#강	02	#쪽	075	#번	011-5	#문항코드	21104-0111

[문제]

다음 글의 밑줄 친 부분 중, 문맥상 낱말의 쓰임이 적절하지 <u>않은</u> 것은? (주장-예시)

The basic task of the preschool years is to establish a sense of competence and initiative. The core struggle is between initiative and guilt. Preschool children begin to initiate many of their own activities as they become physically and psychologically ready to engage in pursuits of their own ① <u>choosing</u>.	* 취학 전 시기의 기본적인 과제: ( )과 ( ) 감각을 확립하는 것 * 취학전 아동은 자신이 직접 ( )한 활동에 신체적, 심리적으로 참여할 준비가 되면서 ( ) 하기 시작함.
If they are allowed realistic freedom to make some of their own decisions, they tend to develop a ② <u>positive</u> orientation characterized by confidence in their ability to initiate and follow through.	자기 결정에 대해 실제적인 ( )가 허용되면, 그들은 자신감을 특징으로 하는 ( ) 성향을 발달시키게 됨.
If their choices are ridiculed, however, they tend to experience a sense of guilt and ultimately to withdraw from taking an ③ <u>active</u> stance.	하지만 놀림을 받게 되면, 그들은 ( )을 겪게 되고, 결국 ( )인 태도를 취하는 것에서 한 발 물러남
One middle-aged woman we talked with still finds herself extremely vulnerable to being seen as ④ <u>foolish</u>. She recalls that during her childhood family members laughed at her attempts to perform certain tasks. She took in certain messages she received from her family, and these messages greatly influenced her attitudes and actions.	예) 한 중년여성: 자신이 ( )해 보인다고 쉽게 생각함. ⇨ 원인) 어린시절: 가족들이 과제를 수행하는 그녀를 놀림. 이 메시지가 그녀의 ( ) 에 영향을 미침.
Even now she vividly carries these pictures in her head, and these messages ⑤ <u>cease</u> to control her life.	지금도 그녀는 이 장면을 생생하게 기억함⇨이 메시지는 그녀의 삶을 통제하기를 ( )

LIVEWORKSHEETS

#강	02	#쪽	075	#번	012-2	#문항코드	21104-0112

Industrial capitalism not only created work, it also created 'leisure' in the modern sense of the term. This might seem surprising, for the early cotton masters wanted to keep their machinery running as long as possible and forced their employees to work very long hours.

자본주의: ( )를 만들었을 뿐 아니라 ( )도 만듦
: 놀라운 일인 이유⇨ 초기 목화 농장주들은 그들의 기계를 가능한 ( ) 가동하기 원했고, 이것은 그들의 노동자들이 ( )시간 일하도록 강요함

However, by requiring continuous work during work hours and ruling out non-work activity, employers had (a) separated out leisure from work. Some did this quite explicitly by creating distinct holiday periods, when factories were shut down, because it was better to do this than have work (b) promoted by the casual taking of days off.

그러나 지속적인 일을 요구하고, 비업무 활동을 ( )하면서, 고용주들은 일과 여가를 ( ). 어떤 사람들은 공장문을 닫을 때는 별도의 휴가기간을 만듦으로써 이것을 명시적으로 했는데, 왜냐하면 이렇게 하는 것이 휴가를 내어 일이 ( )되는 것보다 더 나았기 때문

'Leisure' as a distinct non-work time, whether in the form of the holiday, weekend, or evening, was a result of the disciplined and bounded work time created by capitalist production. Workers then wanted more leisure and leisure time was enlarged by union campaigns, which first started in the cotton industry, and eventually new laws were passed that (c) limited the hours of work and gave workers holiday entitlements.

여가:
① 일하지 않는 별도의 기간(휴일, 주말, 저녁이든 간에)
② 자본주의 생산으로 만들어진 ( ) 근로시간의 결과
③ 노동자들은 여가를 더 원함.
④ 여가시간은 ( ) 운동에 의해 확대됨.
⑤ 면화산업에서 시작함. 노동시간을 ( )하고 노동자들에게 휴가의 권리를 주는 법이 통과됨.

Leisure was also the creation of capitalism in another sense, through the commercialization of leisure. This no longer meant participation in traditional sports and pastimes. Workers began to (d) pay for leisure activities organized by capitalist enterprises. Mass travel to spectator sports, especially football and horse-racing, where people could be charged for entry, was now possible.

다른의미의 여가:
① 여가의 ( )를 통한 자본주의의 창조.
② 더 이상 전통적인 스포츠와 취미활동의 참여를 의미하지 않음.
③ 노동자들은 자본주의 기업이 조직한 여가활동에 ( )하기 시작함.
④ 관중스포츠로의 대중의 이동이 가능해짐.

The importance of this can hardly be exaggerated, for whole new industries were emerging to exploit and (e) develop the leisure market, which was to become a huge source of consumer demand, employment, and profit.

완전히 새로운 산업이 출현하여 레저 시장을 개발하고 발전시키기 시작함. 이 시장은 소비자의 ( ), ( ), ( )의 거대한 원천이 됨.

* discipline: 통제하다 ** enterprise: 기업(체)
*** exaggerate: 과장하다

LIVEWORKSHEETS