DAY 10

LISTENING：

1. intensive course　速成课程　　英 [ɪnˈtensɪv kɔːs]；　美 [ɪnˈtensɪv kɔːrs]

【例】Do an intensive course in the computer center.

2. database　　n. 数据库　　英 [ˈdeɪtəbeɪs]；美 [ˈdeɪtəbeɪs]

【例】as it is from highly database sources

3. episodic　　adj. 偶尔发生的，不定期的，片段化　　英 [ˌepɪˈsɒdɪk]　美 [ˌepɪˈsɑːdɪk]

【例】Episodic memories can help people connect with others.

4. manufacturer　　n.　生产者，制造商　　英 [ˌmænjuˈfæktʃərə(r)]　美 [ˌmænjuˈfæktʃərər]

【例】pressure from the food manufacturers

5. nutritional　　adj. 营养的　　英 [njuˈtrɪʃənl]　美 [nuˈtrɪʃənl]

【例】I’ve still got loads to do for our report on nutritional food labels.

6. trader　　n. 商人，经商者　　英 [ˈtreɪdə(r)]　美 [ˈtreɪdər]

【例】It was being bought by traders.

7.　internet materials/ materials online　网络资料

英 [ˈɪntənet məˈtɪərɪəlz]　[məˈtɪriəlz ˌɒnˈlaɪn]；美 [ˈɪntərnet məˈtɪriəlz]　[məˈtɪriəlz ˌɑːnˈlaɪn]

【例】Internet materials can be unreliable.

8. catalogue　　n. 目录　　英 [ˈkætəlɒg]；美 [ˈkætəlɔːg]

【例】the world’s biggest seed catalogue

SPEAKING：Activities

Describe a personal achievement you are proud of.
You should say:
what you achieved;
when you achieved it;
what was difficult about achieving it;
and explain why you are proud of this achievement.

➢ 解题思路

Part 2 的得分点在于自然而有逻辑的长时间描述，所以需要每一问都有适当展开。另外该题在题目考察过去时态，有高分需求的学员在备考时就要考虑如何在此基础上，既能避免失误，又能带上一些体现自己语言能力的表达或语法。

➢ 回答示例

OK, well you asked me to talk about an achievement I'm particularly proud of, so I could have talked about when I passed my university exams, or when I bought my first home, but in the end, I decided to talk about the only time I actually won a sports **tournament**. It was when I was fifteen years old. It was particularly difficult because, to be honest, I'm not a great tennis player and always played mainly to have fun and not really to win. But that one year I decided. I made it my goal: I was going to win the village tennis tournament. So I played many matches, lots of them against older players, much older than me, who were members of the club, and it was very difficult. Playing against older players is always tough. They have more experience, they do all these impressive tricks and they definitely know how to beat their opponent. And on top of that it's very much **a matter of** pride for them-they don't want to lose against one of the younger members of the club. But anyway, I won a few matches against older players and then I **ended up** playing the final against my best friend. And that was another difficulty. He was my best friend so I didn't want to play it too mean with him but at the same time I wanted to win. At least the fact that he was my best friend meant that I knew exactly how to beat him, though, because I had played against him many times before. We had a very long game and it was **nerve-wracking**. In the end I won. I'm very proud of my achievement because I managed to reach **the goal I set** for myself and it was something that I know neither the spectators nor the other players would have expected me to accomplish.

➢ 词汇表达

- **tournament** / ˈtʊənəmənt/ [n.]

表示“锦标赛，联赛”，是一个不常用词

【例】我决定谈谈唯一的一次我竟然获得锦标赛冠军的事儿。

e.g. I decided to talk about the only time I actually won a sports tournament.

- **nerve-wracking** / ˈnɜːvˌrækɪŋ/ [adj.]

表示“让人心惊胆战的”，是一个不常用词

【例】我们比赛进行了好久而且它非常刺激，让人心惊胆战的。

e.g. We had a very long game and it was nerve-wracking.

【例】这比在世界杯上罚点球还扣人心弦。

e.g. It was more nerve-wracking than taking a World Cup penalty.

➢ 词组搭配

- **a matter of**

固定搭配，表示“大约，左右”

【例】这对他们来说是个关乎荣誉的事儿。

e.g. It's very much a matter of pride for them.

【例】这件事只要几分钟就会做好。

e.g. This job will only take a matter of minutes.

- **end up**

动词短语，表示“最终，（意外地）最终到达”

【例】我最终决赛竟然是和我好朋友打。

e.g. I ended up playing the final against my best friend.

【例】每次他们去跳舞，都会不欢而散。

e.g. Every time they went dancing they ended up in a bad mood.

- **set the goal**

固定搭配，表示“制定目标”

【例】我设法达到了给自己制定的目标。

e.g. I managed to reach the goal I set for myself.

【例】于是你设定了每天额外运动来获得更大的肱二头肌和肱三头肌。

e.g. You set the goal of working extra every day to achieve bigger biceps and triceps.

➢ 语法使用

- **I could have talked about when I passed my university exams.**

表示“本可以”,表示未曾实现的选择。也可用于虚拟条件句中谈论过去的事情。以下是另外一个例子：

【例】如果他了解事实，他是可能告诉我们怎样做的。

e.g. If he had known the facts, he could have told us what to do.

- **I was going to win the village tennis tournament.**

过去进行时表示过去的将来，大家在这里主要是体会一下时态的选择。

READING：句首-句尾匹配

➢ 题型特点

1. 考察细节定位

搜寻和题目相关的信息即可，不需要准确理解全文主旨大意

2. 可能乱序

题目的设置顺序和文章的行文顺序可能不一致，解题时先按照顺序解答，若实在难以定位，再考虑乱序情况

3. 重点考察同义替换的理解

➢ 解题方法

1. 读题干，划定位词（无需读选项）

定位词：专有名词、数字、特殊符号（‘’ - ）、名词，划三个左右

2. 回文定位

读题干定位词所在的整句话，不要断章取义

若定位词所在句无法解答，则需要扩展阅读范围至前后句

3. 比较题文内容

对应题干和原文可以替换的部分，明确哪些是题干未曾提及的内容（未曾提及内容即为剩下半句话，也就是答案）

4. 选择最佳选项

以原文为依据，借助排除法选择最佳答案

- **题目练习： C13T1P3Q32-37**

Artificial artists

Can computers really create works of art?

The Painting Fool is one of a growing number of computer programs which, so their makers claim, possess creative talents. Classical music by an artificial composer has had audiences enraptured, and even tricked them into believing a human was behind the score. Artworks painted by a robot have sold for thousands of dollars and been hung in prestigious galleries. And software has been built which creates art that could not have been imagined by the programmer.

Human beings are the only species to perform sophisticated creative acts regularly. If we can break this process down into computer code, where does that leave human creativity? This is a question at the very core of humanity,' says Geraint Wiggins, a computational creativity researcher at Goldsmiths, University of London. 'It scares a lot of people. They are worried that it is taking something special away from what it means to be human.'

To some extent, we are all familiar with computerised art. The question is: where does the work of the artist stop and the creativity of the computer begin? Consider one of the oldest machine artists, Aaron, a robot that has had paintings exhibited in London's Tate Modern and the San Francisco Museum of Modern Art. Aaron can pick up a paintbrush and paint on canvas on its own. Impressive perhaps, but it is still little more than a tool to realise the programmer's own creative ideas.

Simon Colton, the designer of the Painting Fool, is keen to make sure his creation doesn't attract the same criticism. Unlike earlier 'artists' such as Aaron, the Painting Fool only needs minimal direction and can come up with its own concepts by going online for material. The software runs its own web searches and trawls through social media sites. It is now beginning to display a kind of imagination too, creating pictures from scratch. One of its original works is a series of fuzzy landscapes, depicting trees and sky. While some might say they have a mechanical look, Colton argues that such reactions arise from people's double standards towards software-produced and human-produced art. After all, he says, consider that the Painting Fool painted the landscapes without referring to a photo. 'If a child painted a new scene from its head, you'd say it has a certain level of imagination,' he points out. 'The same should be true of a machine.' Software bugs can also lead to unexpected results. Some of the Painting Fool's paintings of a chair came out in black and white, thanks to a technical glitch. This gives the work an eerie, ghostlike quality. Human artists like the renowned Ellsworth Kelly are lauded for limiting their colour palette - so why should computers be any different?

Researchers like Colton don't believe it is right to measure machine creativity directly to that of humans who 'have had millennia to develop our skills'. Others, though, are fascinated by the prospect that a computer might create something as original and subtle as our best artists. So far, only one has come close. Composer David Cope invented a program called Experiments in Musical Intelligence, or EMI. Not only did EMI create compositions in Cope's style, but also that of the most revered classical composers, including Bach, Chopin and Mozart. Audiences were moved to tears, and EMI even fooled classical music experts into thinking they were hearing genuine Bach. Not everyone was impressed

however. Some, such as Wiggins, have blasted Cope's work as pseudoscience, and condemned him for his deliberately vague explanation of how the software worked. Meanwhile, Douglas Hofstadter of Indiana University said EMI created replicas which still rely completely on the original artist's creative impulses. When audiences found out the truth they were often outraged with Cope, and one music lover even tried to punch him. Amid such controversy, Cope destroyed EMI's vital databases.

But why did so many people love the music, yet recoil when they discovered how it was composed? A study by computer scientist David Moffat of Glasgow Caledonian University provides a clue. He asked both expert musicians and non-experts to assess six compositions. The participants weren't told beforehand whether the tunes were composed by humans or computers, but were asked to guess, and then rate how much they liked each one. People who thought the composer was a computer tended to dislike the piece more than those who believed it was human. This was true even among the experts, who might have been expected to be more objective in their analyses.

Where does this prejudice come from? Paul Bloom of Yale University has a suggestion: he reckons part of the pleasure we get from art stems from the creative process behind the work. This can give it an 'irresistible essence', says Bloom. Meanwhile, experiments by Justin Kruger of New York University have artwork increases if they think more time and effort was needed to create it. Similarly, Colton thinks that when people experience art, they wonder what the artist might have been thinking or what the artist is trying to tell them. It seems obvious, therefore, that with computers producing art, this speculation is cut short - there's nothing to explore. But as technology becomes increasingly complex, finding those greater depths in computer art could become possible. This is precisely why Colton asks the Painting Fool to tap into online social networks for its inspiration: hopefully this way it will choose themes that will already be meaningful to us.

Questions 32-37

Complete each sentence with the correct ending, A-G below.

Write the correct letter, A-G, in boxes 32-37 on your answer sheet.

32 Simon Colton says it is important to consider the long-term view when

33 David Cope's EMI software surprised people by

34 Geraint Wiggins criticised Cope for not

35 Douglas Hofstadter claimed that EMI was

36 Audiences who had listened to EMI's music became angry after

37 The participants in David Moffat's study had to assess music without

List of Ideas

A generating work that was virtually indistinguishable from that of humans.
B knowing whether it was the work of humans or software.
C producing work entirely dependent on the imagination of its creator.
D comparing the artistic achievements of humans and computers.
E revealing the technical details of his program.
F persuading the public to appreciate computer art.
G discovering that it was the product of a computer program.

➢ 题目解析

题号	定位词	出题句	解题思路
32	Simon Colton, long-term view	第五段第一句： Researchers like Colton don't believe it is right to measure machine creativity directly to that of humans who 'have had millennia to develop our skills'.	题目： Simon Colton 说当____的时候，考虑长久观点是重要的。 原文：直接把机器的创造力和人类已经用了数千年去发展的技能相比较是不正确的。 题目 long-term 对应原文 millennia；D 选项 computers 对应原文 machine。 答案为 D。
33	David Cope, EMI software, surprised people	第五段第四-六句： Composer David Cope invented a program called Experiments in Musical Intelligence, or EMI. Not only did EMI create compositions in Cope's style, but also that of the most revered classical composers, including Bach, Chopin and Mozart. Audiences were moved to tears, and EMI even fooled classical music experts into thinking they were hearing genuine Bach.	题目： David Cope 的 EMI 软件通过____震惊了人们。 原文： 作曲家 David Cope 发明了一个名为“智能音乐实验”或 EMI 的程序。EMI 不仅创造了 Cope 风格的乐曲，而且创造了巴赫、肖邦和莫扎特等最受尊敬的古典作曲家的作品。观众感动得泪流满面，EMI 甚至欺骗了古典音乐专家，使他们以为听到了真正的巴赫音乐。 题目 surprised people 对应原文

			Audiences were moved to tears；A 选项 indistinguishable 对应原文 fooled classical music experts into thinking they were hearing genuine Bach。 答案为 A。
34	Geraint Wiggins, criticised Cope	第五段倒数第四句： Some, such as Wiggins, have blasted Cope's work as pseudoscience, and condemned him for his deliberately vague explanation of how the software worked.	题目： Geraint Wiggins 因为____而批评 Cope。 原文：Wiggins 等人抨击了 Cope 的伪科学工作，并因为 Cope 对软件的工作方式进行了模糊的解释而谴责了他。 题目 criticised 对应原文 condemned；题目和 E 选项 not revealing 对应原文 deliberately vague explanation； E 选项 the technical details of his program 对应原文 how the software worked。 答案为 E。
35	Douglas Hofstadter	第五段倒数第三句： Meanwhile, Douglas Hofstadter of Indiana University said EMI created replicas which still rely completely on the original artist's creative impulses.	题目： Douglas Hofstadter 声明 EMI 是____。 原文：同时，Douglas Hofstadter 说，EMI 制作的复制品仍然完全依赖于

			原创艺术家的创造力。 C 选项 producing work 对应原文 created replicas；C 选项 entirely dependent on 对应原文 rely completely on；C 选项 the imagination of its creator 对应原文 the original artist's creative impulses。 答案为 C。
36	Audiences, EMI's music, became angry	第五段倒数第二句： When audiences found out the truth they were often outraged with Cope, and one music lover even tried to punch him.	题目： 在____之后，听到 EMI 音乐的听众变得很愤怒。 原文： 当听众发现事实真相时，他们常常对 Cope 感到愤怒，并且一位音乐爱好者甚至试图向他冲拳。 题目 angry 对应原文 outraged ;G 选项 discovering that it was the product of a computer program 对应原文 found out the truth。 答案为 G。
37	participants, David Moffat, assess music, without	第六段第二-四句： A study by computer scientist David Moffat…The participants weren't told beforehand whether the tunes were composed by humans or computers, but were asked to guess, and then rate how	题目： David Moffat 研究中的参与者要在不____的情况下评估音乐。 原文：研究事先没有告知参与者音乐是由人还是计算机创作的，而是

		much they liked each one.	被要求猜测，然后评估他们对每个作品的喜欢程度。 题目和 B 选项 without knowing 对应原文 weren't told；B 选项 whether it was the work of humans or software 对应原文 whether the tunes were composed by humans or computers。 答案为 B。

➢ 重点词汇

题号	单词/短语	音标	词性与释义
32	term	[tɜːm]	n. 术语；学期；期限；条款
	long-term	——	adj. 长期的
	measure	[ˈmeʒə(r)]	n. 测量；措施 vt. 测量；估量；权衡
	directly	[dəˈrektli]	adv. 直接地；立即；坦率地
	millennia	[mɪˈleniə]	n. 千年期；千周年纪念日 （millennium 的复数）
	millennium	[mɪˈleniəm]	n. 千周年纪念日； 新千年开始的时刻
33	generate	[ˈdʒenəreɪt]	vt. 使形成；发生
	virtually	[ˈvɜːtʃuəli]	adv. 几乎；实质上
	indistinguishable	[ˌɪndɪˈstɪŋgwɪʃəbl]	adj. 不能辨别的
	revere	[rɪˈvɪə(r)]	vt. 敬畏；尊敬；崇敬
	classical	[ˈklæsɪkl]	adj. 古典的；经典的 n. 古典音乐
	move	[muːv]	vi./vt. 移动；调动；感动
	genuine	[ˈdʒenjuɪn]	adj. 真正的；诚恳的
34	criticise	['krɪtɪsaɪz]	vt. 批评；吹毛求疵；非难

	reveal	[rɪˈviːl]	vt./n. 显示；透露；揭露
	blast	[blɑːst]	n. 爆炸；冲击波；一阵 vt. 猛攻；爆炸
	pseudoscience	[ˈsuːdəʊsaɪəns]	n. 伪科学；假科学
	condemn	[kənˈdem]	vt. 谴责；定罪；声讨
	deliberately	[dɪˈlɪbərətli]	adv. 故意地；谨慎地
	vague	[veɪg]	adj. 模糊的；不明确的
35	entirely	[ɪnˈtaɪəli]	adv. 完全地；彻底地
	dependent	[dɪˈpendənt]	adj. 依靠的
	replica	[ˈreplɪkə]	n. 复制品
	completely	[kəmˈpliːtli]	adv. 彻底地；完整地
	original	[əˈrɪdʒənl]	adj. 原来的；创新的 n. 原件
	impulse	[ˈɪmpʌls]	n. 冲动；刺激；神经冲动
36	find out	——	查明；发现
	outraged	['autreidʒid]	adj. 义愤填膺的；愤慨的
	punch	[pʌntʃ]	vt. 用拳猛击
37	participant	[pɑːˈtɪsɪpənt]	n. 参与者 adj. 参与的
	assess	[əˈses]	vt. 评定；估价
	beforehand	[bɪˈfɔːhænd]	adv. 事先；预先 adj. 提前的；预先准备好的
	tune	[tjuːn]	n. 曲调；和谐；心情 vt. 调整；使一致；调音
	rate	[reɪt]	n. 比率；速度；价格；等级 vt. 认为；估价

➢ 同义替换

题号	题目：单词/短语	原文：单词/短语
32	long-term	
	computers	
33	surprised people	

	indistinguishable	
34	criticised	
	not revealing	
	the technical details of his program	
35	producing work	
	entirely dependent on	
	the imagination of its creator	
36	angry	
	discovering that it was the product of a computer program	
37	without knowing	
	whether it was the work of humans or software	

➢ 长难句分析

1. Researchers like Colton don't believe it is right to measure machine creativity directly to that of humans who 'have had millennia to develop our skills'.
【结构分析】
【翻译】

2. Not only did EMI create compositions in Cope's style, but also that of the most revered classical composers, including Bach, Chopin and Mozart.
【结构分析】
【翻译】

WRITING：

第一部分：论点学习-城市规划类

	常用论点	中文释义
1	put land to the use for which it is best suited	
2	protect or maintain property values	
3	promote the public health and safety	
4	provide for more orderly development	
5	important in attracting business and industry to an area	
6	stop residents from wasting time	
7	help the environment	
8	provide excitement	
9	promote efficient use of land	
10	encourage a sense of community	

第二部分：范文仿写练习

范文英文
However, there may be better ways of tackling this problem. Interest in sport is not universal, and additional facilities might simply attract the already fit, not those who most need them. Physical activity could be encouraged relatively cheaply, for example by installing exercise equipment in parks, as my local council has done. This has the added benefit that parents and children often use them together just for fun, which develops a positive attitude to exercise at an early age. As well as physical activity, high tax penalties could be imposed on high-fat food products, tobacco and alcohol, as excessive consumption of any of these contributes to poor health. Even improving public transport would help: it takes longer to walk to the bus stop than to the car.
范文中文
然而，或许有其他更好的方法解决这一问题。对运动有兴趣并不普遍，那么增加额外的运动设施只能吸引原本就健康的人，而不是需要运动的人。体育活动的推广相对便宜，例如通过在公园安装运动器械，正如地方市政机构所做的那样。这一举措带来了好处---父母和孩子通常可以一起使用这些器械仅仅为了娱乐，这样可以让孩子在年幼的时候就对锻炼有一个积极的态度。 除了体育活动，也可以对高脂肪食物产品、烟草和酒征收高税额作为惩罚，因为过度消费这些会导致不

健康。甚至改善公共交通也可以帮助人们保持健康：相比于走到私家车，人们需要花费更长时间走到公交车站。
仿写练习