

2025年12月·第2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2025年12月·第2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 12 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2套(2025-12) • 英语四级

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*.

Can playing video games help you get a better job?

A) The gaming industry is larger than films and music combined, yet few of us are likely to list our achievements in playing computer games as work experience in our résumé. But why not? Businesses are waking up to the skills gamers can bring to the workplace.

游戏产业的规模超过电影和音乐产业的总和,然而我们中很少有人会在简历中把玩电脑游戏的成就列为工作经验。但为什么不呢?企业正在意识到玩家能够为职场带来的技能。

B) One start-up is convinced that the skills learned by playing games — hard-won through years of training and battle — can be applied to real-life work situations. And Game Academy reckons its belief is backed up by hard data. Do you enjoy unusual puzzle games like Portal, or tower defence games like Defense Grid? The team has found that IT workers play those more than average. But if you prefer Civilization, Total War, or X-Com, where strategy and resource management are key, then you might have more in common with managers.

一家初创公司确信,通过玩游戏学到的技能——经过多年训练和战斗艰难获得的技能——可以应用于现实生活的工作情境。Game Academy认为其信念得到了确凿数据的支持。你喜欢Portal这样不寻常的解谜游戏,或者Defense Grid这样的塔防游戏吗?该团队发现IT工作者玩这些游戏的频率高于平均水平。但如果你更喜欢Civilization、Total War或X-Com这些以策略和资源管理为核心的游戏,那么你可能与管理者有更多共同之处。

C) Game Academy's idea is simple: analyse gamers' habits from their online gaming profile, and offer courses in valuable skills that reflect their aptitudes — skills they can practise and refine in-game.

And there is already a growing acceptance that gaming skills are transferable.

Game Academy的理念很简单:从玩家的在线游戏档案中分析其游戏习惯,并提供反映其天赋的有价值技能课程——这些技能他们可以在游戏中练习和提升。而且人们已经越来越认可游戏技能是可迁移的。

- D) Even the military is hiring gamers. "The ability to absorb information, react swiftly and coordinate actions whilst remaining calm under pressure are often attributes of people that are good at gaming," according to a Royal Air Force spokesperson. Those skills are part of what the Royal Air Force is looking for "in a variety of roles". "Skills acquired through gaming can be very relevant to certain areas."

甚至军方也在招聘玩家。据英国皇家空军发言人称,"吸收信息、快速反应并在压力下保持冷静的同时协调行动的能力,往往是擅长游戏的人具备的特质"。这些技能是英国皇家空军在"各种岗位"中寻找的一部分。"通过游戏获得的技能在某些领域可能非常相关。"

- E) "There are plenty of soft skills that gamers can utilise in a professional setting, such as teamwork, problem solving and strategic planning," says Ryan Gardner, a regional director with Hays recruitment. But does that really mean your top 100 ranking in Overwatch should go down in your résumé? "It's about how you either make it relevant to the job you are applying for, or how it makes you more interesting as a potential employee," Mr Gardner says.

Hays招聘公司的区域总监Ryan Gardner说:"玩家可以在职业环境中运用大量软技能,如团队合作、解决问题和战略规划。"但这真的意味着你在Overwatch中排名前100应该写进简历吗?"关键在于你如何让它与你申请的工作相关,或者它如何让你作为潜在员工更有趣,"Gardner先生说。

- F) Two years ago, a Glasgow University study made headlines for suggesting gaming could make students more successful. But "the research hasn't really changed minds, at least not yet," says one of the authors of the study, Dr Matthew Barr. He's now writing a book on the topic. "For now, I think the negative reputation around games means that telling someone you're a determined gamer is more likely to harm your chances of getting a job. But if someone can explain how they've led a team in an online game, for example, they may be able to persuade an employer that this is useful," says Dr Barr.

两年前,格拉斯哥大学的一项研究因提出游戏可以让学生更成功而成为头条新闻。但"这项研究并没有真正改变人们的想法,至少目前还没有,"该研究的作者之一Matthew Barr博士说。他现在正在写一本关于这个主题的书。"目前,我认为游戏的负面声誉意味着告诉别人你是一个坚定的玩家更可能损害你获得工作的机会。但如果有人能解释他们如何在网络游戏中领导一个团队,例如,他们可能能够说服雇主这是有用的,"Barr博士说。

- G) Playing games casually is unlikely to help your career prospects. But part of Game Academy's suggestion is to transform casual gamers into "conscious" ones, applying critical thinking to developing their skills. "We see gameplay as a resource of talent," says co-founder David Barrie. "Why can't we put in our résumé our gaming victories and achievements?" he asks. "If they say they want leadership — why can't I point to my years of leading World of Warcraft raids?"

随意玩游戏不太可能帮助你的职业前景。但Game Academy建议的一部分是将休闲玩家转变为"有意识的"玩家,运用批判性思维来发展他们的技能。联合创始人David Barrie说:"我们将游戏玩法视为人才资源。""为什么我们不能在简历中写上我们的游戏胜利和成就?"他问道。"如果他们说他们想要领导力——为什么我不能指出我多年领导World of Warcraft团队副本的经历?"

- H) There are already plenty of gamers out there who know that their hobby has made them who they are. Earlier this year, Matthew Ricci told gaming site Kotaku: "If you're playing EVE Online you basically already have an MBA." Often made fun of in gaming circles as a "spreadsheet simulator(电子表格模拟)", the economy of the fictional EVE universe is driven by real market principles. If you want to build a new spaceship, the raw material has to be mined by another player. Manufacturing costs come into effect, and commodities fluctuate in price based on demand and the distance to haul the commodity.

已经有很多玩家知道他们的爱好塑造了他们。今年早些时候,Matthew Ricci告诉游戏网站Kotaku:"如果你在玩EVE Online,你基本上已经拥有了MBA学位。"EVE经常在游戏圈中被嘲笑为"电子表格模拟器",这个虚构EVE宇宙的经济由真实的市场原则驱动。如果你想建造一艘新飞船,原材料必须由另一个玩家开采。制造成本发挥作用,商品价格根据需求和运输商品的距离而波动。

- I) Mr Ricci, who had always dreamed of being the boss of his own company, ran an in-game corporation comprising hundreds of players. Eventually, he realised he could transfer his skills to real-life business — instead of doing it for free. He restructured Zentech, once a taxation vehicle for his father's business, and it is now in its fourth year helping international brands enter the Canadian market. EVE teaches skills like creativity, leadership, organisation, and conflict resolution, he maintains. He credits his success to his family, his strong desire to run his own business — and "a damn good company in Iceland that made a damn good game".

一直梦想成为自己公司老板的Ricci先生经营着一个由数百名玩家组成的游戏内公司。最终,他意识到自己可以将技能转移到现实生活的商业中——而不是免费做这件事。他重组了Zentech,这家曾经是他父亲生意的避税工具的公司,现在已进入第四年帮助国际品牌进入加拿大市场。他坚持认为,EVE教授了创造力、领导力、组织能力和冲突解决等技能。他将自己的成功归功于家人、强烈的经营自己企业的愿望——以及"冰岛一家该死的好公司制作的一款该死的好游戏"。

- J) Digital entrepreneur and business consultant Mia Bennett says: "In more traditional settings, gaming is still imagined to be the pursuit of teenage boys — a waste of time." But there are some links to skills like "decision-making, the ability to anticipate and future planning," she says. "It also helps with meta-skills — learning how to learn, experimentation, and creative thinking."

数字企业家和商业顾问Mia Bennett说:"在更传统的环境中,游戏仍然被认为是十几岁男孩的追求——浪费时间。"但它与"决策、预测能力和未来规划"等技能存在一些联系,她说。"它还有助于元技能——学习如何学习、实验和创造性思维。"

- K) Twelve years into his career, Mark Long, a radiotherapy physicist with the NHS in Surrey, doesn't get as much gaming time as he used to. "I would love to say that my gaming skills allow me to destroy cancer using linear accelerators like photon(光子) blasters, but that's not quite the reality." Instead, he credits old-school games like Palace of Magic with exposing him to computers. Every new gaming upgrade improved his knowledge of how they worked. Gaming also encouraged a competitive spirit — and that, he believes, translates. "When creating treatment plans, the aim is to optimise the radiation dose to the tumour and restrict it as much as possible to healthy surrounding tissues and organs," he says. It's about "repeating the process, but each time doing something slightly different to improve the result". Not unlike achieving a high score or a perfect run. "Most videogames are essentially puzzles to solve," he says. "And problem-solving is a big part of my job."

在职业生涯的第十二年,Surrey郡NHS的放射治疗物理学家Mark Long没有以前那么多游戏时间了。"我很想说我的游戏技能让我能够像使用光子爆破器一样用直线加速器摧毁癌症,但现实并非如

此。"相反,他认为Palace of Magic这样的老式游戏让他接触到了计算机。每次游戏升级都提高了他对计算机工作原理的了解。游戏还培养了竞争精神——他认为这是可以转化的。"在制定治疗计划时,目标是优化肿瘤的辐射剂量,并尽可能限制对周围健康组织和器官的辐射,"他说。这是关于"重复这个过程,但每次做一些略有不同的事情来改善结果"。这与获得高分或完美通关没什么不同。"大多数电子游戏本质上都是需要解决的谜题,"他说。"而解决问题是我工作的重要部分。"

- L) "Over at Game Academy, Mr Barrie is aware they still have a mountain to climb. The employer community will need the science," he says, but confesses he only became a true believer when he started asking players about their biggest in-game achievements. "The scale and scope of their answers were amazing," he says. "But ask them the same about their work, and they don't know." "The engagement and powerful skills that people get playing a game — why can't work be like that?" he asks.

在Game Academy,Barrie先生意识到他们仍有一座山要攀登。他说,雇主群体将需要科学依据,但他承认只有当他开始询问玩家他们在游戏中最大的成就时,他才成为真正的信徒。"他们回答的规模和范围令人惊叹,"他说。"但问他们关于工作的同样问题,他们却不知道。""人们玩游戏时获得的参与感和强大技能——为什么工作不能像那样?"他问道。

陈述句与逐句解析

36. Certain gaming skills meet the requirements of the armed forces in Britain.

某些游戏技能符合英国武装部队的要求。

【答案】 **D** 段 (强锚点)

【锚点】 英国武装部队

【定位】 Even the military is hiring gamers. "The ability to absorb information, react swiftly and coordinate actions whilst remaining calm under pressure are often attributes of people that are good at gaming," according to a Royal Air Force spokesperson.

连军方都在招玩家。皇家空军发言人说:吸收信息、快速反应、在压力下保持冷静同时协调行动的能力,往往是擅长打游戏的人身上具备的特质。

【改写】 the armed forces in Britain ↔ **Royal Air Force**

上位 vs 下位的具体代表

Certain gaming skills meet the requirements ↔

Skills acquired through gaming can be very relevant to certain areas

meet the requirements 与 be relevant to certain areas 同义

37. One veteran player has applied his gaming skills to his real-world business and owes his success partly to a game company.

一位资深玩家将其游戏技能应用于现实世界的商业活动,并将成功部分归功于一家游戏公司。

【答案】 **I** 段 (强锚点)

【锚点】 老玩家 + 把成功部分归功于游戏公司

【定位】 He credits his success to his family, his strong desire to run his own business — and "a damn good company in Iceland that made a damn good game".

他把自己的成功归功于家人、强烈的自主创业愿望，以及一家在冰岛做出好游戏的好公司。

【改写】 has applied his gaming skills to his real-world business ↔

he realised he could transfer his skills to real-life business

apply ... to 与 transfer ... to 同义

owes his success partly to a game company ↔

He credits his success to his family, his strong desire to run his own business — and "a damn good company in Iceland that made a damn good game"

credit success to 与 owe success to 同义；partly 体现在并列归因

【辨邻】 G Why can't we put in our résumé our gaming victories and achievements? 只是建议玩家用游戏成就求职，并没有出现 Ricci 那种把虚拟公司经验落到 Zentech 的实际创业故事，更没有把功劳归给游戏公司，与题干两个并列条件都对不上。

Why can't we put in our résumé our gaming victories and achievements?

38. According to a researcher, bad reputation about games will probably limit a gamer's chances of landing a job.

据一位研究人员称，游戏的负面声誉可能会限制游戏玩家获得工作的机会。

【答案】 F 段（强锚点）

【锚点】 研究者 + 坏名声会限制求职

【定位】 For now, I think the negative reputation around games means that telling someone you're a determined gamer is more likely to harm your chances of getting a job.

目前我觉得游戏的负面名声意味着，跟别人说自己是个铁杆玩家更可能损害你找工作的机会。

【改写】 bad reputation about games ↔ the negative reputation around games

bad 与 negative 同义；about 与 around 此处用法相同

limit a gamer's chances of landing a job ↔ harm your chances of getting a job

limit 与 harm 同义；landing a job 与 getting a job 同义

39. Businesses are beginning to realise gaming skills are applicable to their employees' work.

企业开始意识到游戏技能适用于员工的工作。

【答案】 A 段（强锚点）

【锚点】 企业开始意识到游戏技能可用

【定位】 Businesses are waking up to the skills gamers can bring to the workplace.

企业开始意识到玩家能带到职场的那些技能。

【改写】 Businesses are beginning to realise gaming skills are applicable to their employees' work ↔

Businesses are waking up to the skills gamers can bring to the workplace

wake up to 与 begin to realise 同义; applicable to ... work 与 bring to the workplace 同义

【辨邻】 **C** there is already a growing acceptance that gaming skills are transferable 谈的是社会层面接受度的提升，主语不是 Businesses，也没有 wake up to / begin to realise 那种觉醒意味。题干强调的是企业主体的认知变化，与本句视角不符。

there is already a growing acceptance that gaming skills are transferable

40. A physicist admits gaming has contributed to his computer knowledge and skills of solving problems.

一位物理学家承认游戏对他的计算机知识和解决问题的技能有所贡献。

【答案】 **K** 段（强锚点）

【锚点】 物理师 + 电脑知识 + 解决问题

【定位】 Instead, he credits old-school games like Palace of Magic with exposing him to computers.

Every new gaming upgrade improved his knowledge of how they worked. ... "Most videogames are essentially puzzles to solve," he says. "And problem-solving is a big part of my job."

相反，他把自己对计算机的接触归功于 Palace of Magic 这类老牌游戏，每一次硬件升级都加深了他对电脑工作方式的认知。他还说大多数电子游戏本质上都是要解的谜，而解决问题正是他工作中的大头。

【改写】 A physicist ↔ **a radiotherapy physicist with the NHS in Surrey**

上位 vs 下位

gaming has contributed to his computer knowledge ↔

Every new gaming upgrade improved his knowledge of how they worked

contribute to 与 improve 同义

skills of solving problems ↔ **problem-solving is a big part of my job**

solving problems 与 problem-solving 同形不同写

41. Game Academy proposes to help gamers develop their skills using critical thinking.

Game Academy 提议帮助游戏玩家运用批判性思维发展他们的技能。

【答案】 **G** 段（强锚点）

【锚点】 Game Academy + 批判性思维

【定位】 But part of Game Academy's suggestion is to transform casual gamers into "conscious" ones, applying critical thinking to developing their skills.

但 Game Academy 的建议中有一部分是把休闲玩家变成有意识的玩家，把批判性思维用到技能培养上去。

【改写】 Game Academy proposes to help gamers develop their skills using critical thinking ↔

part of Game Academy's suggestion is to transform casual gamers into "conscious" ones, applying critical thinking to developing their skills

propose 与 suggestion 同族; develop their skills 与 developing their skills 同语; using critical thinking 与 applying critical thinking 同义

【辨邻】 **C** analyse gamers' habits from their online gaming profile, and offer courses in valuable skills that reflect their aptitudes 是 Game Academy 的另一项做法陈述, 专名相同, 但不是题干要的批判性思维方向。

analyse gamers' habits from their online gaming profile, and offer courses in valuable skills that reflect their aptitudes

42. One who enjoys playing games that require management skills to win might possess more qualities of a manager.

喜欢玩需要管理技能才能获胜的游戏的人可能具备更多管理者的素质。

【答案】 **B** 段 (强锚点)

【锚点】 玩管理类游戏的人具有管理者特质

【定位】 But if you prefer Civilization, Total War, or X-Com, where strategy and resource management are key, then you might have more in common with managers.

但如果你更喜欢《文明》《全面战争》《幽浮》这类以策略和资源管理为核心的游戏, 那你和管理者的共同点可能就更多了。

【改写】 games that require management skills to win ↔

Civilization, Total War, or X-Com, where strategy and resource management are key

用具体游戏 + 关键属性描述等价于抽象技能名

might possess more qualities of a manager ↔ **you might have more in common with managers**
possess qualities of a manager 与 have more in common with managers 同义

【辨邻】 **E** There are plenty of soft skills that gamers can utilise in a professional setting, such as teamwork, problem solving and strategic planning 给出的是一组与具体岗位无关的软技能清单, 没有像题干那样把某类游戏与管理者气质直接挂钩。

There are plenty of soft skills that gamers can utilise in a professional setting, such as teamwork, problem solving and strategic planning

43. In more conventional views, gaming is a time-wasting activity pursued by young boys.

在更传统的观念中, 游戏是年轻男孩从事的浪费时间的活动。

【答案】 **J** 段 (强锚点)

【锚点】 传统观念 + 浪费时间 + 男生爱好

【定位】 In more traditional settings, gaming is still imagined to be the pursuit of teenage boys — a waste of time.

在更传统的认知里，玩游戏仍然被想成是青少年男生的爱好——是浪费时间。

【改写】 In more conventional views ↔ **In more traditional settings**

conventional 与 traditional 同义

gaming is a time-wasting activity ↔ **a waste of time**

名词短语 a waste of time 与形容词 time-wasting 同义

pursued by young boys ↔ **the pursuit of teenage boys**

动词被动 vs 名词形态；teenage 与 young 同义

44. It is suggested that gaming skills be included in a résumé if they enhance a job applicant's appeal.

有人建议,如果游戏技能能增强求职者的吸引力,应将其纳入简历中。

【答案】 E 段 (强锚点)

【锚点】 简历该不该写游戏 + 提升候选人吸引力

【定位】 "It's about how you either make it relevant to the job you are applying for, or how it makes you more interesting as a potential employee," Mr Gardner says.

Gardner 先生说: 关键就在于你要么让它 (游戏战绩) 和你申请的岗位挂上钩, 要么让你作为候选人更有吸引力。

【改写】 gaming skills be included in a résumé ↔

does that really mean your top 100 ranking in Overwatch should go down in your résumé?

include in a résumé 与 go down in your résumé 同义

enhance a job applicant's appeal ↔ **how it makes you more interesting as a potential employee**

enhance applicant's appeal 与 make you more interesting as a potential employee 同义

【辨邻】 G Why can't we put in our résumé our gaming victories and achievements? 是无条件鼓励写进简历, 没有 if they enhance a job applicant's appeal 这种限定; 题干强调的恰恰是这个限定, 所以邻段对不上题干。

Why can't we put in our résumé our gaming victories and achievements?

45. Many gamers know their passion for playing games has shaped their identity.

许多游戏玩家知道他们对游戏的热情塑造了他们的身份认同。

【答案】 H 段 (弱锚点)

【锚点】 玩家自知游戏塑造了自己

【定位】 There are already plenty of gamers out there who know that their hobby has made them who they are.

已经有不少玩家清楚自己这份爱好塑造了今天的自己。

【改写】 Many gamers know ↔ **plenty of gamers out there who know**

Many 与 plenty of 同义；都接 gamers ... know

their passion for playing games has shaped their identity ↔

their hobby has made them who they are

passion for playing games 与 hobby 同指；shaped their identity 与 made them who they are 同义

【辨邻】 **I** Mr Ricci, who had always dreamed of being the boss of his own company, ran an in-game corporation comprising hundreds of players. Eventually, he realised he could transfer his skills to real-life business 是一个玩家把技能落到生意的个例叙述，不是 Many gamers 群体自知。

Mr Ricci, who had always dreamed of being the boss of his own company, ran an in-game corporation comprising hundreds of players. Eventually, he realised he could transfer his skills to real-life business

K he credits old-school games like Palace of Magic with exposing him to computers. Every new gaming upgrade improved his knowledge of how they worked 谈的是一个人具体的计算机知识来源，主语 he 是单数，立意也偏具体技能而非身份塑造。

he credits old-school games like Palace of Magic with exposing him to computers. Every new gaming upgrade improved his knowledge of how they worked

PARAGRAPH MAP • 段落主旨图

12 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 用一个对比抛出全文话题：游戏产业体量已经超过电影加音乐，但几乎没人把游戏成就写进简历；不过企业开始意识到玩家身上有可用的职场技能。

信息指纹 游戏产业体量对比 + 企业开始觉醒

B 介绍创业公司 Game Academy 的核心信念：游戏里磨出来的技能可以迁移到真实工作；并用数据指出玩不同类型的游戏对应不同职业倾向，玩策略与资源管理类游戏的人更可能具有管理者气质。

信息指纹 玩家类型与职业倾向数据对应

- C 概述 Game Academy 的具体做法：分析玩家在线档案里的游戏习惯，据此提供能让玩家继续在游戏里练的技能课程；并指出社会已经越来越接受游戏技能的可迁移性。

信息指纹 Game Academy 的运作流程

- D 举英国军方的例子证明用人单位真的在招玩家：皇家空军发言人指出玩家身上的吸收信息、快速反应、压力下保持冷静等特质，正好符合多种岗位的要求。

信息指纹 英国皇家空军招募玩家

- E Hays 招聘的区域总监 Ryan Gardner 指出玩家具备团队合作、解决问题、战略规划等软技能；至于要不要把游戏战绩写进简历，关键看它能不能贴合目标岗位、或让你这个候选人更有吸引力。

信息指纹 招聘专家谈简历该不该写游戏战绩

- F Glasgow 大学研究作者 Matthew Barr 博士承认两年前的研究并没真正改变大众看法：当下游戏的负面名声反而可能害到求职者；但如果玩家能讲清楚自己在游戏里如何带队，仍有机会说服雇主这是有用的。

信息指纹 研究者承认游戏负面名声拖累求职

- G 随便玩玩对求职没有帮助；Game Academy 的主张是把随便玩的玩家转化为有意识的玩家——用批判性思维去发展技能，把游戏里的胜利与成就当作简历内容，把多年带魔兽世界副本团当成领导力证据。

信息指纹 把休闲玩家转化为有意识玩家

- H 已经有不少玩家清楚自己的爱好塑造了今天的自己；以 EVE Online 为例，它被戏称为电子表格模拟器，游戏里的经济完全按真实市场原理运转——造飞船要别人挖原料、要算制造成本、商品价格还会随需求与运距波动。

信息指纹 EVE Online 的市场化经济系统

- I Ricci 在 EVE 游戏里经营过一家上百号人的虚拟公司，后来把这套本事用到现实，重整了 Zentech 这家原本只是父亲生意的避税壳公司，如今帮国际品牌进入加拿大市场已经第四年；他把成功部分归功于冰岛那家做出好游戏的公司。

信息指纹 Ricci 把游戏经验落到 Zentech 业务

J

数字创业者兼商业顾问 Mia Bennett 指出在更传统的看法里游戏仍被想成是青少年男生的爱好、是浪费时间；但她随后也承认游戏对决策、预见、未来规划，以及学习如何学习等元技能有帮助。

信息指纹 传统观念把游戏视为浪费时间

K

NHS 放疗物理师 Mark Long 反思自己十二年的职业：是老牌游戏 Palace of Magic 最早把他领进计算机的世界，每次硬件升级都加深他对电脑的认识；游戏还培养了竞争心和反复优化的思路，与他给肿瘤设计放疗方案、不断改进结果的工作一脉相承——大多数电子游戏本质就是要解的谜，而解决问题正是他的核心工作。

信息指纹 放疗物理师把解谜思维带进治疗方案

L

Game Academy 的 Barrie 承认要让雇主社群信服仍有一座山要爬，雇主需要科学证据；他自己也是去问了玩家他们最大的游戏内成就之后才真正信了——玩家谈起游戏成就时滔滔不绝，谈起工作里的成就反而一脸茫然，他由此反问：为什么工作不能像玩游戏那样令人投入？

信息指纹 雇主社群仍需要科学证据

SENTENCE INSIGHTS • 句子精讲

22 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。

The gaming industry is larger than films and music combined, yet few of us are likely to list our achievements in playing computer games as work experience in our résumé.

A段，第1句

并列转折句在四六级和考研阅读中较为常见，“yet”连接对比分句的结构具有一定代表性，适合作为理解转折逻辑和对比关系的练习句，但句式本身不属于高频难点句型。

But if you prefer Civilization, Total War, or X-Com, where strategy and resource management are key, then you might have more in common with managers.

B段，第5句

条件状语从句 (if引导) + 主句是常考句式，尤其在逻辑推理类阅读中频繁出现。非限制性定语从句对先行词进行补充说明，也是真题常见结构。情态动词"might"表达推测，符合议论文、说明文的典型表达方式。整体结构具有较高的可复用性，适合作为典型句式练习。

Game Academy's idea is simple: analyse gamers' habits from their online gaming profile, and offer courses in valuable skills that reflect their aptitudes — skills they can practise and refine in-game.

C段，第1句

句子使用冒号引出解释说明、定语从句修饰名词、破折号补充同位成分,这些都是四六级和考研阅读中的高频句式。并列动词和嵌套修饰的组合也很常见,掌握后可在真题中大量复用。

"The ability to absorb information, react swiftly and coordinate actions whilst remaining calm under pressure are often attributes of people that are good at gaming," according to a Royal Air Force spokesperson.

D段，第2句

主句采用主系表结构，主语带复杂定语修饰，表语中嵌套限制性定语从句，这种结构在四六级和考研阅读中高频出现；句子展示了如何用不定式并列、定语从句层层修饰来表达复杂概念，是典型的学术或正式文体句式，掌握后可迁移到大量类似长难句的分析中。

Those skills are part of what the Royal Air Force is looking for "in a variety of roles".

D段，第3句

主系表结构配合宾语从句是四六级和考研阅读中的常见句式。"part of + 宾语从句"以及 "what" 引导的名词性从句都是高频结构。句子长度和复杂度也接近真题中的标准句型，学习后可迁移到大量类似句子。

"There are plenty of soft skills that gamers can utilise in a professional setting, such as teamwork, problem solving and strategic planning," says Ryan Gardner, a regional director with Hays recruitment.

E段，第1句

引语倒装结构、"There be" 存在句、限制性定语从句修饰主语，以及同位语补充说明，这些都是四六级和考研真题中的高频句式。掌握本句的结构分析方法后，可迁移到大量类似句型，典型性强。

"It's about how you either make it relevant to the job you are applying for, or how it makes you more interesting as a potential employee," Mr Gardner says.

E段，第3句

直接引语 + 并列宾语从句 + 定语从句省略关系代词 + 使役动词宾补结构,这些都是四六级和考研阅读中的高频句式,尤其并列宾语从句和省略型定语从句的组合非常典型,掌握后可广泛应用于同类长句的拆解。

But "the research hasn't really changed minds, at least not yet," says one of the authors of the study, Dr Matthew Barr.

F段，第2句

直接引语 + 倒装句式 (says + 主语) 是学术文献和新闻报道中常见的引述结构，现在完成时否定形式也是四六级和考研阅读高频时态；掌握后可迁移到大量类似句式。

"For now, I think the negative reputation around games means that telling someone you're a determined gamer is more likely to harm your chances of getting a job. But if someone can explain how they've led a team in an online game, for example, they may be able to persuade an employer that this is useful," says Dr Barr.

F段，第4句

综合其复杂的嵌套结构和典型的新闻报道文体，该句非常适合用于进阶的长难句结构分析训练。

But part of Game Academy's suggestion is to transform casual gamers into "conscious" ones, applying critical thinking to developing their skills.

G段，第2句

本句涵盖主语(含介词短语作定语)、系动词、表语(不定式短语，内含宾语和补语)、方式状语(现在分词短语，内含动名词作介词宾语)，成分种类较丰富。不定式作表语与分词作状语是常见易混点，具有一定训练价值，但整体难度不高，挑战性有限。

"We see gameplay as a resource of talent," says co-founder David Barrie.

G段，第3句

直接引语加says引述框架是新闻报道和采访报道中的常见句式，在四六级阅读理解和考研英语的新闻类文本中频繁出现，具有较好的迁移性。

Often made fun of in gaming circles as a "spreadsheet simulator(电子表格模拟)", the economy of the fictional EVE universe is driven by real market principles.

H段，第3句

句子结构高度典型：前置过去分词短语作状语 + 被动语态主句 + 介词短语作方式状语，这种模式在四六级和考研阅读中频繁出现，掌握后可大量复用于理解类似长句

Mr Ricci, who had always dreamed of being the boss of his own company, ran an in-game corporation comprising hundreds of players.

I段，第1句

非限制性定语从句插入主句主语之后是英语书面语中的高频句式，在四六级和考研阅读中经常出现。本句结构“名词 + 非限制性定语从句 + 谓语 + 宾语”是典型的复合句模式，掌握这一结构后可以复用到大量类似句子的分析中，具有很强的迁移价值。

Twelve years into his career, Mark Long, a radiotherapy physicist with the NHS in Surrey, doesn't get as much gaming time as he used to.

K段，第1句

本句覆盖了时间状语、主语、同位语、谓语、宾语（含比较结构）以及比较状语从句，成分种类丰富。特别是同位语和比较从句中的省略现象（“used to”后省略“get”）是练习中的常见易错点，有较好的训练价值。

"I would love to say that my gaming skills allow me to destroy cancer using linear accelerators like photon(光子) blasters, but that's not quite the reality."

K段，第2句

本句覆盖了主谓宾、主系表、宾语从句、宾语补足语、方式状语等多种成分，且第一个主句的宾语从句内部结构较为丰富（"allow somebody to do" 加现在分词修饰），适合练习识别嵌套结构中的成分归属，尤其是区分宾语、宾语补足语和状语。

Instead, he credits old-school games like Palace of Magic with exposing him to computers.

K段，第3句

本句涉及主谓宾基本框架、外加句首状语、后置定语和 credit A with B 这一固定搭配结构，成分种类较丰富；宾语中包含介词短语作定语，with 后接动名词短语，适合练习识别固定搭配和区分不同介词短语的作用，有一定训练价值

"When creating treatment plans, the aim is to optimise the radiation dose to the tumour and restrict it as much as possible to healthy surrounding tissues and organs," he says.

K段，第6句

本句覆盖了引述结构（直接引语作宾语）、系动词的主系表结构、时间状语短语（现在分词短语）、并列不定式作表语等多种成分；值得练习的点包括：识别直接引语的边界、区分状语短语和从句、处理并列不定式中的 "to" 省略现象；成分种类较丰富，有一定训练价值。

It's about "repeating the process, but each time doing something slightly different to improve the result".

K段，第7句

涵盖主系表结构和介词短语作表语，适合练习系动词句型和表语的识别。但成分种类较单一，缺少宾语、定语从句、复杂状语等易错成分，训练价值有限。

One veteran player has applied his gaming skills to his real-world business and owes his success partly to a game company.

第37题 题干

本句包含主语、两个并列谓语、宾语、多个状语（介词短语和副词），成分种类较为丰富。并列谓语结构是常见易错点（学生易误判为并列分句），介词短语 "to his real-world business" 和 "to a game company" 的状语定位也有练习价值。但无从句或复杂嵌套，挑战性有限。

Businesses are beginning to realise gaming skills are applicable to their employees' work.

第39题 题干

"主句 + 省略 that 的宾语从句" 是四六级和考研阅读中高频出现的句式,且从句本身又是系表结构搭配介词短语,这种双层结构在真题中具有较强代表性,掌握后可迁移到大量类似句子。

One who enjoys playing games that require management skills to win might possess more qualities of a manager.

第42题 题干

本句成分丰富：主句包含主语（带定语从句）、谓语（情态动词结构）、宾语；第一个定语从句包含主语（关系代词）、谓语、宾语（动名词短语，内含定语从句修饰）；第二个定语从句包含主语（关系代词）、谓语、宾语、目的状语。这种多层次成分组合适合训练学生识别嵌套结构中的成分归属能力，并练习关系代词在从句中的双重作用。

It is suggested that gaming skills be included in a résumé if they enhance a job applicant's appeal.

第44题 题干

本句结构典型且高频,涵盖形式主语、主语从句、虚拟语气、被动语态、条件状语从句等多个核心考点,主干识别和嵌套层次都有一定难度,成分划分训练价值极高。虽然时态语态组合较复杂,但正因如此才更值得重点练习。对于备考四六级和考研的学习者来说,这是必须优先掌握的句型,综合训练价值突出。

HIGH-FREQUENCY • 真题高频词

本篇出现的 122 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。

gaming B1

n. 游戏

本篇19次·真题 19句

academy B2

n. 学院

本篇5次·真题 20句

apply A2

v. 申请

本篇4次·真题 58句

player A2

n. 运动员

本篇4次·真题 17句

online A2

adj. 在线的

本篇3次·真题 145句

thinking A2

n. 思考

本篇3次·真题 40句

achievement B1

n. 成就

本篇3次·真题 33句

likely A2

adj. 很可能的

本篇2次·真题 224句

employee A2

n. 雇员, 员工

本篇2次·真题 194句

accord C1

n. (国家、团体间的) 协议

本篇2次·真题 174句

career B1

n. 职业

本篇2次·真题 119句

solve A2

v. 解决 (问题、困难)

本篇2次·真题 58句

resource B1

n. 资源

本篇2次·真题 54句

employer B1

n. 雇主

本篇2次·真题 52句

management B1

n. 管理

本篇2次·真题 41句

credit B1

n. 赊购, 赊账

本篇2次·真题 36句

critical B2

adj. 批评的

本篇2次·真题 30 句

relevant B2

adj. 相关的

本篇2次·真题 22 句

leadership B2

n. 领导地位;领导权

本篇2次·真题 18 句

setting B1

n. 环境

本篇2次·真题 18 句

puzzle B1

n. 谜

本篇2次·真题 15 句

royal B1

adj. 王室的

本篇2次·真题 14 句

planning B1

n. 规划

本篇2次·真题 13 句

reputation B2

n. 名声

本篇2次·真题 13 句

would A1

aux. (will 的过去式) 将要, 会

本篇1次·真题 466 句

author A2

n. 作者

本篇1次·真题 244 句

researcher B2

n. 研究人员

本篇1次·真题 239 句

effect A2

n. 影响

本篇1次·真题 156 句

process B1

n. 过程

本篇1次·真题 108 句

quality A2

n. 质量

本篇1次·真题 100 句

base A2

n. 基础

本篇1次·真题 95 句

average A2

adj. 平均的

本篇1次·真题 89 句

view A2

n. 观点, 看法

本篇1次 · 真题 85 句

least A2

det. 最少的

本篇1次 · 真题 84 句

community B1

n. 社区

本篇1次 · 真题 81 句

traditional B1

adj. 传统的

本篇1次 · 真题 79 句

digital B1

adj. 数字的

本篇1次 · 真题 75 句

contribute B1

v. 捐献

本篇1次 · 真题 74 句

data B1

n. 数据

本篇1次 · 真题 73 句

material B1

n. 材料

本篇1次 · 真题 69 句

professional B1

adj. 专业的

本篇1次 · 真题 67 句

potential B2

adj. 潜在的

本篇1次 · 真题 63 句

pressure B1

n. 心理压力

本篇1次 · 真题 63 句

economy B1

n. 经济

本篇1次 · 真题 58 句

negative B1

adj. 否定的

本篇1次 · 真题 57 句

creative B1

adj. 有创造力的

本篇1次 · 真题 55 句

strategy B2

n. 策略

本篇1次 · 真题 53 句

desire B2

n. 愿望

本篇1次 · 真题 52 句

link A2

n. 联系

本篇1次·真题 52 句

determine B2

v. 决定

本篇1次·真题 51 句

demand B1

v. 坚决要求

本篇1次·真题 50 句

workplace B1

n. 工作场所

本篇1次·真题 48 句

variety B1

n. 多样化

本篇1次·真题 47 句

limit B1

n. 限度

本篇1次·真题 45 句

harm B1

n. 伤害

本篇1次·真题 44 句

maintain B1

v. 维持

本篇1次·真题 44 句

belief B1

n. 相信

本篇1次·真题 41 句

vehicle B1

n. 交通工具

本篇1次·真题 40 句

reflect B1

v. 反映, 显示

本篇1次·真题 39 句

talent B1

n. 天赋

本篇1次·真题 39 句

aim B1

v. 瞄准

本篇1次·真题 38 句

conflict B2

n. 冲突

本篇1次·真题 38 句

reality B1

n. 现实

本篇1次·真题 38 句

enhance B2

v. 提高

本篇1次·真题 37 句

site A2

n. 地点

本篇1次·真题 37 句

hire A2

v. 雇用

本篇1次·真题 35 句

creativity B2

n. 创造力

本篇1次·真题 34 句

appeal B2

v. 呼吁

本篇1次·真题 31 句

entrepreneur C1

n. 企业家;创业者

本篇1次·真题 31 句

aware A2

adj. 知道的

本篇1次·真题 30 句

powerful B1

adj. 强大的

本篇1次·真题 30 句

unusual B1

adj. 不寻常的

本篇1次·真题 30 句

eventually B1

adv. 最终

本篇1次·真题 29 句

growing A2

adj. 增长的

本篇1次·真题 29 句

valuable B1

adj. 贵重的

本篇1次·真题 28 句

brand B1

n. 品牌, 商标

本篇1次·真题 27 句

distance A2

n. 距离

本篇1次·真题 27 句

competitive B2

adj. 竞争的

本篇1次·真题 26 句

principle B2

n. 原则, 准则

本篇1次·真题 26 句

acquire B2

v. 获得

本篇1次·真题 24 句

transfer B1

v. 转移

本篇1次·真题 24 句

combine B1

v. (使) 结合、组合

本篇1次·真题 23 句

applicant B2

n. 申请人

本篇1次·真题 22 句

slightly B1

adv. 稍微, 略微, 轻微地

本篇1次·真题 21 句

admit B1

v. 承认 (事实、错误等)

本篇1次·真题 20 句

expose B2

v. 使暴露

本篇1次·真题 20 句

military B2

adj. 军事的

本篇1次·真题 20 句

organisation B1

n. 组织机构

本篇1次·真题 20 句

propose B1

v. 提议

本篇1次·真题 20 句

scale B1

n. 规模

本篇1次·真题 20 句

amazing A2

adj. 令人惊奇的

本篇1次·真题 19 句

conventional B2

adj. 传统的

本篇1次·真题 18 句

identity B2

n. 身份

本篇1次·真题 18 句

requirement B2

n. 要求

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

pursue B2

v. 追求

本篇1次·真题 17 句

absorb B2

v. 吸收 (液体、气体等)

本篇1次 · 真题 16 句

passion B2

n. 强烈的情感

本篇1次 · 真题 16 句

prospect B2

n. 可能性

本篇1次 · 真题 16 句

attribute B2

n. 属性

本篇1次 · 真题 15 句

persuade B1

v. 说服

本篇1次 · 真题 15 句

unlike B1

prep. 不像

本篇1次 · 真题 15 句

calm B1

adj. 平静的

本篇1次 · 真题 14 句

partly B1

adv. 部分地

本篇1次 · 真题 14 句

pursuit B2

n. 追求

本篇1次 · 真题 14 句

defense B1

n. 防御

本篇1次 · 真题 13 句

raw B1

adj. 未加工的

本篇1次 · 真题 12 句

react B1

v. 作出反应

本篇1次 · 真题 12 句

spokesperson B2

n. 发言人

本篇1次 · 真题 12 句

casual B1

adj. 随意的

本篇1次 · 真题 11 句

consultant B2

n. 顾问

本篇1次 · 真题 11 句

teamwork B1

n. 团队合作

本篇1次 · 真题 11 句

essentially B2

adv. 本质上

本篇1次·真题 10 句

manufacturing B2

n. 制造业;生产

本篇1次·真题 10 句

tissue B1

n. 纸巾

本篇1次·真题 10 句

civilization B2

n. 文明(社会)

本篇1次·真题 9 句

teenage A2

adj. 十几岁的

本篇1次·真题 9 句

unlikely B1

adj. 不太可能的

本篇1次·真题 9 句

anticipate B2

v. 预料, 预期 (某事将发生)

本篇1次·真题 8 句

corporation B2

n. 公司, 企业 (尤指大型的、有限责任的)

本篇1次·真题 8 句

engagement B2

n. 约定

本篇1次·真题 8 句

surrounding B1

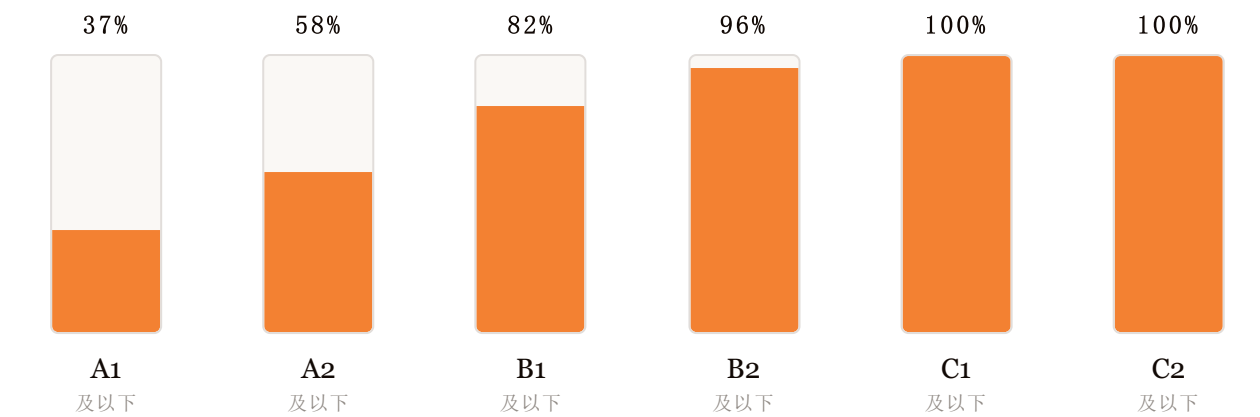
adj. 周围的, 附近的

本篇1次·真题 8 句

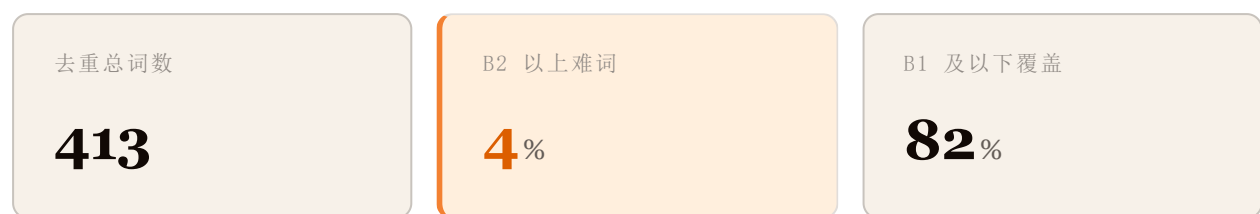
VOCABULARY • 词汇难度分布

全文 413 词按 CEFR 难度累积覆盖

全文去重后共 413 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 15 个·约 4%。



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 413 个 · 末柱为 100%



英语四级 2025年12月·第2套 · 全卷构成

Part I	写作	题目解析 →
Part II	听力	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	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 →