

2025年12月四级真题（第二套）

答案解析-由学姐制作-仅供参考

Part I Writing

题目回顾：

Suppose it is proposed that all university students should be required to learn academic writing. You are now to write a response by stating what you think of the proposal.

写作思路：

- **开篇：**表明观点——赞同该提议，但需注意实施的灵活性。
- **主体：**从学术写作对逻辑思维能力的培养、对学术论文写作的直接影响、对未来职业发展的帮助等方面说明其必要性；同时可提及应考虑不同专业学生的差异化需求，避免一刀切。
- **结尾：**总结学术写作的重要性，建议将其纳入选修或核心课程体系。

参考范文：

I strongly support the proposal that all university students should be required to learn academic writing. First, academic writing cultivates critical thinking and logical reasoning, skills that are essential not only for academic success but also for professional development. Second, many students struggle with writing research papers due to insufficient training. A compulsory course would bridge this gap and improve the quality of student theses. Third, the ability to express ideas clearly and persuasively is highly valued in almost any career. However, I would suggest that the course be tailored to different majors, as students in STEM fields may require different writing styles compared to those in the humanities. In conclusion, requiring academic writing for all students is a forward-looking

decision that will benefit their long-term growth, provided that the implementation is flexible and student-centered.

Part II Listening Comprehension

听力部分需借助录音作答，以下提供参考答案及简要说明。由于录音缺失，详细听辨解析从略。

Section A News Reports

1 **A** 2 **C** 3 **B** 4 **C** 5 **B** 6 **D** 7 **A**

1-2 新闻关于鸡蛋价格上涨，很多人不知道携带鸡蛋入境是违法的。

3-4 新闻关于一家意大利餐厅禁止10岁以下儿童入内，店主认为餐厅有权制定任何规则。

5-7 新闻关于一条巨大的蛇被发现，警方主要关注查明其来源。

Section B Long Conversations

8 **B** 9 **A** 10 **D** 11 **A** 12 **C** 13 **B** 14 **C** 15 **D**

8-11 对话关于Hannah的财务问题，男士不相信她的话，认为幸福对夫妻最重要，女士建议离婚。

12-15 对话关于为Jake选择学校，女士觉得Westwood不合适，Hillside太新，男士推荐Ashdown因其艺术项目，女士建议送到男士母亲家附近的学校。

Section C Passages

16 **A** 17 **C** 18 **B** 19 **D** 20 **C** 21 **B** 22 **D** 23 **D**
24 **B** 25 **A**

16-18 关于领导力，传统领导风格耗费时间，有效领导者应忽视他人想法，探讨问题的优势是为了减少错误决策。

19-21 关于一位110岁的女性，她是世界最长寿的人，从小就弹钢琴促使其长寿，她建议人们选择性遗忘。

22-25 关于座位位置与学生成绩的研究，坐在前排的学生成绩更好，让学生选择座位有助于师生联系，前排学生可能承受一些压力。

Part III Reading Comprehension

Section A Banked Cloze

26	D	27	E	28	L	29	N	30	A	31	H
32	C	33	M	34	F	35	K				

26. fair (D) — “公平地说，音乐以特殊的方式打动人”，*fair* 在“it's fair to say”中表示“公平地说”。

27. feels (E) — “在你大脑中感觉像刺痛”，*feels* 表示“感觉”。

28. recently (L) — “根据最近发表的一项研究”，*recently* 表示“最近”。

29. tends (N) — “阿尔茨海默症倾向于把人置于混乱中”，*tends to* 表示“倾向于”。

30. actually (A) — “音乐有时可以确实把人从阿尔茨海默症的迷雾中拉出来”，*actually* 表示“确实”。

31. observed (H) — “这种现象被观察到多次”，*observed* 表示“被观察到”。

32. contributing (C) — “该研究的贡献作者”，*contributing author* 表示“参与研究的作者”。

33. taxing (M) — “失智症的诊断耗费资源”，*taxing* 表示“耗费（资源）的”。

34. manageable (F) — “可能使症状更可控”，*manageable* 表示“可控的”。

35. quality (K) — “提高患者的生活质量”，*quality of life* 表示“生活质量”。

Section B Long Reading Matching

36	D	37	I	38	F	39	A	40	K	41	G
42	B	43	J	44	E	45	H				

36. D — D段：“The ability to absorb information, react swiftly and coordinate actions...are part of what the Royal Air Force is looking for.” 对应题干“英国军队需要某些游戏技能”。

37. I — I段：“He restructured Zentech...He credits his success...to 'a damn good company in Iceland'.” 对应题干“一位资深玩家将游戏技能应用于商业，并部分归功于游戏公司”。

- 38. F** — F段: "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." 对应题干“游戏的坏名声可能限制求职机会”。
- 39. A** — A段: "Businesses are waking up to the skills gamers can bring to the workplace." 对应题干“企业开始意识到游戏技能可以应用于工作”。
- 40. K** — K段: "He credits old-school games...with exposing him to computers...problem-solving is a big part of my job." 对应题干“物理学家承认游戏帮助他提升计算机知识和解决问题能力”。
- 41. G** — G段: "Game Academy's suggestion is to transform casual gamers into 'conscious' ones, applying critical thinking to developing their skills." 对应题干“Game Academy提议用批判性思维帮助玩家发展技能”。
- 42. B** — B段: "If you prefer Civilization...where strategy and resource management are key, then you might have more in common with managers." 对应题干“喜欢策略管理类游戏的人可能具备更多管理者特质”。
- 43. J** — J段: "In more traditional settings, gaming is still imagined to be the pursuit of teenage boys—a waste of time." 对应题干“传统观点认为游戏是青少年男孩的浪费时间活动”。
- 44. E** — E段: "It's about how you either make it relevant to the job...or how it makes you more interesting as a potential employee." 对应题干“如果游戏技能能增强求职吸引力, 建议写入简历”。
- 45. H** — H段: "There are already plenty of gamers out there who know that their hobby has made them who they are." 对应题干“许多玩家知道他们的爱好塑造了他们的身份”。

Section C Reading Passages

Passage One — Junk Food and Teenagers

46 **A** 47 **D** 48 **B** 49 **C** 50 **C**

- 46. A** — 第一段: "Advertising campaigns...send the message that we can neutralize any negative effects...simply by getting more physical exercise." 即传达只要多锻炼就没事的信息。
- 47. D** — 第二段: "teens have been harder to reach" 且前文说健康教育对青少年效果有限, 即很大程度上未能让青少年远离垃圾食品。
- 48. B** — 第三段: "previous interventions...focused on a future, healthier you" 即关注未来才能获得的益处。

- 49. C** — 第三段: "exploits teenagers' instinct for rebelliousness and autonomy" 即利用了青少年的天性。
- 50. C** — 末段: "Associating a healthy diet with teenagers' own values seems to be a promising avenue to prevent obesity." 即通过将青少年价值观与健康饮食联系起来有望预防肥胖。

Passage Two — Babies and Dreams

51 **D** 52 **B** 53 **A** 54 **C** 55 **D**

- 51. D** — 第一段: "scientists believe REM serves a completely different purpose for newborns and infants than dreaming" 即在婴儿身上和在成年人身上功能不同。
- 52. B** — 第二段: "Nightmares stem from...the normal stresses of everyday life" 即发生在承受情感压力的人身上。
- 53. A** — 第二段: "to bring the secrets of their dreams to the light of day" 即揭示儿童梦境的秘密。
- 54. C** — 第三段: "As children develop and grow, their dreams do too." 即随年龄增长而发展变化。
- 55. D** — 末段: "there may be other factors at play" 即可能有其他原因, 暗示不是噩梦。

Part IV Translation

题目原文:

近年来,“城市漫步(city walk)”在中国的年轻人中悄然兴起,已成为一种旅游新潮流。与传统旅游不同,城市漫步不追求在短时间内游览尽可能多的景点,而是随意行走或按照主题路线漫步在城市的大街小巷。漫步者品尝地道小吃,欣赏特色建筑,了解当地生活方式。他们运用相机或手机记录城市的风景和人物。这种旅游方式能让城市漫步者更深入地了解城市的历史与文化。

参考译文:

In recent years, "city walk" has quietly emerged among young people in China and become a new trend in tourism. Unlike traditional tourism, city walk does not pursue visiting as many attractions as possible in a short time, but rather involves walking randomly or following thematic routes through the streets and lanes of

the city. Walkers taste local snacks, admire distinctive architecture, and learn about the local way of life. They use cameras or smartphones to capture the city's scenery and people. This form of tourism allows city walkers to gain a deeper understanding of the city's history and culture.

翻译要点：悄然兴起 "has quietly emerged"; 旅游新潮流 "a new trend in tourism"; 不追求 "does not pursue"; 景点 "attractions"; 随意行走 "walking randomly"; 主题路线 "thematic routes"; 地道小吃 "local snacks"; 特色建筑 "distinctive architecture"; 生活方式 "way of life"; 记录 "capture"; 更深入了解 "gain a deeper understanding"。