Shean's KISS EBS

Keep It Short and Simple

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[**Back in the late 1960s** Dave Laing wrote that rock-'n'-roll was *far from a radical break* with (1)*preceding musical traditions*. Laing noted the very '*restricted* sense in which rock-'n'-roll as music can be described as new or revolutionary' and gave examples of how 'many singers in the mid-fifties were able to ride high on the rock wave with only **(2)*minimal*** changes in their *customary* style'.] [**This is a point** that has also been made by Dave Harker, who has referred to rock-'n'-roll as musically a '(3)*caricatured* version' of elements from the rhythm and blues and country traditions.] [**Nelson George** has also observed such (4)*continuities* by *highlighting* how the term rock-'n'-roll was introduced as a marketing concept often with the intended aim of (5)*concealing* the music's black origins, a tactic which made the 'young white consumers of Cold War America feel more *comfortable*'.]

- **요약**
① 1960년대 락앤롤은 기존의 음악과 크게 다르지 않아 기존 가수들도 락앤롤의 흥행에 힘입음
② 하커형 또한 락앤롤이 R&B나 컨트리 음악의 약간 변형된 버전이라 함
③ 조지형 또한 락앤롤은 백인 애들에게 어필하기 위해 흑인 음악이라는 걸 감추기 위한 마케팅 개념이었다 함
- **변형포인트**
① 구 빈칸 – not A: 락앤롤은 기존 음악 방식에서 급격하게 바뀐 것이 아님 (빈칸)
② 어휘 – 2번 minimal(최소의)을 maximal(최대의)로 바꾸고 2번이 답. 기존 가수들은 최소한의 변화만으로 락앤롤 흥행에 이듬 봄
- **핵심 어휘**
- far from a radical break: 급진적 변화가 아닌, - preceding: 이전의, - restricted: 제한된, - customary: 기존의
- caricatured: 희화화 된, - continuity: 연속성, - conceal: 감추다

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[**If animals** are given a choice between two *novel stimuli*, one of which is more complex, they will choose the more complex stimulus. (1) Humans also show a preference for *complexity*.] (2) [**Robert Earl** had children work on block-design puzzles of moderate complexity and then gave them the opportunity to select a new block-design puzzle. (3) The children could choose either more complex or simpler designs. (4) Most children selected a design that was *somewhat* more complex than the design they had just been working on. (5) They did not, for the most part, select either a design that was simpler or a design that was much more complex.] [**This *tendency*** to select a *slightly* more complex puzzle indicates that human *exploratory* behavior is highly *systematic*. Humans, it appears, do not explore their environment *randomly*.]

- **요약**
① 인간, 동물 다 복잡한 자극을 좋아함
② ex: 아이들이 퍼즐을 가지고 놀다가 다른 난이도의 퍼즐을 고를 수 있게 하면 '약간 더' 어려운 걸 고름
③ 즉 인간은 분명 '체계적인' 기준을 가지고 선택을 하는 것
- **변형포인트**
① 문장 삽입 – 5번이 답. 5번 문장의 They가 2, 3번 문장의 '전체 아이들'을 가리키는 게 아니라 'most children'이라는 것에 유의
- **핵심 어휘**
- novel stimuli: 새로운 자극, – complexity: 복잡성, – somewhat: 약간, – slightly: 약간, – systematic: 체계적인
- exploratory: 탐구의, – randomly: 임의로

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[I'm *hesitant* to use the words *healthy* and *unhealthy* because these terms can be *confusing*. They are not necessarily *polar opposites*, despite the common perception of these *designations*. What's "healthy" for one person may not be for someone else.] [(C Moreover, these terms tend to *morph into* absolute labels on habits, foods, and drinks. Just as the words *good* and *bad* get thrown around like *unconditional* and *categorical* descriptors, the use of *healthy* and *unhealthy* lacks context in most cases.**)] [(B The context** *boils down to* what your *metric* for "health" is. Most people, for instance, would say that a doughnut is not "healthy" (or "good"), but it's not fair to say a doughnut is "unhealthy" (or "bad") from a purely technical standpoint.**) (A** If your metric for health *entails* the occasional indulgence in high-fat, sugary treats, then certainly a doughnut could be *deemed* "healthy." But if your metric for health avoids all foods made with saturated fats and refined sugar, then the doughnut probably won't *live up to* your standards for what's considered healthy.**)]**

- **요약**
① 건강하냐 안 하냐의 구분은 양극단(polar opposite)이 아니기 때문에 사람에 따라 상대적인 것
② 좋다, 나쁘다라는 단어가 아무렇게나 사용되는 것처럼 건강하냐 안 하냐도 대부분 맥락 없이 (기준 없이) 쓰임
③ 즉 자신의 '건강'의 기준(metric)이 뭐냐에 따라 도넛은 건강한 것일 수도, 아닌 것일 수도 있음
- **변형포인트**
① 순서 – B-A-C가 되지 않도록 주의. C의 마지막에 context가 등장하고 나서야 B에서 'the' context 가능
- **핵심 어휘**
- hesitant: 주저하는, – confusing: 혼란스러운, – designation: 명칭, – morph into: ~로 변하다, – unconditional: 무조건적인
- categorical: 단정하는, – boil down to: lead to, – entail: 수반하다, – deem: 간주하다, – live up to: ~에 부응하다

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[**Humans** have been around for 200,000 years. For the first 99% of our history, we didn't do much of anything but *procreate* and survive. This was largely due to *harsh* global climatic conditions, which *stabilized* sometime around 10,000 years ago. People soon thereafter discovered farming and *irrigation*, and they gave up their *nomadic* lifestyle in order to *cultivate* and tend stable crops.] [**But** not all *farm plots* were the same; regional *variations* in sunshine, soil, and other conditions meant that one farmer might grow particularly good onions while another grew especially good apples.] [**This** eventually led to *specialization*; instead of growing all the crops for his own family, a farmer might grow only what he was best at and trade some of it for things he wasn't growing. Because each farmer was producing only one crop, and more than he needed, *marketplaces* and trading emerged and grew, and with them came the *establishment* of cities.]

- **요약**
① 인류는 탄생 후 20만년 동안 번식(procreate), 생존만 하다가 만 년 전 농업이 시작되면서 정착 생활
② 하지만 기후, 환경에 따라 농경지가 차이(variation)가 있기 때문에 각 농경지에 잘 맞는 작물이 있음
③ 이에 따라 특화(specialization) 발생. 이후 특화에 의한 거래, 시장 탄생을 통해 도시까지 등장
- **변형포인트**
① 어휘 빈칸 – 원인: 지역적 기후, 환경 차이 -> 결과: 특화 (빈칸)
- **핵심 어휘**
- harsh: 가혹한, - stabilize: 안정화되다, - irrigation: 관개, - nomadic: 유목민의, - cultivate: 경작하다, - farm plot: 농경지
- marketplace: 시장, - establishment: 설립

[For many individuals, *napping* offers a practical solution to reduce sleepiness. Naps taken for this reason are referred to as *replacement* or [1]*compensatory* naps. This type of napping *strategy* is common among *shift workers*, individuals suffering from sleep *disorders* associated with [2]*excessive* daytime sleepiness and those who have a restricted main sleep episode.**]** (1) **[However**, researchers have *acknowledged* that this is not the only reason individuals may nap. (2) In some circumstances, individuals may choose to nap *in* [3]*anticipation of* sleep loss, or to avoid feelings of sleepiness later on. (3) This type of napping is referred to as *prophylactic*, and is common among shift workers particularly before beginning extended shifts.**]** **(4) [Although** the majority of experimental research has focused on these types of napping, it has also been reported that some people nap in the **[4]*absence*** of sleep loss, due to feelings of *boredom* or for enjoyment. (5) This type of napping has been termed as *appetitive* or [5]*recreational*.**]**

- **요약**
① 낮잠을(napping) 자는 첫 번째 이유 – 보충 낮잠(compensatory): 즉 밤새 일하고 '지금' 졸려서 자려는 것
② 낮잠을 자는 두 번째 이유 – 예방 낮잠(prophylactic=preventive): 즉 '나중에' 일할 때 졸릴까봐 '미리' 자는 것
③ 낮잠을 자는 세 번째 이유 – 욕구 낮잠(appetitive): 그냥 자는 게 너무 좋아서… (Shean: 나도…)
- **변형포인트**
① 문장 삽입 ( ) – 4번이 답. 두 타입의 낮잠을 자는 이유가 나오고 나서야 'these types' 가능
② 어휘 [ ] – 4번을 presence로 바꾸고 4번이 답. 수면 부족이 있어서(present)가 아니라 없어도(absent) 잔다! **(9평 어휘와 동일)**
- **핵심 어휘**
- replacement: 대체, – strategy: 전략, – shift worker: 교대 근로자, – disorder: 장애, – excessive: 과도한
- acknowledge: 인정하다, – in anticipation of: ~을 예상하여, – boredom: 지루함, – recreational: 취미의

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[**The concept** of a *parasite* exists only by a collective human choice, an *agreement* on a definition: parasites take resources from other organisms and live close to, on, or even inside their *host*.] [**But** from a broader perspective, most life is "parasitic." *Carnivores* are parasites of their prey. *Herbivores inflict* great <u>damage</u> on their food plants. Even the many soil-dwelling organisms ─ animal, fungi, bacteria ─ that live on dead and *decaying* life <u>take resources</u> from each other. The same holds for plants, whose lifestyles seem *superficially* the most *innocuous*. One plant shading another is a parasite that <u>takes sunlight</u>, a vital resource, without giving anything back.] [**All life** needs resources and thus takes from other life, *competes* with other life, and kills other life. Thus all life is parasitic, for the good of one organism means the harm of another. And yet, even *mortal enemies* are ultimately linked in fate. This is the central *paradox* of self and other.]

- **요약**
① 인간의 정의에 의하면 기생 생물(parasite)이란 숙주(host)에 붙어사는 생명체를 의미
② 하지만 넓게 보자면 모든 생명체는 기생하는 삶: 육식동물(carnivore), 초식동물, 무해해(innocuous) 보이는 식물도 마찬가지
③ 즉 모든 생명체는 서로 주거니 받거니 하며 서로 기생하며 사는 것
- **변형포인트**
① 절 빈칸 – 원인: 한 생명체의 이득은 필연적으로 다른 생명체에게 피해 (빈칸) –> 결과: 모든 생명체는 기생하는 삶
- **핵심 어휘**
- agreement: 동의, - herbivore: 초식동물, - inflict damage: 피해를 가하다, - decay: 부패되다, - superficially: 표면적으로
- compete: 경쟁하다, - mortal enemy: 원수, - paradox: 역설

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[**According to** Sunnafrank's theory, we initially reduce *uncertainty* as a way to find out how we feel about a person or an interaction. After that, the positive or negative outcome value, not the level of uncertainty, becomes the *driving force* behind whether we try to seek further information.] [**Thus**, when someone *reveals* negative information to us during an *initial encounter*, we are likely to predict negative outcome values and to cut off communication with that person. Put another way, when outcome values are positive, we will be motivated to reduce uncertainty; when *outcome* values are negative, we won't.] [**For example**, Tom's belief that Jane stood him up could dramatically affect his *perception* of how rewarding it would be to interact with Jane in the future. If Tom reduced uncertainty by concluding that a future relationship with Jane would *be filled with* late arrivals, forgotten dates, anxiety, and frustration, his desire to continue reducing uncertainty about her would be low.]

- **요약**
① 어떤 사람을 처음 만났을 때 (Shean: 소개팅이라 하면 이해 쉬움) 우리는 그 사람에 대한 불확실성을 줄이는데 그 만남이 긍정적이냐 부정적이냐에 따라 더 볼 지 안 볼 지를 결정 (Shean: '불확실성을 줄인다=그 사람을 더 알고 싶다' 이해하는 게 중요!)
② 만남이 별로였으면(부정적이면) 카톡 안 함(ㅋ), but 만남이 좋았으면(긍정적이면) 카톡 함 (그 사람에 대한 불확실성을 줄이려)
③ ex: 소개팅에서 어떤 여자가 바람맞힘 -> 더 이상 그 여자에 대해 알고 싶지 않을 것 (그녀에 대한 불확실성을 줄이기 싫을 것)
- **변형포인트**
① 절 빈칸 – 원인: 그 사람과의 만남이 긍정적이냐 부정적이냐에 따라 -> 결과: 그 사람에 대한 정보를 더 얻을 지 결정됨 (빈칸)
- **핵심 어휘**
- uncertainty: 불확실성, - driving force: 원동력, - reveal: 드러내다, - initial encounter: 첫 만남, - cut off: 단절하다
- outcome: 결과, - perception: 인식, - be filled with: ~로 가득 차다

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