

# 18	본문	7곳 수정																																	
	Dear Wildwood residents, Wildwood Academy is a local school that seeks <u>helping</u> children with disabilities and learning challenges. We currently have over 200 students <u>to enroll</u>. This year we'd like to add a music class in the hope that each of our students will have the opportunity to develop their musical abilities. To get the class <u>to start</u>, we need more instruments than we have now. We are asking you to look around your house and <u>donating</u> any instruments that you may no longer use. Each one <u>donating</u> will be assigned to a student in need. Simply call us <u>or</u> we will be happy <u>dropping</u> by and pick up the instrument. Sincerely, Karen Hansen, Principal	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>helping</td><td>to help</td></tr> <tr> <td>2</td><td>to enroll</td><td>enrolled</td></tr> <tr> <td>3</td><td>to start</td><td>started</td></tr> <tr> <td>4</td><td>donating</td><td>donate</td></tr> <tr> <td>5</td><td>donating</td><td>donated</td></tr> <tr> <td>6</td><td>or</td><td>and</td></tr> <tr> <td>7</td><td>dropping</td><td>to drop</td></tr> <tr> <td>8</td><td></td><td></td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	helping	to help	2	to enroll	enrolled	3	to start	started	4	donating	donate	5	donating	donated	6	or	and	7	dropping	to drop	8			9			10		
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	Salva had to <u>rise</u> money for a project to help southern Sudan. It was the first time that Salva spoke in front of an audience. There were more than a hundred people. Salva's knees were shaking as he walked to the microphone. "H-h-hello," he said. His hands <u>trembled</u>, he looked out at the audience. Everyone was looking at him. At that moment, he noticed <u>what</u> every face looked <u>interesting</u> in <u>that</u> he had to say. People were smiling and <u>seeming</u> friendly. That made him <u>feeling</u> a little better, so he spoke into the microphone again. "Hello," he repeated. He smiled, feeling at ease, and <u>going</u> on. "I am here <u>talking</u> to you about a project for southern Sudan."	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>rise</td><td>raise</td></tr> <tr> <td>2</td><td>trembled</td><td>trembling</td></tr> <tr> <td>3</td><td>what</td><td>that</td></tr> <tr> <td>4</td><td>interesting</td><td>interested</td></tr> <tr> <td>5</td><td>that</td><td>what</td></tr> <tr> <td>6</td><td>seeming</td><td>seemed</td></tr> <tr> <td>7</td><td>feeling</td><td>feel</td></tr> <tr> <td>8</td><td>going</td><td>went</td></tr> <tr> <td>9</td><td>talking</td><td>to talk</td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	rise	raise	2	trembled	trembling	3	what	that	4	interesting	interested	5	that	what	6	seeming	seemed	7	feeling	feel	8	going	went	9	talking	to talk	10		
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	Any goal you set is going to be difficult to achieve, and you will certainly be <u>disappointing</u> at some points along the way. So why not <u>setting</u> your goals <u>very</u> higher than you consider <u>worth</u> from the beginning? If they are going to require work, effort, and energy, then why not exert 10 times as much of each? <u>What of</u> you are underestimating your capabilities? You might be protesting, <u>said</u>, “<u>What if</u> the disappointment that comes from setting unrealistic goals?” However, take just <u>a little</u> moments to look back over your life. Chances are that you have more often been disappointed by setting targets that are too low and <u>achieved</u> them - only to be <u>shocking</u> that you still didn’t get what you wanted.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>disappointing</td><td>disappointed</td></tr> <tr> <td>2</td><td>setting</td><td>set</td></tr> <tr> <td>3</td><td>very</td><td>much</td></tr> <tr> <td>4</td><td>worth</td><td>worthy</td></tr> <tr> <td>5</td><td>What of</td><td>What if</td></tr> <tr> <td>6</td><td>said</td><td>saying</td></tr> <tr> <td>7</td><td>What if</td><td>What of</td></tr> <tr> <td>8</td><td>a little</td><td>a few</td></tr> <tr> <td>9</td><td>achieved</td><td>achieving</td></tr> <tr> <td>10</td><td>shocking</td><td>shocked</td></tr> </table>	#	틀린 곳	수정하기	1	disappointing	disappointed	2	setting	set	3	very	much	4	worth	worthy	5	What of	What if	6	said	saying	7	What if	What of	8	a little	a few	9	achieved	achieving	10	shocking	shocked
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	There are more than 700 million cell phones <u>using</u> in the US today and at least 140 million of those cell phone users will abandon their current phone for a new phone every 14-18 months. I'm not one of those people who just "must" have the <u>last</u> phone. Actually, I use my cell phone <u>by the time</u> the battery no longer holds a good charge. At that point, it's time. So I figure I'll just get a replacement battery. But I <u>tell</u> that battery is no longer made and the phone is no longer manufactured because there's newer technology and better features in the latest phones. That's a typical justification. The phone wasn't even that old; maybe a little over one year? I'm just one example. Can you imagine <u>how much</u> countless <u>another</u> people have that same scenario? No wonder cell phones take the lead when it comes to "e-waste."	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>using</td><td>used</td></tr> <tr> <td>2</td><td>last</td><td>latest</td></tr> <tr> <td>3</td><td>by the time</td><td>until</td></tr> <tr> <td>4</td><td>tell</td><td>'m told</td></tr> <tr> <td>5</td><td>how much</td><td>how many</td></tr> <tr> <td>6</td><td>another</td><td>other</td></tr> <tr> <td>7</td><td></td><td></td></tr> <tr> <td>8</td><td></td><td></td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	using	used	2	last	latest	3	by the time	until	4	tell	'm told	5	how much	how many	6	another	other	7			8			9			10		
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	Learners function within complex developmental, cognitive, physical, social, and cultural systems. Research and theory from diverse fields <u>have been contributed</u> to an evolving understanding <u>which</u> all learners grow and learn in culturally defined ways in culturally defined contexts. While humans share basic brain structures and processes, <u>as good as</u> fundamental experiences such as relationships with family, age-related stages, and many more, each of these <u>phenomenon</u> is shaped by an individual's precise experiences. Learning does not happen in the same way for all people because cultural influences are influential from the beginning of life. These ideas about the intertwining of learning and culture <u>have supported</u> by research on many aspects of learning and development.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>have been contributed</td><td>have contributed</td></tr> <tr> <td>2</td><td>which</td><td>that</td></tr> <tr> <td>3</td><td>as good as</td><td>as well as</td></tr> <tr> <td>4</td><td>phenomenon</td><td>phenomena</td></tr> <tr> <td>5</td><td>have supported</td><td>have been supported</td></tr> <tr> <td>6</td><td></td><td></td></tr> <tr> <td>7</td><td></td><td></td></tr> <tr> <td>8</td><td></td><td></td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	have been contributed	have contributed	2	which	that	3	as good as	as well as	4	phenomenon	phenomena	5	have supported	have been supported	6			7			8			9			10		
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	Animals as well as humans engage in play activities. In animals, play <u>has long seen</u> as a way of learning and <u>practiced</u> skills and behaviors <u>what</u> are necessary for future survival. In children, too, play has important functions during development. From its earliest beginnings in infancy, play is a way <u>which</u> children learn about the world and their place in it. Children's play serves as a training ground for <u>development</u> physical abilities - skills <u>alike</u> walking, running, and jumping that are necessary for everyday living. Play also allows children <u>trying</u> out and <u>learns</u> social behaviors and to acquire values and personality traits <u>what</u> will be important in adulthood. For example, they learn how to compete and cooperate with others, how to lead and follow, how to make decisions, and so on.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>has long seen</td><td>has long been seen</td></tr> <tr> <td>2</td><td>practiced</td><td>practicing</td></tr> <tr> <td>3</td><td>what</td><td>that</td></tr> <tr> <td>4</td><td>which</td><td>in which</td></tr> <tr> <td>5</td><td>development</td><td>developing</td></tr> <tr> <td>6</td><td>alike</td><td>like</td></tr> <tr> <td>7</td><td>trying</td><td>to try</td></tr> <tr> <td>8</td><td>learns</td><td>learn</td></tr> <tr> <td>9</td><td>what</td><td>that</td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	has long seen	has long been seen	2	practiced	practicing	3	what	that	4	which	in which	5	development	developing	6	alike	like	7	trying	to try	8	learns	learn	9	what	that	10		
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	The loss of many traditional jobs in everything from art to healthcare will partly be offset by the creation of new human jobs. Primary care doctors who focus on <u>diagnosed</u> known diseases and giving familiar treatments will probably be replaced by AI doctors. But precisely <u>because</u> that, there will be much more money <u>paying</u> human doctors and lab assistants <u>did</u> groundbreaking research and develop new medicines or surgical procedures. AI might help <u>creating</u> new human jobs in another way. <u>Instead</u> humans <u>to compete</u> with AI, they could focus on servicing and using AI. For example, the replacement of human pilots by drones <u>has been eliminated</u> some jobs but created many new opportunities in maintenance, remote control, data analysis, and cyber security.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>diagnosed</td><td>diagnosing</td></tr> <tr> <td>2</td><td>because</td><td>because of</td></tr> <tr> <td>3</td><td>paying</td><td>to pay</td></tr> <tr> <td>4</td><td>did</td><td>to do</td></tr> <tr> <td>5</td><td>creating</td><td>create</td></tr> <tr> <td>6</td><td>Instead</td><td>Instead of</td></tr> <tr> <td>7</td><td>to compete</td><td>competing</td></tr> <tr> <td>8</td><td>has been eliminated</td><td>has eliminated</td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	diagnosed	diagnosing	2	because	because of	3	paying	to pay	4	did	to do	5	creating	create	6	Instead	Instead of	7	to compete	competing	8	has been eliminated	has eliminated	9			10		
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	Jessie Redmon Fauset was born in Snow Hill, New Jersey, in 1884. She was the first black woman to <u>graduate</u> Cornell University. <u>In addition</u> writing novels, poetry, short stories, and essays, Fauset <u>was taught</u> French in public schools in Washington, D.C. and worked as a journal editor. <u>During</u> working as an editor, she encouraged many well-known writers of the Harlem Renaissance. <u>Despite</u> she is more <u>famous to</u> being an editor than being a fiction writer, many critics consider her novel Plum Bun Fauset's strongest work. In it, she tells the story of a black girl who could pass for white but ultimately claims her racial identity and pride. Fauset died of heart disease April 30, 1961, in Philadelphia.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>graduate</td><td>graduate from</td></tr> <tr> <td>2</td><td>In addition</td><td>In addition to</td></tr> <tr> <td>3</td><td>was taught</td><td>taught</td></tr> <tr> <td>4</td><td>During</td><td>While</td></tr> <tr> <td>5</td><td>Despite</td><td>Though</td></tr> <tr> <td>6</td><td>famous to</td><td>famous for</td></tr> <tr> <td>7</td><td></td><td></td></tr> <tr> <td>8</td><td></td><td></td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	graduate	graduate from	2	In addition	In addition to	3	was taught	taught	4	During	While	5	Despite	Though	6	famous to	famous for	7			8			9			10		
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	Although <u>that</u> is obvious that part of our assessment of food is its visual appearance, it is perhaps <u>surprised</u> how visual input can override taste and smell. People find <u>that</u> very difficult to correctly identify fruit-flavoured drinks if the colour is wrong, for instance an orange drink that <u>colours</u> green. Perhaps even more striking is the experience of wine tasters. One study of Bordeaux University students of wine and wine making revealed that they chose tasting notes <u>appropriately</u> for red wines, such as 'prune and chocolate', when they were given white wine <u>colouring</u> with a red dye. Experienced New Zealand wine experts were similarly tricked into <u>to think</u> that the white wine Chardonnay was in fact a red wine, when it <u>has been coloured</u> with a red dye.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>that</td><td>it</td></tr> <tr> <td>2</td><td>surprised</td><td>surprising</td></tr> <tr> <td>3</td><td>that</td><td>it</td></tr> <tr> <td>4</td><td>colours</td><td>is coloured</td></tr> <tr> <td>5</td><td>appropriately</td><td>appropriate</td></tr> <tr> <td>6</td><td>colouring</td><td>coloured</td></tr> <tr> <td>7</td><td>to think</td><td>thinking</td></tr> <tr> <td>8</td><td>has been coloured</td><td>had been coloured</td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	that	it	2	surprised	surprising	3	that	it	4	colours	is coloured	5	appropriately	appropriate	6	colouring	coloured	7	to think	thinking	8	has been coloured	had been coloured	9			10		
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	Social connections are <u>such</u> essential for our survival and well-being <u>which</u> we not only cooperate with others to build relationships, we also compete with others for friends. And often we do <u>either</u> at the same time. Take gossip. Through gossip, we bond with our friends, sharing <u>interested</u> details. But at the same time, we are creating potential enemies in the targets of our gossip. Or consider rival holiday parties <u>which</u> people compete to see who will <u>attend to</u> their party. We can even see this tension in social media as people compete for the most friends and followers. At the same time, competitive exclusion can also generate cooperation. High school social clubs and country clubs use this formula to great effect: It is through selective inclusion and exclusion <u>what</u> they produce loyalty and lasting social bonds.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>such</td><td>so</td></tr> <tr> <td>2</td><td>which</td><td>that</td></tr> <tr> <td>3</td><td>either</td><td>both</td></tr> <tr> <td>4</td><td>interested</td><td>interesting</td></tr> <tr> <td>5</td><td>which</td><td>where</td></tr> <tr> <td>6</td><td>attend to</td><td>attend</td></tr> <tr> <td>7</td><td>what</td><td>that</td></tr> <tr> <td>8</td><td></td><td></td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	such	so	2	which	that	3	either	both	4	interested	interesting	5	which	where	6	attend to	attend	7	what	that	8			9			10		
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	As the tenth anniversary of the terrorist attacks of September 11, 2001, approached, 9/11-related media stories peaked in the days immediately surrounding the anniversary date and then <u>dropping</u> off rapidly in the weeks thereafter. Surveys <u>conducting</u> <u>while</u> those times asked citizens <u>choose</u> two “especially important” events from the past seventy years. Two weeks prior to the anniversary, before the media blitz began, about 30 percent of respondents named 9/11. But as the anniversary drew closer, and the media treatment intensified, survey respondents started identifying 9/11 in increasing numbers - to a high of 65 percent. Two weeks later, though, after reportage <u>has decreased</u> to earlier levels, once again only about 30 percent of the participants placed it among their two especially important events of the past seventy years. Clearly, the amount of news coverage can make a big difference in the perceived significance of an issue among observers as they <u>expose</u> to the coverage.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>dropping</td><td>dropped</td></tr> <tr> <td>2</td><td>conducting</td><td>conducted</td></tr> <tr> <td>3</td><td>while</td><td>during</td></tr> <tr> <td>4</td><td>choose</td><td>to choose</td></tr> <tr> <td>5</td><td>has decreased</td><td>had decreased</td></tr> <tr> <td>6</td><td>expose</td><td>are exposed</td></tr> <tr> <td>7</td><td></td><td></td></tr> <tr> <td>8</td><td></td><td></td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	dropping	dropped	2	conducting	conducted	3	while	during	4	choose	to choose	5	has decreased	had decreased	6	expose	are exposed	7			8			9			10		
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# 32	본문	9곳 수정																																	
	Here's the unpleasant truth: we are all biased. Every human being is affected by unconscious biases <u>what</u> lead us <u>making</u> incorrect assumptions about <u>another</u> people. Everyone. To a certain extent, bias is a necessary survival skill. If you're an early human, perhaps Homo Erectus, <u>walk</u> around the jungles, you may see an animal <u>approached</u>. You have to make very fast assumptions about <u>that</u> that animal is safe or not, <u>basing</u> solely on its appearance. The same is true of other humans. You make split-second decisions about threats in order <u>having</u> plenty of time to escape, if necessary. This could be one root of our tendency to categorize and <u>labeled</u> others based on their looks and their clothes.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>what</td><td>that</td></tr> <tr> <td>2</td><td>making</td><td>to make</td></tr> <tr> <td>3</td><td>another</td><td>other</td></tr> <tr> <td>4</td><td>walk</td><td>walking</td></tr> <tr> <td>5</td><td>approached</td><td>approaching</td></tr> <tr> <td>6</td><td>that</td><td>whether</td></tr> <tr> <td>7</td><td>basing</td><td>based</td></tr> <tr> <td>8</td><td>having</td><td>to have</td></tr> <tr> <td>9</td><td>labeled</td><td>label</td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	what	that	2	making	to make	3	another	other	4	walk	walking	5	approached	approaching	6	that	whether	7	basing	based	8	having	to have	9	labeled	label	10		
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# 33	본문	7곳 수정																																	
	In Dutch bicycle culture, <u>that</u> is common to have a passenger on the backseat. So as <u>following</u> the rider's movements, the person on the backseat needs <u>to be held</u> on tightly. Bicycles turn not just by steering but also <u>lean</u>, so the passenger needs to lean the same way <u>that</u> the rider. A passenger who would keep <u>to sit</u> up straight would literally be a pain in the behind. On motorcycles, this is even more critical. Their higher speed requires more leaning on turns, and lack of coordination can be disastrous. The passenger is a true partner in the ride, <u>expecting</u> to mirror the rider's every move.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>that</td><td>it</td></tr> <tr> <td>2</td><td>following</td><td>to follow</td></tr> <tr> <td>3</td><td>to be held</td><td>to hold</td></tr> <tr> <td>4</td><td>lean</td><td>(by) leaning</td></tr> <tr> <td>5</td><td>that</td><td>as</td></tr> <tr> <td>6</td><td>to sit</td><td>sitting</td></tr> <tr> <td>7</td><td>expecting</td><td>expected</td></tr> <tr> <td>8</td><td></td><td></td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	that	it	2	following	to follow	3	to be held	to hold	4	lean	(by) leaning	5	that	as	6	to sit	sitting	7	expecting	expected	8			9			10		
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# 34	본문	10곳 수정																																	
	We're often told <u>what</u> newborns and infants are comforted by rocking <u>because of</u> this motion is <u>similar as that</u> they experienced in the womb, and that they must take comfort in this familiar feeling. This may be true; however, to date there are no convincing data that <u>demonstrates</u> a significant relationship between the amount of time a mother moves during pregnancy and her newborn's response to <u>rock</u>. Just as likely is the idea <u>which</u> newborns come to associate gentle rocking with <u>feeding</u>. Parents understand that rocking <u>quiet</u> a newborn, and they very often provide gentle, repetitive movement during feeding. Since the appearance of food is a primary reinforcer, newborns may acquire a fondness for motion because they <u>have conditioned</u> through a process of associative learning.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>what</td><td>that</td></tr> <tr> <td>2</td><td>because of</td><td>because</td></tr> <tr> <td>3</td><td>similar as</td><td>similar to</td></tr> <tr> <td>4</td><td>that</td><td>what</td></tr> <tr> <td>5</td><td>demonstrates</td><td>demonstrate</td></tr> <tr> <td>6</td><td>rock</td><td>rocking</td></tr> <tr> <td>7</td><td>which</td><td>that</td></tr> <tr> <td>8</td><td>feeding</td><td>being fed</td></tr> <tr> <td>9</td><td>quiet</td><td>quiets</td></tr> <tr> <td>10</td><td>have conditioned</td><td>have been conditioned</td></tr> </table>	#	틀린 곳	수정하기	1	what	that	2	because of	because	3	similar as	similar to	4	that	what	5	demonstrates	demonstrate	6	rock	rocking	7	which	that	8	feeding	being fed	9	quiet	quiets	10	have conditioned	have been conditioned
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# 35	본문	8곳 수정																																	
	In a single week, the sun delivers <u>most</u> energy to our planet than humanity <u>had used</u> through the burning of coal, oil, and natural gas through all of human history. And the sun will keep <u>to shine</u> on our planet for billions of years. Our challenge isn't <u>what</u> we're running out of energy. It's that we have been focused on the wrong source - the small, finite <u>it</u> that we're using up. Indeed, all the coal, natural gas, and oil we use today is just solar energy from millions of years ago, a very tiny part of <u>it</u> <u>preserved</u> deep underground. Our challenge, and our opportunity, is to learn to efficiently and cheaply use the much more abundant source that is the new energy <u>struck</u> our planet each day from the sun.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>most</td><td>more</td></tr> <tr> <td>2</td><td>had used</td><td>has used</td></tr> <tr> <td>3</td><td>to shine</td><td>shining</td></tr> <tr> <td>4</td><td>what</td><td>that</td></tr> <tr> <td>5</td><td>it</td><td>one</td></tr> <tr> <td>6</td><td>it</td><td>which</td></tr> <tr> <td>7</td><td>preserved</td><td>was preserved</td></tr> <tr> <td>8</td><td>struck</td><td>striking</td></tr> <tr> <td>9</td><td></td><td></td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	most	more	2	had used	has used	3	to shine	shining	4	what	that	5	it	one	6	it	which	7	preserved	was preserved	8	struck	striking	9			10		
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# 36	본문	10곳 수정																																	
	We make decisions <u>basing on</u> <u>that</u> we think we know. It wasn't too long ago <u>which</u> the majority of people believed the world was flat. This <u>perceiving</u> truth impacted behavior. During this period, there was <u>very few</u> exploration. People feared that if they <u>had traveled</u> too far they might fall off the edge of the earth. So for the most part they didn't dare <u>travel</u>. It wasn't until that minor detail was revealed - the world is round - <u>which</u> behaviors changed on a massive scale. Upon this discovery, societies began to travel across the planet. Trade routes were established; spices were traded. New ideas, <u>alike</u> mathematics, were shared between societies <u>where</u> allowed for all kinds of innovations and advancements. The correction of a simple false assumption moved the human race forward.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>basing on</td><td>based on</td></tr> <tr> <td>2</td><td>that</td><td>what</td></tr> <tr> <td>3</td><td>which</td><td>that</td></tr> <tr> <td>4</td><td>perceiving</td><td>perceived</td></tr> <tr> <td>5</td><td>very few</td><td>very little</td></tr> <tr> <td>6</td><td>had traveled</td><td>traveled</td></tr> <tr> <td>7</td><td>travel.</td><td>to travel</td></tr> <tr> <td>8</td><td>which</td><td>that</td></tr> <tr> <td>9</td><td>alike</td><td>like</td></tr> <tr> <td>10</td><td>where</td><td>which</td></tr> </table>	#	틀린 곳	수정하기	1	basing on	based on	2	that	what	3	which	that	4	perceiving	perceived	5	very few	very little	6	had traveled	traveled	7	travel.	to travel	8	which	that	9	alike	like	10	where	which
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# 37	본문	10곳 수정																																	
	Mirrors and <u>another</u> smooth, shiny surfaces reflect light. We see reflections from such surfaces <u>because of</u> the rays of light form an image on the retina of our eyes. Such images are always reversed. Look at yourself in a mirror, wink your right eye <u>or</u> your left eye seems <u>wink</u> back at you. You can use a mirror to send a <u>coding</u> message to a friend. Stand a mirror upright on the table, <u>such that</u> a piece of paper on the table can <u>clearly see</u> in the mirror. Now write a message that looks right when you look in the mirror. Keep your eyes on the reflected image <u>during</u> you are writing and not on your paper. After a little practice, it will be easier to write "backwards." When your friend <u>will receive</u> such a message he will be able to read it by <u>to hold</u> the paper up to a mirror.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>another</td><td>other</td></tr> <tr> <td>2</td><td>because of</td><td>because</td></tr> <tr> <td>3</td><td>or</td><td>and</td></tr> <tr> <td>4</td><td>wink</td><td>to wink</td></tr> <tr> <td>5</td><td>coding</td><td>coded</td></tr> <tr> <td>6</td><td>such that</td><td>so that</td></tr> <tr> <td>7</td><td>clearly see</td><td>be clearly seen</td></tr> <tr> <td>8</td><td>during</td><td>while</td></tr> <tr> <td>9</td><td>will receive</td><td>receives</td></tr> <tr> <td>10</td><td>to hold</td><td>holding</td></tr> </table>	#	틀린 곳	수정하기	1	another	other	2	because of	because	3	or	and	4	wink	to wink	5	coding	coded	6	such that	so that	7	clearly see	be clearly seen	8	during	while	9	will receive	receives	10	to hold	holding
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# 38	본문	10곳 수정																																	
	Reciprocity <u>can explore</u> in captivity by handing one chimpanzee a large amount of food, <u>so as</u> a watermelon or leafy branch, and then <u>observe</u> <u>that</u> follows. The owner will be center stage, with a group of others around him or her, soon <u>to follow</u> by newly formed groups around those who obtained a sizable share, until all food <u>has distributed</u>. Beggars may complain and cry, but aggressive conflicts are rare. The few times <u>which</u> they do occur, it is the possessor who tries to make someone <u>leaving</u> the circle. She will hit them over their head with her branch or bark at them in a high-pitched voice until they leave her alone. <u>However</u> their rank, possessors control the food flow. Once chimpanzees <u>enter into</u> reciprocity mode, their social rank no longer matters.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>can explore</td><td>can be explored</td></tr> <tr> <td>2</td><td>so as</td><td>such as</td></tr> <tr> <td>3</td><td>observe</td><td>observing</td></tr> <tr> <td>4</td><td>that</td><td>what</td></tr> <tr> <td>5</td><td>to follow</td><td>to be followed</td></tr> <tr> <td>6</td><td>has distributed</td><td>has been distributed</td></tr> <tr> <td>7</td><td>which</td><td>that</td></tr> <tr> <td>8</td><td>leaving</td><td>leave</td></tr> <tr> <td>9</td><td>However</td><td>Whatever</td></tr> <tr> <td>10</td><td>enter into</td><td>enter</td></tr> </table>	#	틀린 곳	수정하기	1	can explore	can be explored	2	so as	such as	3	observe	observing	4	that	what	5	to follow	to be followed	6	has distributed	has been distributed	7	which	that	8	leaving	leave	9	However	Whatever	10	enter into	enter
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# 39	본문	9곳 수정																																	
	Gender research shows a complex relationship between gender and conflict styles. Some research suggests that women from Western cultures tend <u>being</u> more caring than men. This tendency may <u>result in</u> socialization processes <u>which</u> women are encouraged <u>caring</u> for their families and men are encouraged to be successful in competitive work environments. However, we live in a society <u>which</u> gender roles and boundaries are not <u>as strictly as</u> in prior generations. There is significant variability in assertiveness and cooperation among women, <u>as good as</u> among men. <u>Despite</u> conflict resolution experts should be able to recognize cultural and gender differences, they should also be aware of within-group variations and the risks of stereotyping. Culture and gender may affect the way people perceive, interpret, and respond to conflict; however, we must be careful to avoid overgeneralizations and <u>considered</u> individual differences.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>being</td><td>to be</td></tr> <tr> <td>2</td><td>result in</td><td>result from</td></tr> <tr> <td>3</td><td>which</td><td>in which</td></tr> <tr> <td>4</td><td>caring</td><td>to care</td></tr> <tr> <td>5</td><td>which</td><td>where</td></tr> <tr> <td>6</td><td>as strictly as</td><td>as strict as</td></tr> <tr> <td>7</td><td>as good as</td><td>as well as</td></tr> <tr> <td>8</td><td>Despite</td><td>Although</td></tr> <tr> <td>9</td><td>considered</td><td>to consider</td></tr> <tr> <td>10</td><td></td><td></td></tr> </table>	#	틀린 곳	수정하기	1	being	to be	2	result in	result from	3	which	in which	4	caring	to care	5	which	where	6	as strictly as	as strict as	7	as good as	as well as	8	Despite	Although	9	considered	to consider	10		
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	One way <u>what</u> music could express emotion is simply through a <u>learning</u> association. Perhaps <u>there</u> <u>are</u> nothing naturally sad about a piece of music in a minor key, or <u>play</u> slowly with low notes. Maybe we have just come <u>hearing</u> certain kinds of music as sad because we have learned <u>associating</u> them in our culture with sad events like funerals. If this view is correct, we should have difficulty <u>to interpret</u> the emotions expressed in culturally unfamiliar music. Totally <u>opposing</u> to this view is the position <u>which</u> the link between music and emotion is one of resemblance. For example, when we feel <u>sadly</u> we move slowly and speak slowly and in a low-pitched voice. Thus when we hear slow, low music, we hear it as sad. If this view is correct, we should have little difficulty understanding the emotion expressed in culturally unfamiliar music.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>what</td><td>that</td></tr> <tr> <td>2</td><td>learning</td><td>learned</td></tr> <tr> <td>3</td><td>there are</td><td>there is</td></tr> <tr> <td>4</td><td>play</td><td>played</td></tr> <tr> <td>5</td><td>hearing</td><td>to hear</td></tr> <tr> <td>6</td><td>associating</td><td>to associate</td></tr> <tr> <td>7</td><td>to interpret</td><td>interpreting</td></tr> <tr> <td>8</td><td>opposing</td><td>opposed</td></tr> <tr> <td>9</td><td>which</td><td>that</td></tr> <tr> <td>10</td><td>sadly</td><td>sad</td></tr> </table>	#	틀린 곳	수정하기	1	what	that	2	learning	learned	3	there are	there is	4	play	played	5	hearing	to hear	6	associating	to associate	7	to interpret	interpreting	8	opposing	opposed	9	which	that	10	sadly	sad
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# 41 - 42	본문	10곳 수정																																	
	A bedroom temperature of around 65 degrees Fahrenheit (18.3°C) is ideal for the sleep of most people, <u>assumed</u> standard bedding and clothing. This surprises many, as it sounds just a little too cold for comfort. Of course, that specific temperature will vary <u>depended on</u> the individual in question and their gender and age. But <u>alike</u> calorie recommendations, it's a good target for the average human being. Most of us set bedroom temperatures higher than <u>is</u> ideal for good sleep and this likely contributes to lower quantity and quality of sleep than you are otherwise capable of getting. Lower than 55 degrees Fahrenheit can be harmful rather than helpful <u>sleeping</u>, unless warm bedding or nightclothes <u>is used</u>. However, most of us <u>fell</u> into the opposite category of setting a controlled bedroom temperature that is too high: 70 or 72 degrees. Sleep clinicians treating patients who can't sleep at night will often ask about room temperature, and will advise patients to lower their current thermostat set-point by 3 to 5 degrees from <u>those</u> which they currently use. Anyone <u>disbelieved</u> of the influence of temperature on sleep can explore some related experiments on this topic. Scientists have, for example, gently warmed the feet or the body of rats to encourage blood to <u>raise</u> to the surface of the skin and release heat, thereby decreasing core body temperature. The rats fell asleep far faster than was otherwise normal.	<table> <tr> <th>#</th><th>틀린 곳</th><th>수정하기</th></tr> <tr> <td>1</td><td>assumed</td><td>assuming</td></tr> <tr> <td>2</td><td>depended on</td><td>depending on</td></tr> <tr> <td>3</td><td>alike</td><td>like</td></tr> <tr> <td>4</td><td>is</td><td>are</td></tr> <tr> <td>5</td><td>sleeping</td><td>to sleep</td></tr> <tr> <td>6</td><td>is used</td><td>are used</td></tr> <tr> <td>7</td><td>fell</td><td>fall</td></tr> <tr> <td>8</td><td>those</td><td>that</td></tr> <tr> <td>9</td><td>disbelieved</td><td>disbelieving</td></tr> <tr> <td>10</td><td>raise</td><td>rise</td></tr> </table>	#	틀린 곳	수정하기	1	assumed	assuming	2	depended on	depending on	3	alike	like	4	is	are	5	sleeping	to sleep	6	is used	are used	7	fell	fall	8	those	that	9	disbelieved	disbelieving	10	raise	rise
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