

2016年12月·第3套 英语四级长篇阅读（信息匹配）第1篇·36-45 题答案与解析

STATEMENTS & ANALYSIS • 信息匹配题和解析

信息匹配题和解析·36-45 题

本页 36-45 题的段落匹配答案与逐句解析由懒笔记基于2016年12月·第3套 英语四级长篇阅读（信息匹配）原卷逐题核对整理。与试卷排版同一卷面：先是 Directions 与 11 段字母标号长文（逐段附中文翻译）；之后 10 句陈述逐句排列，每句英文陈述后紧接本句解析——陈述句中译、信息所在段落、锚点强弱、定位句中英对照、陈述句与原文的同义改写对照与易混相邻段辨析。

真题卷第3套(2016-12)·四级

Part III Section B

Directions: In this section, you are going to read a passage with ten statements attached to it. Each statement contains information given in one of the paragraphs. Identify the paragraph from which the information is derived. You may choose a paragraph more than once. Each paragraph is marked with a letter. Answer the questions by marking the corresponding letter on **Answer Sheet 2**.

When Work Becomes a Game

A) What motivates employees to do their jobs well? Competition with coworkers, for some. The promise of rewards, for others. Pure enjoyment of problem-solving, for a lucky few.

是什么激励员工把工作做好?对一些人来说,是与同事的竞争。对另一些人来说,是对奖励的期待。对少数幸运者而言,是解决问题的纯粹乐趣。

B) Increasingly, companies are tapping into these desires directly through what has come to be known as "gamification": essentially, turning work into a game. "Gamification is about understanding what it is that makes games engaging and what game designers do to create a great experience in games, and taking those learnings and applying them to other contexts such as the workplace and education," explains Kevin Werbach, a gamification expert who teaches at the Wharton School of Business at the University of Pennsylvania in the United States.

越来越多的公司正在通过被称为"游戏化"的方式直接利用这些欲望:本质上就是把工作变成游戏。"游戏化是关于理解是什么让游戏具有吸引力,以及游戏设计师如何在游戏中创造出出色的体验,然后将这些经验应用到其他情境中,比如职场和教育,"美国宾夕法尼亚大学沃顿商学院任教的游戏化专家Kevin Werbach解释道。

C) It might mean monitoring employee productivity on a digital leaderboard and offering prizes to the winner, or giving employees digital badges or stars for completing certain activities. It could also mean training employees how to do their jobs through video game platforms. Companies from Google to L'Oréal to IBM to Wells Fargo are known to use some degree of gamification in their

workplaces. And more and more companies are joining them. A recent report suggests that the global gamification market will grow from \$1.65 billion in 2015 to \$11.1 billion by 2020.

它可能意味着在数字排行榜上监控员工的生产力并向获胜者提供奖品,或者为完成特定活动的员工颁发数字徽章或星标。它也可能意味着通过电子游戏平台培训员工如何完成工作。从Google到L'Oréal,再到IBM和Wells Fargo,这些公司都以在职场中使用某种程度的游戏化而闻名。而且越来越多的公司正在加入它们。最近的一份报告显示,全球游戏化市场将从2015年的16.5亿美元增长到2020年的111亿美元。

- D) The concept of gamification is not entirely new, Werbach says. Companies, marketers and teachers have long looked for fun ways to engage people's reward-seeking or competitive spirits. Cracker Jacks has been "gamifying" its snack food by putting a small prize inside for more than 100 years, he adds, and the turn-of-the-century steel magnate(巨头) Charles Schwab is said to have often come into his factory and written the number of tons of steel produced on the past shift on the factory floor, thus motivating the next shift of workers to beat the previous one.

游戏化的概念并非全新,Werbach说。长期以来,公司、营销人员和教师一直在寻找有趣的方式来激发人们寻求奖励或竞争的精神。他补充说,Cracker Jacks在其零食中放入小奖品来"游戏化"已有100多年历史,而且据说世纪之交的钢铁巨头Charles Schwab经常走进他的工厂,在车间地板上写下上一班次生产的钢铁吨数,从而激励下一班次的工人超越前一班次。

- E) But the word "gamification" and the widespread, conscious application of the concept only began in earnest about five years ago, Werbach says. Thanks in part to video games, the generation now entering the workforce is especially open to the idea of having their work gamified. "We are at a point where in much of the developed world the vast majority of young people grew up playing video games, and an increasingly high percentage of adults play these video games too," Werbach says.

但"游戏化"这个词以及对这一概念广泛、有意识的应用大约在五年前才真正开始,Werbach说。部分归功于电子游戏,现在进入职场的这一代人对将工作游戏化的想法特别开放。"我们正处于这样一个时刻:在发达世界的大部分地区,绝大多数年轻人是在玩电子游戏中成长起来的,而且玩这些电子游戏的成年人比例也越来越高,"Werbach说。

- F) A number of companies have sprung up—GameEffective, Bunchball and Badgeville, to name a few—in recent years offering gamification platforms for businesses. The platforms that are most effective turn employees' ordinary job tasks into part of a rich adventure narrative. "What makes a game-like is that the player actually cares about the outcome," Werbach says. "The principle is about understanding what is motivating to this group of players, which requires some understanding of psychology."

近年来涌现出许多公司——仅举几例,GameEffective、Bunchball和Badgeville——为企业提供游戏化平台。最有效的平台将员工的日常工作任务转化为丰富冒险叙事的一部分。"让某事物像游戏的原因在于玩家真正关心结果,"Werbach说。"其原则是理解什么能激励这群玩家,这需要对心理学有一定的了解。"

- G) Some people, Werbach says, are motivated by competition. Sales people often fall into this category. For them, the right kind of gamification might be turning their sales pitches into a competition with other team members, complete with a digital leader board showing who is winning at all times. Others are more motivated by collaboration and social experiences. One company Werbach has

studied uses gamification to create a sense of community and boost employees' morale(士气). When employees log in to their computers, they're shown a picture of one of their coworkers and asked to guess that person's name.

有些人受竞争激励,Werbach说。销售人员往往属于这一类。对他们来说,合适的游戏化方式可能是将他们的销售演示变成与其他团队成员的竞争,配上显示谁一直在获胜的数字排行榜。其他人则更多地受协作和社交体验的激励。Werbach研究过的一家公司使用游戏化来创造社区感并提升员工士气。当员工登录电脑时,他们会看到一位同事的照片,并被要求猜出那个人的名字。

- H) Gamification does not have to be digital. Monica Cornetti runs a company that gamifies employee trainings. Sometimes this involves technology, but often it does not. She recently designed a gamification strategy for a sales training company with a storm-chasing theme. Employees formed "storm chaser teams" and competed in storm-themed educational exercises to earn various rewards. "Rewards do not have to be stuff," Cornetti says. "Rewards can be flexible working hours." Another training, this one for payroll law, used a Snow White and the Seven Dwarfs theme. "Snow White" is available for everyone to use, but the "dwarfs" are still under copyright, so Cornetti invented sound-alike characters (Grumpy Gus, Dopey Dan) to illustrate specific payroll law principles.

游戏化不一定是数字化的。Monica Cornetti经营一家将员工培训游戏化的公司。有时这涉及技术,但通常不涉及。她最近为一家销售培训公司设计了一个以追逐风暴为主题的游戏化策略。员工组成"风暴追逐者团队",在以风暴为主题的教育练习中竞争以获得各种奖励。"奖励不必是物品,"Cornetti说。"奖励可以是灵活的工作时间。"另一个培训是关于工资法的,使用了白雪公主和七个小矮人的主题。"白雪公主"可供所有人使用,但"小矮人"仍受版权保护,因此Cornetti创造了发音相似的角色(Grumpy Gus、Dopey Dan)来说明具体的工资法原则。

- I) Some people do not take naturally to gamified work environments, Cornetti says. In her experience, people in positions of power or people in finance or engineering do not tend to like the sound of the word. "If we are designing for engineers, I'm not talking about a 'game' at all," Cornetti says. "I'm talking about a 'simulation'(模拟), I'm talking about 'being able to solve this problem.'"

有些人天生不适应游戏化的工作环境,Cornetti说。根据她的经验,处于权力位置的人或从事金融或工程工作的人往往不喜欢这个词的感觉。"如果我们是为工程师设计,我根本不会谈论'游戏',"Cornetti说。"我谈论的是'模拟',我谈论的是'能够解决这个问题'。"

- J) Gamification is "not a magic bullet," Werbach warns. A gamification strategy that is not sufficiently thought through or well tailored to its players may engage people for a little while, but it will not motivate people in the long term. It can also be exploitative, especially when used with vulnerable populations. For workers, especially low-paid workers, who desperately need their jobs yet know they can be easily replaced, gamification may feel more like the Hunger Games. Werbach gives the example of several Disneyland hotels in Anaheim, California, which used large digital leader boards to display how efficiently laundry workers were working compared to one another. Some employees found the board motivating. To others, it was the opposite of fun. Some began to stop taking bathroom breaks, worried that if their productivity fell they would be fired. Pregnant employees struggled to keep up. In a Los Angeles Times article, one employee referred to the board as a "digital whip." "It actually had a very negative effect on morale and performance," Werbach says.

游戏化"不是灵丹妙药,"Werbach警告说。没有经过充分思考或未能很好地适应其参与者的游戏化策略可能会在短期内吸引人们,但不会长期激励人们。它也可能具有剥削性,尤其是在用于弱势群体时。对于工人,尤其是低薪工人,他们迫切需要工作却知道自己很容易被替换,游戏化可能更像是《饥饿游戏》。

Werbach举了加利福尼亚州阿纳海姆几家迪士尼乐园酒店的例子,这些酒店使用大型数字排行榜来显示洗衣工人相互之间的工作效率。一些员工觉得排行榜很有激励作用。对其他人来说,这恰恰相反。一些人开始不上厕所,担心如果生产力下降就会被解雇。怀孕的员工努力跟上进度。在《洛杉矶时报》的一篇文章中,一名员工将该排行榜称为“数字鞭子”。“它实际上对士气和绩效产生了非常负面的影响,”Werbach说。

K) Still, gamification only stands to become more popular, he says, "as more and more people come into the workforce who are familiar with the structures and expressions of digital games." "We are far from reaching the peak," Cornetti agrees. "There is no reason this will go away."

尽管如此,他说,游戏化只会变得更受欢迎,“因为越来越多熟悉数字游戏结构和表达方式的人进入职场。”“我们远未达到顶峰,”Cornetti表示同意。“没有理由这会消失。”

陈述句与逐句解析

36. Some famous companies are already using gamification and more are trying to do the same.

一些知名公司已经在使用游戏化,更多公司正试图做同样的事情。

【答案】 **C** 段 (强锚点)

【锚点】 知名公司+更多公司在跟进

【定位】 Companies from Google to L'Oréal to IBM to Wells Fargo are known to use some degree of gamification in their workplaces. And more and more companies are joining them.

从 Google 到欧莱雅、IBM、富国银行等公司,都已知在职场中使用了某种程度的游戏化。而且越来越多的公司正在加入它们。

【改写】 Some famous companies are already using gamification ↔

Companies from Google to L'Oréal to IBM to Wells Fargo are known to use some degree of gamification in their workplaces

上位词换下位列举

more are trying to do the same ↔ **more and more companies are joining them**

同义短语换说法

【辨邻】 **F** 段虽然出现了 A number of companies have sprung up, 也是“公司”+“新出现”的搭配,看起来很像 more are joining, 但 GamEffective, Bunchbail and Badgeville 都是“提供游戏化平台”的公司,与陈述句“famous companies are already using gamification”的“使用方”主语不符。

A number of companies have sprung up—GamEffective, Bunchbail and Badgeville, to name a few—in recent years offering gamification platforms for businesses

37. Gamification is not a miracle cure for all workplaces as it may have negative results.

游戏化并非所有工作场所的灵丹妙药,因为它可能产生负面结果。

【答案】 **J** 段 (强锚点)

【锚点】非万能良方+负面结果

【定位】Gamification is "not a magic bullet," Werbach warns. A gamification strategy that is not sufficiently thought through or well tailored to its players may engage people for a little while, but it will not motivate people in the long term. It can also be exploitative, especially when used with vulnerable populations.

Werbach 警告说，游戏化“不是万能良方”。一种没有充分思考、没有为玩家量身定制的游戏化策略，可能短时间内吸引人，但长期来看不会持续激励人。它还可能具有剥削性，尤其是当用在脆弱群体身上时。

【改写】not a miracle cure for all workplaces ↔ **not a magic bullet**

近义成语对换

may have negative results ↔ **It can also be exploitative**

抽象概括上位

38. To enhance morale, one company asks its employees to identify their fellow workers when starting their computers.

为了提升士气，一家公司要求员工在启动电脑时识别他们的同事。

【答案】G 段（强锚点）

【锚点】登录电脑辨认同事

【定位】One company Werbach has studied uses gamification to create a sense of community and boost employees' morale(士气). When employees log in to their computers, they're shown a picture of one of their coworkers and asked to guess that person's name.

Werbach 研究过的一家公司利用游戏化来营造社区感、提升员工士气。员工登录电脑时，会看到一位同事的照片，被要求猜出此人的名字。

【改写】To enhance morale ↔ **boost employees' morale**

动词同义替换

asks its employees to identify their fellow workers ↔ **asked to guess that person's name**

上位动词换具体动作

when starting their computers ↔ **When employees log in to their computers**

近义动词换说法

39. The idea of gamification was practiced by some businesses more than a century ago.

游戏化的理念在一个多世纪前就已被一些企业实践过。

【答案】D 段（强锚点）

【锚点】一百多年前的商业实践

【定位】 Cracker Jacks has been "gamifying" its snack food by putting a small prize inside for more than 100 years, he adds, and the turn-of-the-century steel magnate(巨头) Charles Schwab is said to have often come into his factory and written the number of tons of steel produced on the past shift on the factory floor, thus motivating the next shift of workers to beat the previous one.

他补充说, Cracker Jacks 公司在零食里放一个小奖品来“游戏化”自家产品已经做了一百多年; 而世纪之交的钢铁巨头 Charles Schwab 据说常常走进工厂, 把上一班产出的钢铁吨数写在车间地板上, 以此激励下一班工人超过上一班。

【改写】 The idea of gamification was practiced by some businesses more than a century ago ↔

Cracker Jacks has been “gamifying” its snack food by putting a small prize inside for more than 100 years

century=100 年的等值换算

【辨邻】 E E 段虽然也带时间数字 only began in earnest about five years ago, 但说的是“游戏化这个词与自觉应用”近期才兴起, 方向是“近”; 陈述句问“more than a century ago”方向是“远”, 两者完全相反, 不能当源头段。

But the word “gamification” and the widespread, conscious application of the concept only began in earnest about five years ago

40. There is reason to believe that gamification will be here to stay.

有理由相信游戏化将会长期存在。

【答案】 K 段 (强锚点)

【锚点】 游戏化将长期存在

【定位】 Still, gamification only stands to become more popular, he says, "as more and more people come into the workforce who are familiar with the structures and expressions of digital games." "We are far from reaching the peak," Cornetti agrees. "There is no reason this will go away."

他说, 尽管如此, 随着越来越多熟悉数字游戏的结构与表达的人进入职场, 游戏化只会变得更受欢迎。Cornetti 也赞同: “我们远没有达到顶峰”, “没有理由相信这会消失”。

【改写】 gamification will be here to stay ↔ **There is no reason this will go away**

肯定↔双重否定的等值

There is reason to believe that ↔ **We are far from reaching the peak**

前景判断的语义吻合

【辨邻】 C C 段虽然也讲增长 grow from \$1.65 billion in 2015 to \$11.1 billion by 2020, 但只是市场规模的阶段性数字预测, 并不像 K 段那样给出“会长期存在、不会消失”的整体判断。陈述句问的是“会留下来”的结论性预言, 不是“会增长多少钱”的数字趋势。

A recent report suggests that the global gamification market will grow from \$1.65 billion in 2015 to \$11.1 billion by 2020

41. Video games contributed in some ways to the wide application of gamification.

电子游戏在某些方面促进了游戏化的广泛应用。

【答案】 E 段 (强锚点)

【锚点】 电子游戏推动了游戏化普及

【定位】 But the word "gamification" and the widespread, conscious application of the concept only began in earnest about five years ago, Werbach says. Thanks in part to video games, the generation now entering the workforce is especially open to the idea of having their work gamified.

但是 Werbach 说,“游戏化”这个词以及对这一概念的广泛、自觉的应用,大约只在五年前才真正开始。部分得益于电子游戏,正在进入职场的这一代人对工作被游戏化的想法尤为开放。

【改写】 Video games contributed in some ways to the wide application of gamification ↔

Thanks in part to video games, the generation now entering the workforce is especially open to the idea of having their work gamified

因果短语的同义替换

the wide application of gamification ↔ **the widespread, conscious application of the concept**
近义形容词替换

【辨邻】 K K 段虽然也提到 more and more people come into the workforce who are familiar with the structures and expressions of digital games, 但语气是面向未来——“会”让游戏化更流行; 陈述句 contributed 是过去时, 问“已经促成了”, 与 K 段的“将”不在同一时间维度。

gamification only stands to become more popular, he says, “as more and more people come into the workforce who are familiar with the structures and expressions of digital games”

42. When turning work into a game, it is necessary to understand what makes games interesting.

在将工作转变为游戏时,有必要理解是什么使游戏变得有趣。

【答案】 B 段 (弱锚点)

【锚点】 理解游戏为何有趣是前提

【定位】 "Gamification is about understanding what it is that makes games engaging and what game designers do to create a great experience in games, and taking those learnings and applying them to other contexts such as the workplace and education," explains Kevin Werbach, a gamification expert who teaches at the Wharton School of Business at the University of Pennsylvania in the United States.

宾夕法尼亚大学沃顿商学院的游戏化专家 Kevin Werbach 解释说:“游戏化的核心,是理解究竟是什么让游戏吸引人、游戏设计师怎样在游戏中创造出色体验,然后把这些经验运用到职场、教育等其他场景中。”

【改写】 When turning work into a game ↔ **Gamification is about**

动词短语换名词定义

it is necessary to understand what makes games interesting ↔

understanding what it is that makes games engaging

近义形容词替换+情态等值

【辨邻】 **F** F 段同样讲“游戏化的原理” The principle is about understanding what is motivating to this group of players, 看起来很像“必须理解什么让游戏吸引人”。但 F 段的关键词是 motivating to this group of players (对这群玩家有激励作用), 是落到“具体玩家群”的下游设计原则; 而 B 段是 makes games engaging (让游戏本身吸引人) 的根本定义——陈述句问的是“游戏化的定义性前提”, 应归 B 段。

The principle is about understanding what is motivating to this group of players, which requires some understanding of psychology

43. Gamification in employee training does not always need technology.

员工培训中的游戏化并不总是需要技术。

【答案】 **H** 段 (强锚点)

【锚点】 员工培训不总需要技术

【定位】 Monica Cornetti runs a company that gamifies employee trainings. Sometimes this involves technology, but often it does not. ... Gamification does not have to be digital.

Monica Cornetti 经营一家把员工培训游戏化的公司。有时会用到技术, 但通常并不用。.....游戏化不必是数字化的。

【改写】 Gamification in employee training does not always need technology ↔

Sometimes this involves technology, but often it does not

频率副词的等值替换

does not always need technology ↔ **Gamification does not have to be digital**

情态等值+技术↔数字化

44. The most successful gamification platforms transform daily work assignments into fun experiences.

最成功的游戏化平台将日常工作任务转变为有趣的体验。

【答案】 **F** 段 (强锚点)

【锚点】 最成功的平台把日常工作变成有趣体验

【定位】 The platforms that are most effective turn employees' ordinary job tasks into part of a rich adventure narrative.

最有效的那些平台把员工的日常工作任务变成一段丰富冒险叙事的一部分。

【改写】 The most successful gamification platforms ↔ **The platforms that are most effective**
最高级近义替换

transform daily work assignments ↔ **turn employees' ordinary job tasks**
动词与名词组双替换

into fun experiences ↔ **into part of a rich adventure narrative**
抽象概括上位

【辨邻】 **H** H 段也有“把工作变成游戏”的味道 Employees formed “storm chaser teams” and competed in storm-themed educational exercises, 但主语是 employee trainings 与具体培训公司, 不是 gamification platforms。陈述句问 platforms, 应归 F 段。

Monica Cornetti runs a company that gamifies employee trainings

45. It is necessary to use terms other than "gamification" for some profession.

对于某些职业,有必要使用“游戏化”以外的术语。

【答案】 **I** 段 (强锚点)

【锚点】 对某些职业要换用别的词

【定位】 "If we are designing for engineers, I'm not talking about a 'game' at all," Cornetti says. "I'm talking about a 'simulation'(模拟), I'm talking about 'being able to solve this problem.'"
Cornetti 说: “如果我们是为工程师做设计, 我根本就不提‘游戏’这个词。我会说‘模拟’、说‘能够解决这个问题’。”

【改写】 use terms other than “gamification” ↔ **I'm not talking about a 'game' at all**
肯定换否定的等值

use terms other than “gamification” ↔ **I'm talking about a 'simulation'(模拟)**
其他术语的具体落地

for some profession ↔ **If we are designing for engineers**
上位类别换具体职业

PARAGRAPH MAP • 段落主旨图

11 个段落各讲了什么

逐段一句主旨 + 该段最具区分度的「信息指纹」, 是逐句回扫定位的工作台。

A 开门设问：员工把工作做好的动力来自哪里，列举了竞争、奖励、解题乐趣三种动机，为下文引入游戏化做铺垫。

信息指纹 三种动机并列

B 正式定义 gamification（游戏化），并由 Wharton 商学院专家 Werbach 给出权威解释——把游戏吸引人的要素与设计手法迁移到工作、教育等场景。

信息指纹 Werbach 定义游戏化

C 列举游戏化在公司中的具体做法（数字排行榜、徽章、视频游戏培训），并点名 Google、欧莱雅、IBM、富国银行等大公司已在使用，加上市场规模数据，说明它正在迅速扩张。

信息指纹 知名公司名单与市场规模

D 指出游戏化概念并非全新——公司、营销人、教师早就尝试用有趣方式调动人的奖励欲与竞争心，并举出 Cracker Jacks 一百多年前的零食奖品和钢铁巨头 Charles Schwab 在工厂地板写产量的两个历史例子。

信息指纹 百年前的两个历史例证

E 解释为什么“gamification”一词及其自觉应用大约只在五年前才真正流行——电子游戏一代进入职场，对工作被游戏化非常接受。

信息指纹 电子游戏一代进入职场

F 近年涌现一批游戏化平台公司（GameEffective、Bunchbail、Badgeville），并指出最有效的平台能把日常工作任务变成一段“丰富的冒险叙事”，背后需要心理学理解。

信息指纹 把日常工作变成冒险叙事

G 区分两类员工——好竞争的（如销售）与好协作的；前者适合销售排行榜式游戏化，后者用社交方式，并举例一家公司在登录电脑时让员工辨认同事照片以增强归属感。

信息指纹 登录电脑辨认同事姓名

H Monica Cornetti 经营一家做员工培训游戏化的公司；游戏化不必依赖技术，举了“追风暴”主题销售培训和“白雪公主”主题的工资法培训两个例子。

信息指纹 非数字化培训的两个主题

I 指出有些岗位不接受“游戏”这个词——身居要职者、财务、工程师等会反感；面对工程师时要换说法，叫“模拟”或“解决问题”。

信息指纹 对工程师改称模拟

J Werbach 警告：游戏化不是万能良方，设计不当或对脆弱群体会变成剥削；举迪士尼乐园洗衣工的数字排行榜为例，员工因怕被辞退不敢上厕所，怀孕员工跟不上节奏，效果适得其反。

信息指纹 迪士尼洗衣工的数字鞭子

K 结尾展望：随着熟悉数字游戏的人持续涌入职场，游戏化只会更加流行；Cornetti 也认同“远未到顶峰，没有理由消失”。

信息指纹 远未到顶峰、不会消失

SENTENCE INSIGHTS • 句子精讲

13 句真题句逐层精讲

下列真题句各有独立的句子解析页——中文翻译、结构树逐层拆解、成分与时态、考点讲解与真题高频词。点击句子进入完整解析。

Increasingly, companies are tapping into these desires directly through what has come to be known as "gamification": essentially, turning work into a game.

B段，第1句

本句成分丰富：包含主语、谓语、宾语、多个状语（句首副词状语、方式状语 directly、介词短语状语 through...）、同位语，以及嵌套从句内部的主谓状结构。特别是 through 引导的介词短语作状语且内含宾语从句，以及冒号后的同位语解释，这些都是实际文本中常见的易错点和重点考查对象，训练价值较高。

It could also mean training employees how to do their jobs through video game platforms.

C段，第2句

情态动词 + 动词原形 + 动名词短语作宾语的结构在四六级和考研阅读中较为常见，属于典型的表达可能性或建议的句式，掌握后可迁移到类似句型。

And more and more companies are joining them.

C段，第4句

这种“连接词开头 + 主语 + 进行时谓语 + 宾语”的句式非常常见，阅读里经常出现。掌握这种基础顺序后，能迁移到大量普通陈述句。

A recent report suggests that the global gamification market will grow from \$1.65 billion in 2015 to \$11.1 billion by 2020.

C段，第5句

“名词主语 + 表示观点或报告的谓语 + that 从句”是考试和正式文本里很常见的表达框架。掌握这种句型后，迁移到 “report shows”、“study suggests”、“evidence indicates” 一类句子都很有帮助。

Thanks in part to video games, the generation now entering the workforce is especially open to the idea of having their work gamified.

E段，第2句

“名词加分词短语作后置修饰”以及“形容词加介词短语作表语”都是考试阅读里很常见的结构。掌握这句的拆法，能迁移到大量类似的说明类句子。

"We are at a point where in much of the developed world the vast majority of young people grew up playing video games, and an increasingly high percentage of adults play these video games too," Werbach says.

E段，第3句

宾语从句 + 定语从句修饰表语中的名词 + 定语从句内并列结构，是四六级和考研阅读中极为高频的学术陈述句式，掌握后可直接迁移到大量类似长难句的分析中

For workers, especially low-paid workers, who desperately need their jobs yet know they can be easily replaced, gamification may feel more like the Hunger Games.

J段，第4句

主干被遮挡、含嵌套从句与情态被动、成分丰富又高度典型，各维度普遍偏高，作为结构与时态综合训练材料很值得优先选用。

Still, gamification only stands to become more popular, he says, "as more and more people come into the workforce who are familiar with the structures and expressions of digital games."

K段，第1句

as引导的原因或时间状语从句加嵌套定语从句是四六级和考研阅读中的高频句式,主句中stand to do表趋势的用法也常见,句型代表性强,掌握后可大量迁移

"We are far from reaching the peak," Cornetti agrees.

K段，第2句

覆盖主谓宾结构和主系表结构两种基本句型，宾语从句作为引述结构的常见形式有练习价值；但成分种类有限，无定状补等其他成分，坑点不多

Some famous companies are already using gamification and more are trying to do the same.

第36题题干

并列主句加进行时，再配一个常见的 "try to do" 结构，这是英语阅读中非常常见的句式。掌握这种识别路径后，迁移到大量说明类句子都很有用。

When turning work into a game, it is necessary to understand what makes games interesting.

第42题题干

"it is + 形容词 + to do"和"what..."引出的内容小句都很常见，属于考试和阅读里经常出现的典型结构。掌握这类句式后，迁移到大量相似句子都很有帮助。

The most successful gamification platforms transform daily work assignments into fun experiences.

第44题题干

这种“主语 + 动词 + 宾语 + 结果补足成分”的句型很常见，阅读里也经常出现。掌握后可以迁移到很多类似的“把甲变成乙”表达。

It is necessary to use terms other than "gamification" for some profession.

第45题 题干

"It is + 形容词 + to do" 是英语里非常常见的判断句式，考试和正式表达里都反复出现。掌握这种结构后，迁移到 "It is important to..."、"It is difficult to..." 一类句子都很直接。

HIGH-FREQUENCY · 真题高频词

本篇出现的 99 个英语四级真题高频词

下列单词既在本篇真题中出现，又是 **英语四级** 历年真题的高频词（在该考试真题中出现的句子数均不少于 8）。每个词标注本篇 出现次数与该考试真题句频，点击可查看该词的释义、音标、词形与真题例句。

gamification

C1

n. 游戏化（在非游戏场景中应用游戏机制）

本篇24次 · 真题 23 句

employee

A2

n. 雇员，员工

本篇14次 · 真题 194 句

digital

B1

adj. 数字的

本篇7次 · 真题 75 句

motivate

B2

v. 激励

本篇5次 · 真题 33 句

reward

B1

n. 报酬

本篇4次 · 真题 56 句

platform

B1

n. 平台

本篇4次 · 真题 24 句

workplace

B1

n. 工作场所

本篇3次 · 真题 48 句

player

A2

n. 运动员

本篇3次 · 真题 17 句

actually

A2

adv. 实际上，事实上（用于纠正或补充信息）

本篇2次 · 真题 148 句

design

B1

n. 设计

本篇2次 · 真题 132 句

engage B2

v. 参与;从事

本篇2次·真题 57 句

negative B1

adj. 否定的

本篇2次·真题 57 句

increasingly B2

adv. 越来越;日益;不断增加地

本篇2次·真题 53 句

strategy B2

n. 策略

本篇2次·真题 53 句

shift B1

v. 移动

本篇2次·真题 49 句

billion B1

num. 十亿 (1,000,000,000)

本篇2次·真题 41 句

concept B2

n. 概念

本篇2次·真题 38 句

application B1

n. 申请

本篇2次·真题 30 句

productivity B2

n. 生产率

本篇2次·真题 30 句

understanding B1

n. 理解;领悟

本篇2次·真题 28 句

principle B2

n. 原则, 准则

本篇2次·真题 26 句

workforce B2

n. (一国或一地区的) 劳动力, 劳动人口

本篇2次·真题 24 句

theme B1

n. 主题

本篇2次·真题 14 句

coworker B1

n. 同事

本篇2次·真题 10 句

would A1

aux. (will 的过去式) 将要, 会

本篇1次·真题 466 句

effect A2

n. 影响

本篇1次·真题 156 句

tend B1

v. 倾向于, 往往会

本篇1次·真题 137 句

learning A1

n. 学习

本篇1次·真题 120 句

expert B1

n. 专家

本篇1次·真题 89 句

community B1

n. 社区

本篇1次·真题 81 句

global B2

adj. 全球的

本篇1次·真题 81 句

contribute B1

v. 捐献

本篇1次·真题 74 句

performance B1

n. 表演

本篇1次·真题 66 句

involve B1

v. 包含

本篇1次·真题 65 句

effective B1

adj. 有效的, 起作用的

本篇1次·真题 63 句

united B1

adj. 联合的

本篇1次·真题 60 句

power A2

n. 权力

本篇1次·真题 59 句

apply A2

v. 申请

本篇1次·真题 58 句

solve A2

v. 解决 (问题、困难)

本篇1次·真题 58 句

identify B1

v. 识别

本篇1次·真题 54 句

struggle B1

v. 奋斗

本篇1次·真题 54 句

desire B2

n. 愿望

本篇1次·真题 52 句

various B1

adj. 各种各样的

本篇1次·真题 52 句

available A2

adj. 可获得的

本篇1次·真题 48 句

recently A2

adv. 最近

本篇1次·真题 48 句

easily A2

adv. 容易地

本篇1次·真题 47 句

replace A2

v. 替换, 更换 (用新的代替旧的)

本篇1次·真题 47 句

boost B2

v. 提高

本篇1次·真题 46 句

educational B1

adj. 教育的

本篇1次·真题 45 句

generation B2

n. 一代人

本篇1次·真题 44 句

states A1

n. 国家

本篇1次·真题 43 句

specific B2

adj. 具体的

本篇1次·真题 42 句

majority B2

n. 大多数, 大部分

本篇1次·真题 40 句

working A2

adj. 有工作的

本篇1次·真题 39 句

display B1

v. 展示

本篇1次·真题 38 句

enhance B2

v. 提高

本篇1次·真题 37 句

previous B1

adj. 先前的

本篇1次·真题 37 句

snack A2

n. 零食

本篇1次·真题 37 句

engineering B1

n. 工程学

本篇1次·真题 33 句

outcome B2

n. 结果

本篇1次·真题 31 句

assignment B1

n. (学校的) 作业、任务

本篇1次·真题 29 句

earn A2

v. 赚得, 挣得 (金钱)

本篇1次·真题 28 句

familiar B1

adj. 熟悉的

本篇1次·真题 28 句

competitive B2

adj. 竞争的

本篇1次·真题 26 句

thus B2

adv. 因此, 所以

本篇1次·真题 26 句

designer B1

n. 设计师

本篇1次·真题 24 句

character B1

n. 性格

本篇1次·真题 23 句

vulnerable C1

adj. 易受伤害的

本篇1次·真题 23 句

directly B1

adv. 直接地

本篇1次·真题 22 句

entirely B1

adv. 完全地

本篇1次·真题 22 句

flexible B2

adj. 灵活的

本篇1次·真题 22 句

stuff A2

n. 东西

本篇1次·真题 22 句

ordinary B1

adj. 普通的

本篇1次·真题 21 句

structure B1

n. 结构

本篇1次·真题 20 句

vast B2

adj. 巨大的

本篇1次·真题 20 句

widespread B2

adj. 广泛的

本篇1次·真题 20 句

hunger B1

n. 饥饿

本篇1次·真题 19 句

compete B1

v. 竞争

本篇1次·真题 18 句

transform B2

v. 使彻底改变;使转变

本篇1次·真题 18 句

worried A2

adj. 担心的

本篇1次·真题 18 句

context B2

n. (事情发生的) 背景、环境

本篇1次·真题 17 句

percentage B1

n. 百分比, 百分率

本篇1次·真题 15 句

thanks A1

intj. 谢谢

本篇1次·真题 15 句

naturally B1

adv. 自然地

本篇1次·真题 14 句

tap B1

v. 轻敲、轻拍

本篇1次·真题 14 句

expression B1

n. 表达

本篇1次·真题 13 句

fellow B2

n. 家伙

本篇1次·真题 13 句

cure B1

v. 治愈 (疾病)

本篇1次·真题 12 句

finance B2

n. 财政

本篇1次·真题 11 句

psychology B2

n. 心理学

本篇1次·真题 11 句

category B1

n. 类别

本篇1次·真题 10 句

essentially B2

adv. 本质上

本篇1次·真题 10 句

illustrate B2

v. 说明

本篇1次·真题 10 句

peak B1

n. 山峰

本篇1次·真题 10 句

profession B2

n. 职业（尤指需要专门技能和培训的）

本篇1次·真题 10 句

adventure B1

n. 冒险经历

本篇1次·真题 9 句

collaboration B2

n. 合作

本篇1次·真题 9 句

narrative C1

n. 叙述

本篇1次·真题 9 句

developed B1

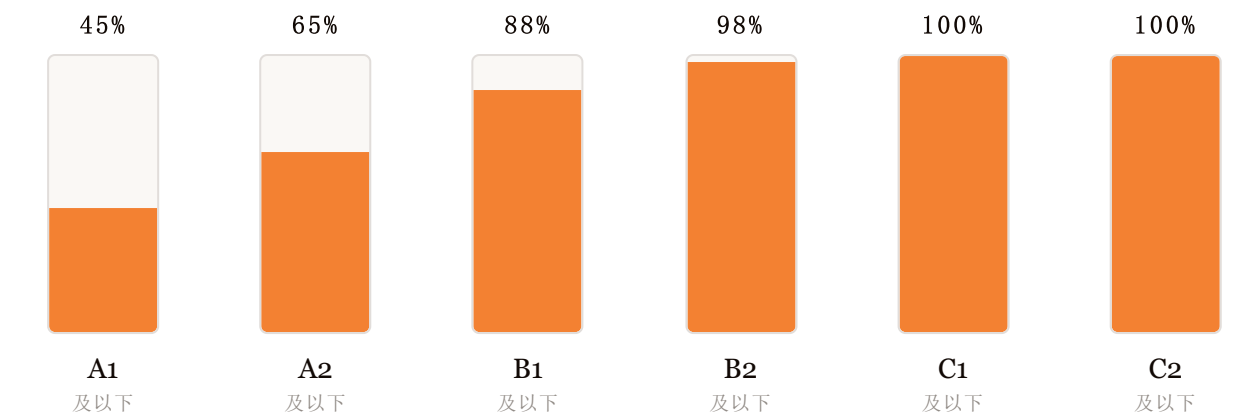
adj. 发达的

本篇1次·真题 8 句

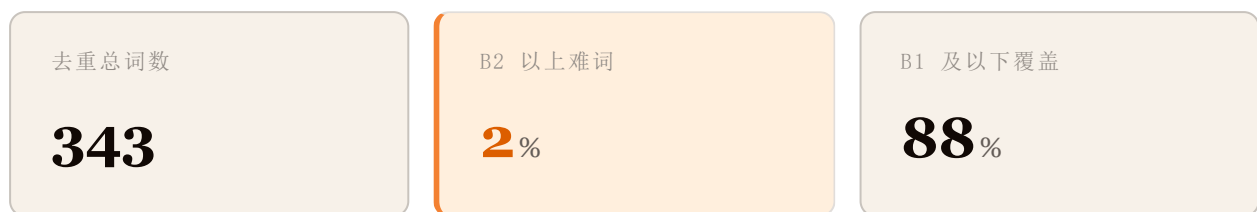
VOCABULARY • 词汇难度分布

全文 343 词按 CEFR 难度累积覆盖

全文去重后共 **343** 个单词，按欧框 CEFR 等级统计。每根柱表示「该等级及以下」的累积占比（CDF），最右一柱为 100%。B2 以上（C1/C2）为高阶词，本篇共 8 个·约 2%。



每柱为「按 CEFR 等级及以下」的累积覆盖率 (CDF) · 数据为全文去重词 343 个 · 末柱为 100%



英语四级 2016年12月·第3套 · 全卷构成

Part I	写作	题目解析 →
Part II	听力	与2016年12月第1套共用 · 题目解析 →
Part III Section A	完形填空（选词填空）	题目解析 →
Part III Section B	长篇阅读（信息匹配）	本题
Part III Section C (1)	阅读理解（四选一）	题目解析 →
Part III Section C (2)	阅读理解（四选一）	题目解析 →
Part IV	汉译英（段落翻译）	题目解析 →