

<<英语完形填空>>

图书基本信息

书名：<<英语完形填空>>

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内容概要

水平测试能力评估

精选2套水平测试题10篇文章，难度由浅入深，对英语完形填空能力进行测试和评估，引导你有针对性地学习。

解题策略技巧点拨

从英语完形填空的命题特点和解题步骤入手，用思维导图对文章体裁、题型、解题策略和思路进行分析，并对解题技巧进行专项点拨。

独家原创分级训练

180篇独家原创题，10篇综合能力测试题，标示难度，按由易到难编排，层层推进，通过分级训练的方法，使你的英语完形填空能力得到不断提升。

选材广泛语言地道

《英语完形填空（高3+高考150+50篇）》选材广泛，全面覆盖课标和考纲要求的话题和体裁，所选文章均来自国外媒体，素材鲜活，语言地道，难度适中，符合高中学生的水平和特点。

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答案全解全析

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章节摘录

版权页：插图： In a six-week study, experts found people who played online games designed to improve their cognitive skills didn't get any smarter. More than 8,600 people ____ to ____ were asked to play online brain games ____ by the researchers to improve their memory, reasoning and other ____ for at least 10 minutes every time, three times a week. They were 4 to more than 2,700 people who didn't play any brain games, but spent a ____ amount of time surfing the Internet and answering general knowledge questions. All ____ were given a sort of I.Q. test before and after the _____. Researchers said the people who did the brain training didn't do any better on the test after six weeks than people who had ____ been on the Internet. On some sections of the test, the people who surfed the Net ____ higher than those playing the games. "If you're (playing these games) because they're fun, that's ____ fine," said Adrian Owen, the study's lead author. "But if you're expecting (these games) to ____ your I.Q., our ____ suggests this isn't the case," he said during a press briefing on Tuesday. One ____ of brain games said the company's games have been proven to ____ brain power. "There is precious little ____ to suggest the skills used in these games transfer to the real world," said Art Kramer, who was not linked to the study and has no ____ to any companies that make brain training games. ____ playing brain games, Kramer said people would be better off getting some _____. He said the physical activity can spark new ____ between neurons and produce new brain cells. "Fitness ____ the building blocks of the brain's structure," he said.

1. A. measured B. aged C. admitted D. considered
 2. A. played B. provided C. designed D. offered
 3. A. abilities B. skills C. techniques D. interests
 4. A. turned to B. brought to C. compared to D. supplied to
 5. A. large B. small C. familiar D. similar
 6. A. students B. graduates C. participants D. experts
 7. A. game B. training C. exercise D. experiment
 8. A. eventually B. simply C. frequently D. properly
 9. A. commented B. scored C. achieved D. appeared
 10. A. absolutely B. generally C. particularly D. constantly
 11. A. promote B. improve C. increase D. strengthen
 12. A. evidence B. experiment C. game D. data
 13. A. participant B. maker C. volunteer D. author
 14. A. maintain B. build C. produce D. increase
 15. A. result B. data C. evidence D. opportunity
 16. A. ties B. responsibilities C. relations D. reference
 17. A. In case of B. Instead of C. In spite of D. In honor of
 18. A. relaxation B. energy C. rest D. exercise
 19. A. space B. room C. connections D. fluency
 20. A. changes B. decreases C. breaks D. doubles.

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