

國立臺中教育大學 112 學年度教師專業碩士學位學程招生考試
幼兒專業試題

一、選擇題（每題 2%，共 30%）

1. 以下哪一個學派主張創造力是逃離焦慮的產物？
 - (A) 精神分析學派
 - (B) 人本心理學派
 - (C) 左右腦功能學說
 - (D) 行為主義學派
2. 三歲的英明從沒有看過牛，當他爸媽帶他到飛牛牧場時，他看到牛會以為是隻大小狗，他這種行為驗證了皮亞傑的哪一種智能功能運作？
 - (A) 認知平衡
 - (B) 認知衝突
 - (C) 順化
 - (D) 同化
3. 幼兒園教保活動課程大綱欲提升幼兒的六大核心素養，其中不包括？
 - (A) 覺知辨識
 - (B) 關懷合作
 - (C) 自我尊重
 - (D) 推理賞析
4. 以下對於臺灣目前幼教現象的描述，哪一項不符合現況？
 - (A) 我國目前對幼兒園所實施的「基礎評鑑」主要是針對私立幼兒園
 - (B) 政府對於幼兒的教育補助有越來越多的趨勢
 - (C) 少子化是政府目前須積極應對的課題
 - (D) 幼托整合後由教育部負責幼教相關事宜
5. 以下哪一項不是幼教先驅蒙特梭利的主張？
 - (A) 幼兒具有吸收性的心智
 - (B) 對幼兒應賞罰分明，鼓勵獎賞制度
 - (C) 幼兒喜歡工作甚於遊戲
 - (D) 主張學齡前階段是幼兒感官及情性發展的關鍵期
6. 張博士針對個案幼兒進行情緒障礙的檢測，他所運用的量表具有理論基礎，這學理基礎主要反映的是量表的？
 - (A) 預測效度
 - (B) 建構效度
 - (C) 效標關聯效度
 - (D) 同時效度

（背面尚有試題）

7. 當幼兒接受標準化測驗時，以下哪一個數值或資料可以讓我們了解個案幼兒能力，是否落後同年齡的幼兒？
- (A) 標準差
 - (B) 中數
 - (C) 常模
 - (D) 眾數
8. 根據艾里克森(Erikson)社會心理與人格發展理論的主張，以下哪一階段不屬於六歲前嬰幼兒主要的發展任務？
- (A) 信任對不信任
 - (B) 勤奮對自卑
 - (C) 自主獨立對羞怯懷疑
 - (D) 主動對內疚
9. 「最近社會上之所以有那麼多的暴力事件，主要是因為媒體不斷的報導這些新聞，有樣學樣的結果」，這種看法屬於哪一個學派的觀點？
- (A) 社會學習
 - (B) 社會建構
 - (C) 行為主義
 - (D) 認知心理
10. 華德福教育體系主張學齡前幼兒最需重視哪一種能力的啟發？
- (A) 思考
 - (B) 精神體
 - (C) 意志
 - (D) 心靈
11. 依據兒童及少年福利與權益保障法施行細則，經評估為發展遲緩兒童多久需再評估一次？
- (A) 半年
 - (B) 1年
 - (C) 2年
 - (D) 由專業醫師視個案發展狀況給建議
12. 讀寫萌發的概念強調幼兒讀寫的學習為何？
- (A) 持續的過程
 - (B) 特定的學習
 - (C) 隨機的活動
 - (D) 階段的發展

13. 下列有關幼兒教育的相關敘述，何者為非？

- (A) 依據幼兒教育與照護法規定，幼兒是指二歲以上至入國民小學前的人
- (B) 依據幼兒教育與照護法規定，幼兒園助理教保員的人數，不得超過園內教保服務人員總人數的三分之一
- (C) 依據兒童及少年福利與權益保障法規定，超過合理時間持續使用電子類產品，會導致有害身心健康。父母、監護人或其他實際照顧兒童及少年的人，應禁止他們過度使用電子產品
- (D) 依據幼兒園教保活動課程—幼兒學習評量手冊的幼兒學習評量指標，「能覺察危險，維護安全」屬於核心素養中的覺知辨識

14. 有關幼兒園課程與教學評估表(2021)之敘述，何者為非？

- (A) 教師辦公空間避免超過活動室空間的 1/3
- (B) 學習區設有展示空間，且符合幼兒的視線高度（平視至仰角 45 度）
- (C) 「區中區」是指學習區內可再區隔出的獨立操作小區，供幼兒更專注深入的探究
- (D) 學習區規劃宜依據乾溼分離、動靜分明之原則

15. 下列何者為蒙特梭利教具的特性？

- (甲) 具孤立性 (乙) 由具體至抽象 (丙) 具錯誤控制功能 (丁) 強調美感
- (A) 甲乙丙
 - (B) 乙丙丁
 - (C) 甲乙丁
 - (D) 甲乙丙丁

二、問答題（共 45%）

1. 幼兒教育新課綱提出六大核心素養，請說明：(1)何謂核心素養？(7%)；(2)包括哪六大核心素養？(6%)；(3)各核心素養的內涵為何？(12%)
2. 「幼兒教保及照顧服務實施準則」規定幼兒園每日應提供幼兒三十分鐘以上之出汗性大肌肉活動時間。(1)請問三十分鐘的活動時間是否可以分段進行？(5%)；(2)請提出支持前面論點的三項原因。(15%)

三、名詞解釋（每題 5%，共 25%）

1. 卡介苗
2. 軸性近視
3. 例行性活動
4. 運用能力障礙(dyspraxia)
5. 發展性協調障礙(developmental coordination disorder)

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自然專業試題

一、選擇題（每題 5%，共 20%）

1. 試比較原核生物與真核生物的構造，以下何者是原核生物所缺少的？
 - (A)膜狀胞器
 - (B)遺傳物質 DNA
 - (C)核醣體
 - (D)細胞膜
2. 以下關於植物面對逆境時的描述，何者正確？
 - a. 降低植物細胞中蔗糖的含量，可以增加其抗凍能力
 - b. 增加植物細胞中蔗糖的含量，可以增加其抗凍能力
 - c. 水筆仔可在高鹽度的環境中生存，主要是透過主動運輸排除過多的鹽分
 - d. 水筆仔可在高鹽度的環境中生存，可透過掉落胎生苗來排除過多的鹽分
 - e. 在高溫、高蒸散率的環境下，植物葉片捲曲減少受熱面積，避免過熱
 - (A) ace
 - (B) ade
 - (C) bce
 - (D) bde
3. 石珊瑚體內有共生藻內共生，所謂的珊瑚白化，指的是因環境劇烈改變（如：因海水溫度升高），造成以下何種現象發生？
 - (A)珊瑚死亡
 - (B)共生藻死亡
 - (C)珊瑚蟲體褪色
 - (D)共生藻葉綠素褪色
4. 1955 年 Robert MacArthur 觀察雲杉樹頂上的林鶯(warbler)，發現其中有五種林鶯的體型大小相似，能同樣生活於雲杉樹林，且皆以昆蟲為食。請問這些同屬不同種的鳥類，能共同生活在同一棲地，共享棲地資源，這樣的觀察結果可能符合以下哪種說法？
 - (A)棲位分化
 - (B)競爭排除
 - (C)中度干擾假說
 - (D)紅皇后假說

（背面尚有試題）

二、問答題（每題 10%，共 80%）

1. 從太陽的光譜中，我們可以得知太陽含有氫、氦等原子，請描述如何進行此類實驗，並解釋為什麼從光譜中，可以得知太陽含有哪些原子？

2. 若某反應可寫成 $A + B \rightarrow C$ ，實驗發現反應物濃度與反應速率的數據如下：

[A]/M	[B]/M	反應速率/M s ⁻¹
0.1	0.1	0.01
0.2	0.1	0.02
0.2	0.2	0.08

若反應速率(r)可寫成 $r = k[A]^m[B]^n$ ，求出 k 、 m 、 n 的數值。

3. 聯合國氣候變遷專門委員會(IPCC)第六次評估報告近日（2023 年 3 月 21 日）公開最後一冊的總結報告(AR6 Synthesis Report : Climate Change 2023)，彙整當前氣候變遷與其廣泛影響和風險，以及如何減緩與調適的知識。請說明氣候變遷(climate change) vs.極端天氣(extreme weather)與極端氣候(extreme climate)之關係？

4. 請說明『地球為什麼會轉，且轉了 46 億年還不會停止』？及為何今日地球自轉越轉越慢、月球越來越遠？

5. 舉例說明基因表現的 up regulation 及 down regulation。

6. 請繪圖並說明自然界的氮循環及其與生物間的關係。

7. 生物多樣性(Biodiversity)涵蓋哪些層面，請分別說明之。

8. 棲地破碎化的效應糅合了棲地流失和邊緣效應的交互作用，而且對不同生物的影響不完全相同。然而，若從棲地破碎化對生物多樣性的負面影響的角度來探討，生態廊道(corridor)是被廣為接受的補救方式之一，因其可串連小面積棲地，提供生物更多樣化、更大面積的棲息環境。請說明要設計與建置生態廊道，應該要進行哪些調查？

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英語專業試題

I. Vocabulary and Grammar: Choose the most appropriate word or phrase in the following five choices to complete each sentence. (40%; 2% each)

1. During the vacation, the college doctor is only on site on _____ days (Monday, Wednesday, and Friday).
(A) alternative
(B) alternate
(C) continual
(D) continuous
(E) complementary
2. _____ workers should be rewarded for their hard work.
(A) Conscious
(B) Appreciative
(C) Disinterested
(D) Conscientious
(E) Appreciable
3. He's a rather boring person, but once in a _____ moon, he'll come out with something really amazing.
(A) blue
(B) red
(C) green
(D) yellow
(E) white
4. If you have been _____, you have paid less than you should have for goods or services.
(A) prerequisites
(B) stipulated
(C) preconditioned
(D) permitted
(E) undercharged

(背面尚有試題)

5. If a person or company is _____, they have lost all their money.
- (A) monounsaturated
 - (B) salmonella
 - (C) insolvent
 - (D) malnourished
 - (E) paparazzi
6. If your bank account is in the _____, the amount of money you have spent is greater than the money you have made, and so you have less than \$0 in your bank account.
- (A) blue
 - (B) red
 - (C) green
 - (D) yellow
 - (E) white
7. A _____ is a radio or television program that deals with real people, events, places, etc., and is designed to inform people about different things.
- (A) tabloid
 - (B) gutter press
 - (C) media tycoon
 - (D) censorship
 - (E) documentary
8. The burning of some fuels creates _____ such as carbon monoxide, sulfur dioxide, and methane which rise into the atmosphere.
- (A) greenhouse gases
 - (B) erosion
 - (C) biodegradable packaging
 - (D) green belt
 - (E) deforestation
9. Environmental _____ is a major world problem. We need to know what causes it and what we can do to prevent it.
- (A) battery farming
 - (B) degradation
 - (C) conservation program
 - (D) species
 - (E) eutrophication

10. _____ are people who are killed in accidents on the road.
- (A) Traffic-free zones
 - (B) Interstates
 - (C) Traffic calming measures
 - (D) Fatalities
 - (E) Congestions
11. A _____ spot is a place on a road where a lot of car accidents happen.
- (A) blue
 - (B) red
 - (C) black
 - (D) yellow
 - (E) blank
12. _____ is the practice or science of changing the genes of a living thing, especially to make it more suitable for a particular purpose.
- (A) Technophobia
 - (B) Information technology
 - (C) Life expectancy
 - (D) Cybernetics
 - (E) Genetic engineering
13. An/A _____ is the set of systems within a place or organization that affects how well it operates (for example, a public transport system or road system).
- (A) arable land
 - (B) amenity
 - (C) outskirts
 - (D) infrastructure
 - (E) urban sprawl
14. An/A _____ is a short trip somewhere, usually for one day or part of a day.
- (A) excursion
 - (B) expatriate
 - (C) consulate
 - (D) illegal alien
 - (E) disembark

15. An/A _____ worker does work that involves physical strength or skill with their hands (for example, in a factory or a mine).
- (A) homeworking
 - (B) blue-collar
 - (C) white-collar
 - (D) unsociable
 - (E) workaholic
16. An/A _____ family is a family that has a mother, father, and children living together.
- (A) extended
 - (B) blended
 - (C) kinship
 - (D) nuclear
 - (E) rural
17. _____ people often become overweight or obese, especially if they eat too much junk food, or food that has a high sugar and fat content.
- (A) Sedentary
 - (B) Relentless
 - (C) Liable
 - (D) Meticulous
 - (E) Aerobic
18. Don't let him stop you; stand your _____ and tell him you won't change your mind.
- (A) land
 - (B) place
 - (C) ground
 - (D) work
 - (E) scene
19. Her ideas _____ her belief in the existence of life on other planets.
- (A) prescribed
 - (B) stemmed from
 - (C) rivaled
 - (D) overpopulated
 - (E) circumvented

20. If you knew about all the potentially dangerous _____ that live on an average dishcloth, you would probably never use one again!
- (A) tele-organisms
 - (B) semi-organisms
 - (C) pre-organisms
 - (D) mono-organisms
 - (E) micro-organisms

II. Cloze Test (30%; 2% each)

Second and 21 language teaching provides a career for hundreds of thousands of teachers worldwide, and the vast educational enterprise of English language teaching could not operate effectively 22 the dedication and effort of such teachers day by day and year by year throughout 23 careers.

24 the interest, creativity, and enthusiasm of experienced language teachers in their profession 25 one of the challenges faced by program coordinators, school principals, and teacher-educators.

Teachers need to 26 their roles and responsibilities over time if they are to continue to find language teaching rewarding, and it is the 27 of schools and other educational institutions to provide opportunities for teachers to develop longer-term 28 goals and opportunities over time.

The 29 of language teaching is subject to rapid changes, 30 as the profession responds to new educational paradigms and trends and as institutions face new challenges as a result of changes in curriculum, national tests, and student needs.

31, teachers need regular opportunities to update their professional knowledge and skills, that is, their opportunities for professional development.

Teachers need to be able to take part in activities such as:

- engaging 32 self-reflection and evaluation
- developing specialized knowledge and skills about 33 aspects of teaching
- expanding their knowledge 34 about research, theory, and issues in teaching
- taking on new roles and responsibilities, such as supervisor or mentor teacher, teacher-researcher, or materials writer
- developing 35 relationships with other teachers

(背面尚有試題)

21. (A) final (B) foreign (C) outsider (D) archaic
 22. (A) with (B) within (C) without (D) until
 23. (A) they're (B) there (C) their (D) them
 24. (A) Showing (B) Delivering (C) Learning (D) Maintaining
 25. (A) is (B) isn't (C) are (D) aren't
 26. (A) expect (B) expand (C) experience (D) exhaust
 27. (A) responsibility (B) compatibility (C) reliability (D) possibility
 28. (A) career (B) fitness (C) budget (D) sustainability
 29. (A) park (B) garden (C) forest (D) field
 30. (A) moreover (B) together (C) both (D) equally
 31. (A) In contrast (B) Even though (C) As a result (D) So far
 32. (A) in (B) on (C) under (D) at
 33. (A) much (B) many (C) big (D) great
 34. (A) house (B) camp (C) security (D) base
 35. (A) conflicting (B) collaborative (C) awkward (D) difficult

III. Reading Comprehension (30%; 2% each)

There are real differences between people with high self-esteem and those with low self-esteem. Researchers have found that people with good self-concepts tend to be more accepting of others. They are also more accepting of their own failures. However, they fail less, since they tend to be better achievers than people with low self-esteem. High self-esteem is also related to independence and open-mindedness. People with positive self-images will be more willing to accept criticism and suggestions. On the other hand, persons with low self-esteem are sensitive to criticism and blame themselves whenever things go wrong. And because they lack confidence, they will give in to pressure and can often be easily influenced. They also seek **flattery** and criticize others in order to improve their self-images.

36. According to the passage, people with high self-esteem
 (A) blame themselves when things go wrong.
 (B) are more accepting of their own failure.
 (C) are often easily influenced.
 (D) are very sensitive to criticism.
37. This passage suggests that people with low self-esteem
 (A) are less likely to judge others.
 (B) are less likely to bully others of different ethnic groups.
 (C) can never develop high self-esteem.
 (D) are more likely to follow leaders who express anger toward others.

38. The word **flattery** is closest in meaning to
- (A) pleasure.
 - (B) excellence.
 - (C) prospect.
 - (D) praise.
39. What is the main idea of the passage?
- (A) Self-esteem is one's overall sense of personal value and self-worth.
 - (B) People with high self-esteem share several positive personality traits.
 - (C) There are distinct characteristics of high self-esteem and low self-esteem.
 - (D) It's sometimes difficult to distinguish between high self-esteem and low self-esteem.

People interrupt for various reasons. One is believing that what they have to say is more important than what the other person is saying. Another reason people interrupt is that they believe they know what the other person is going to say and want the person to know that they already know. People may also interrupt when they are not paying close attention. The interruption communicates a lack of sensitivity, a superior attitude, or both. People need to be able to verbalize their ideas and feelings fully; inappropriate interruptions are bound to damage their self-concepts or make them **hostile** – and possibly both. Simply stated, whatever you have to say is seldom so important that it requires you to interrupt a person. When you do interrupt, you should realize that you may be perceived as putting a person down. The more frequent the interruptions, the greater the potential harm.

40. The passage suggests that people may interrupt because they
- (A) have different communication styles.
 - (B) don't realize that the speaker is in the middle of a point.
 - (C) are nervous and want the speaker to like and respect them.
 - (D) are angry at the speaker.
41. The passage suggests that people who interrupt
- (A) usually are able to predict how others will interpret their behavior.
 - (B) should not worry about what others are thinking about them.
 - (C) don't always realize how the other person will view the interruption.
 - (D) must recognize that their ideas are worthless.

(背面尚有試題)

42. This passage suggests that people
- (A) who interrupt don't mind being interrupted themselves.
 - (B) feel good if others listen carefully to their ideas.
 - (C) should learn not to feel insulted when they are interrupted.
 - (D) should avoid putting others down when interrupting them.
43. The word **hostile** is closest in meaning to
- (A) careless.
 - (B) pompous.
 - (C) unreliable.
 - (D) inimical.

Playing video games, including violent games, may boost children's learning, health, and social skills, according to a review of research in *American Psychologist*. The study comes out as debate continues among psychologists and other health professionals regarding the effects of violent media on youth.

While one view maintains that playing video games is intellectually lazy, such play actually may strengthen a range of cognitive skills such as spatial navigation, reasoning, memory, and perception, according to several studies reviewed in the article.

Playing video games may also help children develop problem-solving skills. The more adolescents reported playing strategic video games, the more they improved in problem-solving and school grades the following year. Children's creativity was also enhanced by playing any kind of video games, including violent games, but not when the children used other forms of technology, such as a computer or cell phone, other research revealed.

The authors also highlighted the possibility that video games are effective tools for learning **resilience** in the face of failure. By learning to cope with ongoing failures in games, the authors suggest that children build emotional resilience they can rely upon in their everyday lives.

Another stereotype the research challenges is the socially isolated gamer. More than 70 percent of gamers play with a friend. Multiplayer games become **virtual social communities**, where decisions need to be made quickly about whom to trust or reject and how to lead a group, the authors said. People who play video games that encourage cooperation, even if games are violent, are more likely to be helpful to others while gaming than those who play the same games competitively, a recent study found.

44. Which of the following is **NOT** mentioned as the benefits of playing video games?
- (A) Developing problem-solving skills.
 - (B) Improving memory.
 - (C) Promoting relaxation.
 - (D) Enhancing teamwork skills.
45. The word **resilience** is closest in meaning to
- (A) confidence.
 - (B) vulnerability.
 - (C) consciousness.
 - (D) flexibility.
46. What is the stereotype mentioned in paragraph 5?
- (A) Most video gamers play video games alone.
 - (B) Multiplayer games are more popular than single-player ones.
 - (C) Video gamers enjoy competition.
 - (D) Video gamers are fast decision-makers.
47. **Virtual social communities** mean
- (A) social networks of individuals with the same professional goals.
 - (B) social networks of people who have common moral values.
 - (C) groups of people who share interests and communicate through the Internet.
 - (D) gatherings of people for friendship and mutual support.
48. The passage supports which of the following statements?
- (A) Playing video games, just like using mobile devices, enhances creativity.
 - (B) Children who play video games are more likely to adapt to stressful situations.
 - (C) Violent video games cause both cognitive and emotional problems.
 - (D) Playing video games gives people a sense of accomplishment.
49. We can infer from this passage that
- (A) all video games help improve children's grades at school.
 - (B) parents should pay attention to which games the children are playing.
 - (C) playing violent video games decreases children's ability to learn.
 - (D) video game players are often viewed as having little interest in pursuing new knowledge.
50. The attitude of the author of the passage toward playing video games is best described as
- (A) accepting.
 - (B) doubtful.
 - (C) disapproving.
 - (D) ambivalent.

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音樂專業試題

【本考科得以鉛筆作答】

一、名詞解釋（每題 3%，共 15%）

1. 唸歌
2. 呂炳川
3. 杵音
4. 梨園
5. *Ein feste Burg*

※請標註題號後，於作答區內作答※

題號	作答區

（背面尚有試題）

二、問答題（共 15%）

1. 請簡述說明「動機發展變奏」是哪位作曲家常使用的創作手法。(5%)
2. 「八音」一詞在漢人音樂文化裡，有著複雜而多樣的用法，在不同的時空與地域，所指稱之對象與內容亦有所差異。請分別從臺灣民間樂種以及中國音樂史的角度，說明「八音」的意義。(10%)

※請標註題號後，於作答區內作答※

題號	作答區

※請標註題號後，於作答區內作答※

題號	作答區

(背面尚有試題)

三、和聲題（共 10%）

請直接在題目卷五線譜上，為下列高音旋律配上四部和聲，並寫上調性與和聲級數。



※請標註題號後，於作答區內作答※

題號	作答區

（背面尚有試題）

四、分析題 (共 25%)

請分析以下譜例，並在作答區上標明題號回答問題：

1. 分析下譜例第 1 至 16 小節的調性與和絃。(10%)
2. 分析下譜例第 17 至 34 小節的樂句結構(8%)與調性。(2%)
3. 請詳述本曲作品的時代風格？(2%)與推測的原因。(3%)

樂譜一

26. *Adagio.* Le - be wohl *Despressivo* *cresc.*

Allegro. *ten. ten.* *cresc.* *f sf* *attacca subito l'Allegro.*

(背面尚有試題)

五、問答題（共 35%）

1. 請依據您的知識及經驗簡述如何利用當今的數位媒材或 AI (artificial intelligence) 人工智能科技豐富國民小學音樂課程內容，激發學生的發想創意能力。(10%)
2. 請應用所附譜例《龜兔賽跑》，設計雙語音樂教學教案，教案內容應包括設計理念、學科內容目標(Content/subject specific knowledge objectives)、溝通/語言目標(Communication/ language objectives)、學習活動(Learning activities)，以及學習評量(Assessment)。(25%)

樂譜二

龜兔賽跑

歐·芬·巴·赫 曲
鏡·翔 詞

(快板) 兔 子 跳 呀 跳 呀 跳 呀，快 速 飛 奔 向 前，一 溜 煙 就 不 見 啦 啦 啦 啦 啦 啦 。

(慢板) 烏 龜 爬 呀 爬 呀 爬 呀，慢 慢 慢 慢 向 前，一 步 一 步 爬 呀 啦 啦 啦 啦 啦 啦 。

5
兔 子 得 意 洋 洋 自 誇，我 的 本 事 很 大，稍 做 休 息 不 怕 啦 啦 啦 。

烏 龜 始 終 堅 忍 不 拔，一 刻 不 停 爬 呀，結 果 第 一 是 他 啦 啦 啦 。

※請標註題號後，於作答區內作答※

題號	作答區

※請標註題號後，於作答區內作答※

題號	作答區

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原住民文化與教育試題

- 一、就你的了解與認識，現今原住民族教育的重大問題有哪幾項？(10%)針對這些問題，你的解決策略為何？(15%)

- 二、請你分析部落中的國小學生在學習上屬於學校內部的弱勢因素有哪些？(10%)作為一位部落中的小學教師，你如何針對這些弱勢因素，改善學校的行政、教學與班級經營，以提升學生的基本能力？(15%)

- 三、師資是推動原住民族教育的重要角色，作為一位民族教育教師，應該具備哪些特質或能力才比較能勝任？(25%)

- 四、在 19 項議題融入教學中，「性別平等教育」與「原住民族教育」在課程設計與教學實踐的過程常常發生值得討論的衝突，但也讓師-生能有更多元的教育視角去體會多元文化教育的精神。「原住民族教育」中常有性別分工及性別互動關係（例如：男獵女織與相關男女禁忌），身為一位教師，你應該如何向你的學生論述這種性別議題與原住民族議題衝突的原因？(10%)其次，如何針對這樣的衝突，設計出可同時兼融「性別平等教育」與「原住民族教育」議題的教學？(15%)

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國語文專業試題

一、解釋名詞（每題 4%，共 20%）

1. 偏義複詞
2. 複腦文字
3. 雙閱讀素養
4. 微型課程(Mini-lesson)
5. 創作性戲劇

二、簡答題（每題 10%，共 20%）

1. 何謂擴寫？(4%)作用為何？(4%)試舉一個基本詞語，將其擴寫成一個完整的句子。(2%)
2. 何謂古典童話？(2%)何謂現代童話？(2%)請舉例說明兩者的特點。(6%)

三、問答題（每題 20%，共 60%）

1. 請解釋說明，漢語中為何不會說「一碗飯我吃了」但卻會說「那碗飯我吃了」這樣的語言現象。(10%)以及「雨下了」和「下雨了」兩句話之間的差別之處。(10%)
2. 朗讀課文在語文教學歷程可發揮哪些作用?(5%)
請以下列文本為題材，設計出教學簡案（六節）並於其中標註說明朗讀課文進行方式與預期成效。(15%)

十. 醜小鴨

林茂興

鴨媽媽帶小鴨，其中一隻特別大，大家叫他醜小鴨。
沒人和他一起游，沒人跟他一塊走，小鴨只好自己去找朋友。

走哇走！遇到大獵狗，獵狗聞一下就走。
走哇走！碰到老農夫，農夫抱回家收留。
母雞笑他不能下蛋，黑貓說他打破碗盤，只會給農夫找麻煩。

雪花一片片落下，又冷又餓的醜小鴨，縮著身子躲進蘆葦裡，
望著天空掉眼淚。
幾隻天鵝高高飛，啊，那是多麼美！他也好想好想一起飛！

春天悄悄的到來，蘆葦下長大的醜小鴨，抖抖雪白的羽毛走出來。
暖暖的陽光下，雪白的同伴迎接他，一起飛向溫暖的家。

3. 課綱指出第二學習階段應指導學生學習說明文本的描述、列舉、因果等寫作手法。請說明〈充滿希望的五味屋〉運用「描述、列舉、因果」何種寫作手法？判斷依據為何？(5%)並以該文為例，設計學生學習該寫作手法的教學簡案。(15%)

走出位在花蓮的豐田車站，就能看見一間蘋果綠的日式建築。每到假日總有許多遊客慕名而來，在這間二手商店「撿寶」。其中，有不少人好奇這家店的名字——五味屋，到底背後有什麼故事呢？

五味屋的誕生

多年前，在一群熱心人士的努力下，有間原本要被拆除的老房子，保留了下來。這間經過重整後的房子，在民國九十七年開幕了。它是一間二手商店，同時是社區孩子重要的學習場所。

五味屋的運作

在屋子裡，時常有大學生、老師以及志工陪伴社區的孩子，帶著他們完成一項特別的功課——學習管理這家商店，當個好店長。從整理物品、清潔店面、商品買賣以及接待客人中，體會酸、甜、苦、辣、鹹這人生五味，這也是這間店的名字——五味屋的由來。

五味屋的孩子可以透過工作來得到點數，而存下來的點數，除了能換取日用品，還可以贏得到外地參加學習活動的機會。這本「點數存摺」，讓孩子建立了「靠自己努力獲得機會」的工作態度，也讓他們相信——有能力可以成為更好的自己。

五味屋的理念

推動五味屋成立的顧瑜君老師曾說：「人只要願意參與，事情就有『可能』。」有了五味屋，豐田的孩子們從陪伴中得到支持，更在參與和學習中變得獨立，讓未來充滿希望。