The past ten thousand years have seen a race toward ever larger and more complex societies. In favorable circumstances, foraging can support fairly large and hierarchical societies, but in most environments the social complexity of foragers is limited.

- (A) Once they were possible, the race was on. Larger societies can usually assemble larger military units and defeat smaller societies in military competition. Size allows cost reduction due to an increased level of production, and division of labor leads to greater economic productivity.
- (B) Foraging was probably the only option during the Pleistocene, because climates of that era were hostile to agriculture dry, low in atmospheric CO₂, and extremely variable on quite short timescales. The warm, moist, stable climates of the last 11,500 years have allowed agriculture, and thus larger, more complex societies.
- (C) These also contribute to political and military success, and attract imitators and foreigners. Military conquests and integration strategies are evident from the beginning of the written historical record. The result was a steady increase in social scale and complexity that continues today. [3점]

* foraging: 수렵 채집 ** the Pleistocene: 홍적세(인류 출현 시기)

②
$$(B) - (A) - (C)$$

$$(3)$$
 $(B) - (C) - (A)$

$$(C) - (A) - (B)$$

(5) (C) - (B) - (A)

[38~39] 글의 흐름으로 보아, 주어진 문장이 들어가기에 가장 적절한 곳을 고르시오

38.

However, as Peter Yodzis has shown, the hake and the seal are part of an immensely complex network.

Perhaps the most common application of the idea of networks to ecological systems is in the form of food webs. These take the idea of simple linear food chains and introduce the multiple interactions between the species in question. (①) These have been used widely to explore the complexity and delicate nature of ecosystems, especially in the context of human overuse of natural resources. (2) Perhaps the most well-known cases relate to ocean ecosystems and the impact of over-fishing. (3) Hake is by far South Africa's most valuable fish resource, and the country's coastline is also home to numerous seal colonies, which the fishing industry has long blamed for the reduction in hake stocks. (4) There are potentially 225 million different pathways of cause and effect between the two species, some direct but many more through other species such as sardines. (⑤) The actual effect of a seal cull on hake populations is impossible to predict; what is unambiguous is that the over-fishing practices of the industry are having a dramatic impact.

* hake: 헤이크(대구류의 생선)

** sardine: 정어리 *** cull: (동물의 수를 제한하기 위한) 도태

39.

To maximize these benefits and minimize the risks associated with aesthetic sport participation, much should be done to prevent disordered eating and body image disturbances in this population of athletes.

Although participation in aesthetic sports such as diving and figure skating is associated with negative struggles for some athletes relative to eating behaviors and body image, it is important to remember these sports are not all bad. (1) In fact, aesthetic sports offer a unique combination of artistic expression and technical skills unlike any other sport type. (2) Many scholars have noted the aesthetic appeal of sports in general is one reason we both appreciate and continue to participate in sports. (3) Moreover, many aesthetic sport athletes at the youth, college and elite levels demonstrate positive outcomes. (4) For example, the development of important life skills has been well documented and includes learning important values, behaviors, and interpersonal skills. (⑤) To achieve this goal, many governing bodies of aesthetic sports offer educational resources on proper nutrition for optimal performance, healthy body image, and eating disorder prevention. [3점]

40. 다음 글의 내용을 한 문장으로 요약하고자 한다. 빈칸 (A), (B)에 들어갈 말로 가장 적절한 것은?

In its attempt to avoid wasteful thinking that consumes unnecessary energy, the brain takes shortcuts and makes assumptions all the time. A weird insight from contemporary neuroscience is that what we perceive as our conscious reality is actually a type of elaborate virtual-reality simulation constructed by our brains. Perception is a series of guesses by the brain, a reconstruction of reality. Put another way, perception is not a window on reality as it is, but more like a 3D desktop on a computer that is designed to hide the complexity of the real world and guide our adaptive behavior. If the brain gets it more or less right, this virtual reality created by our brains is useful to us. If it doesn't, we can make surprisingly big errors in judgment. Stage magicians have always understood this instinctively, which is how they manage to trick their audience by distracting them and making the audience "see" only what the magician wants them to see.

1

Our brain attempts to ___(A) __ the complexity of the real world for our adaptive behavior, which can lead us to make ___(B) __ judgments, as is well demonstrated by stage magicians.

(A) (B)

(A)

··· subjective

2 accept ··· critical

(B)

3 imitate ... precise

① accept

④ simplify ··· proper

⑤ simplify ··· inaccurate