

語数: 約202語 目標時間: 14分 ジャンル: 入試型物語 ねらい: 長文の緩急読み

 **場面** 入試レベルの物語文1本目。230語を、場面の変わり目で緩急をつけながら読み切ります。ベンチにいる「もう1人の選手」の物語。

読 入試型の物語文です。

Ryo was the eleventh player of the soccer team. In his three years, he played in an official game only once, for five minutes. His uniform was always white — the color of a player who waits on the bench.

Before the last tournament, the coach called Ryo. "You know our team best," he said. "You have watched every player from the bench. Tell me what you see."

Ryo was surprised, but he began to talk. "Kenta runs fast but looks down when he is tired. Jun is strong, but he gets nervous after a mistake. When Jun makes a mistake, please send a loud voice to him quickly. He comes back with one shout."

The coach used Ryo's notes in the final game. When Jun missed a shot in the second half, the bench shouted together, "Next one, Jun!" Jun looked up, ran again — and scored the winning goal.

After the game, the players lifted someone high in the air. It was not the scorer. It was Ryo, in his white uniform.

"You watched us for three years," the captain said. "Today, your eyes won the game." Ryo's uniform was still perfectly white. But no one called it the bench color anymore.

 official game=公式戦 tournament=大会 score=得点する

問 設問(10点満点) 記号は()に、英語で答える問題は下の線に書こう。

(1)	監督がリョウを呼んだ目的は？ ア. ベンチから見てきたチームの観察を聞くため イ. 最後の試合に先発させるため ウ. マネージャーを頼むため	2点 ()
(2)	リョウの観察が決勝で生きた場面は？ ア. 作戦を全部変えた イ. ジュンのミス直後にベンチ全員で声をかけ、立ち直らせた ウ. ケンタを交代させた	3点 ()
(3)	試合後に胴上げされたのは？ ア. キャプテン イ. 白いユニフォームのリョウ ウ. 決勝点のジュン	3点 ()
(4)	最後の「もうだれもそれをベンチの色と呼ばない」の意味を日本語で。	2点

答

解答とポイント

(1)	ア	You have watched every player from the bench. Tell me what you see.
(2)	イ	When Jun makes a mistake, please send a loud voice+実際にNext one, Jun!→決勝点。
(3)	イ	It was not the scorer. It was Ryo.物語の山。
(4)	例: 白いユニフォームが「控え」の印ではなく、チームを支えて勝たせた誇りの色に変わった	冒頭の「白=待つ人の色」との対比の回収。

☆読み方のコツ

長い物語は「会話の場面だけ濃く読む」緩急が武器。説明の段落は速く、セリフと転換点(監督の呼び出し・胴上げ)は減速。最初の1文の設定(白い色の意味)が最後にひっくり返る——額縁を見つけよう。

■ 記録しよう 得点___/10 かかった時間___分 → 8点以上なら次のLevel 19へ。7点以下なら同じレベル帯をもう1枚。