if she gets the job, she will believe that it's because she’s worked so hard. And if she doesn't get it, well, she will probably be disappointed with herself and try to figure out how she can improve for the next time.  Okay. And another job candidate is an external. He perceives other things, say, his interviewers to have more influence. After all, it's their decision. It depends on what mood they are in, and you know, luck. Now with his external locus of control, he is not as hard on himself so he is more likely to take risks. He might interview for a job that he is not completely qualified for and if he gets it, he will think he is really lucky and because he believes external forces are in control, he might think it's because the interviewers were having a good day. If he doesn't get it, he'll probably blame the interviewers or bad luck, rather than look at himself and try to figure out what he could have done better. |
| Example2 |

⑶ MT1T2D1S1D2S2

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| So we are talking about interior design, ah, specifically the basic principles typically used in home and office decoration in the United States. Effective designs create a delicate balance between two things. You need unity and you also need contrast, which is essentially a break in unity. Now this might seem a little contradictory, but let me explain why we need both of these for an effective design. So for the first principle, we need unity in our design, think of it as consistency. Well, an easy and a very effective way to do this is by bringing together similar elements, a common example is by matching colors, you pick a color and use it for different parts of the room. Say you pick green, and then use a light shade of green for the walls and maybe a somewhat darker shade for the fabric on the sofa. And finally complement that with a matching green in the rug. When elements match, the room is unified and gives its residents a sense of order and comforts. Okay, but there is such a thing as too much unity. Remember you need a balance of unity and contrast, if all you do is focus on unity, the result will be a boring room. So what do you do? Well, you apply the second basic principle of design, which is contrast. Contrast serves to disrupt or break up the unity in places. But in a careful intentional way. Um, well, let's continue using color as an example. To create contrast, color contrast, you need to abruptly change your color scheme once a while. Ah, let’s say, you could throw bright red cushions on your dark green sofa for example. Contrast makes things stand out. The green will look even greener next to the red. So, now your room is more interesting. Not completely the same. But watch out, too much contrast is also dangerous, just like too much sameness is. Too much contrast will make the room felt busy, chaotic.  TPO11 |

**分析：**

|  |  |
| --- | --- |
| Main point | unity and contrast |
| Theory1 | unity |
| Theory2 | contrast |
| Definition1 | consistency |
| Example1 | Say you pick green, and then use a light shade of green for the walls and maybe a somewhat darker shade for the fabric on the sofa. And finally complement that with a matching green in the rug. When elements match, the room is unified and gives its residents a sense of order and comforts. |
| Definition2 | Contrast serves to disrupt or break up the unity in places. |
| Example2 | Ah, let’s say, you could throw bright red cushions on your dark green sofa for example. Contrast makes things stand out. The green will look even greener next to the red. So, now your room is more interesting. Not completely the same. |

⑷ MT1T2D2S2S1D1

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| So, let's talk about money. What is money? Well, typically, people think of coins and paper bills as money. But that is using a somewhat narrow definition of the term. A broad definition is this: money is anything that people can use to make purchases with. Since many things can be used to make purchases, money can have many different forms. Certainly, coins and bills are one form of money. People exchange goods and services for coins or paper bills and they use this money these bills to obtain other goods and services. For example you might give a taxi driver five dollars to purchase a ride in his taxi. And he in turn gives the five dollar to a farmer to buy some vegetables. But as I said, coins and bills are not the only form of money under this broad definition. Some societies make use of a barter system. Basically, in a barter system, people exchange goods and services directly for other goods and services. The taxi driver, for example, might give a ride to a farmer in exchange for some vegetables. Since the vegetables are used to pay for a service, by a broad definition the vegetables are used in barter as a form of money. Now as I mentioned there is also a second, a narrower definition of money, in the United States, only coins and bills are legal tender, meaning that by law, a seller must accept them as payment. The taxi driver must accept coins or bills as payment for a taxi ride, okay? But in the U.S, the taxi driver is not required to accept vegetables in exchange for a ride. So a narrower definition of money might be whatever is legal tender in a society, whatever has to be accepted as payment.  TPO2 |

**分析：**

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| Main point | What is money? |
| Theory1 | narrow definition |
| Theory2 | A broad definition |
| Definition2 | Money is anything that people can use to make purchases with. |
| Example2 | For example you might give a taxi driver five dollars to purchase a ride in his taxi. And he in turn gives the five dollar to a farmer to buy some vegetables. |
| Example1 | In the United States, only coins and bills are legal tender, meaning that by law, a seller must accept them as payment. The taxi driver must accept coins or bills as payment for a taxi ride, okay? But in the U.S, the taxi driver is not required to accept vegetables in exchange for a ride. |
| D1 | So a narrower definition of money might be whatever is legal tender in a society, whatever has to be accepted as payment. |

⑸ MS1T1T2S2

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| Now let's talk about a particular cultural process, diffusion, since the beginning of human history, diverse cultures have taken advantage of one another’s innovations when they've come into contact. Diffusion is the process whereby something cultural, like a custom, a type of food or an invention, is spread from one group to another or from one society to another. One group adopts a cultural item, or more selectively just part of a cultural item of another group. You see? Now diffusion can occur through a variety of ways, military conquest or tourism, or even something like the influence of satellite TV shows around the world. For example, take something like reading a modern newspaper here in the US, have you ever thought about where the letters, the characters on the page are reading? Where they came from? They were borrowed from another culture many centuries ago. Then the printing of the words, well that process was invented in Germany, and finally the paper itself. Paper was invented in China. These innovations from the all over the world were shared across cultures over time and so today we have newspapers in the US. So the process of diffusion might take place over long distances and over long periods of time. Now I am not saying that diffusion happens easily. As I mentioned, sometimes, it's selective. For instance, many people in the US have accepted the practice of acupuncture. The Chinese practice of using needles to cure a disease or relieve pain. So lots of people in the US have realized that acupuncture is effective. But few of them fully understand or have committed themselves to the philosophy behind acupuncture. Cultures tend to resist ideas which seem too foreign, too different from their own beliefs and values. But the ideas which aren’t perceived as too different are often incorporated, absorbed, and diffused into their culture. So the practice of acupuncture has been absorbed into US culture but not the philosophy of Chinese medicine.  TPO17 |

**分析：**

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| Main point | diffusion |
| Example1 | For example, take something like reading a modern newspaper here in the US, have you ever thought about where the letters, the characters on the page are reading? Where they came from? They were borrowed from another culture many centuries ago. Then the printing of the words, well that process was invented in Germany, and finally the paper itself. Paper was invented in China. These innovations from the all over the world were shared across cultures over time and so today we have newspapers in the US. |
| T1 | So the process of diffusion might take place over long distances and over long periods of time. |
| T2 | selective |
| Example2 | For instance, many people in the US have accepted the practice of acupuncture. The Chinese practice of using needles to cure a disease or relieve pain. So lots of people in the US have realized that acupuncture is effective. But few of them fully understand or have committed themselves to the philosophy behind acupuncture. Cultures tend to resist ideas which seem too foreign, too different from their own beliefs and values. But the ideas which aren’t perceived as too different are often incorporated, absorbed, and diffused into their culture. So the practice of acupuncture has been absorbed into US culture but not the philosophy of Chinese medicine. |

**三、解题技巧**

**1. 听力技巧**

1. 在Main Concept部分中，考生应该注意三个方面：名词复数（adaptations, methods, characteristics, ways, strategies, etc.）；成对的一组词或短语；序数词。
2. 一旦确定theory，则example的逻辑应为：主体+理论+过程。
3. 第六题横向题型中的T有时可能是学术理论，那么D则为定义；若T为专有名词，那么D则为名词解释；若T是战术及策略，那么D则为战术策略的理论依据或目的。
4. 第六题若为动植物学科，则九成没有D；若为非动植物学科，则三成没有D。

**2. 综合题通用技巧：**

1. 数字本身及其所在句子必为重点，包括时间，日期，年龄，公里，价格，费用等。
2. 排比必为重点，包括单词排比，短语排比，句子排比。排比多为三个，少数二个。

**四、引导句**

The professor is…

**五、笔记格式**

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| --- | --- |
| MC  T1  D1 | T2  D2 |
| S1 | S2 |