普通高等教育“十一五”国家级规划教材

新世纪高等院校英语专业本科生系列教材（修订版）

总主编　戴炜栋

# 英语高级视听说

## An Advanced Audio-Visual & Speaking Course

上册

教师用书

主编　王　岚

Book 1 Teacher's Book

上海外语教育出版社
外教社 SHANGHAI FOREIGN LANGUAGE EDUCATION PRESS

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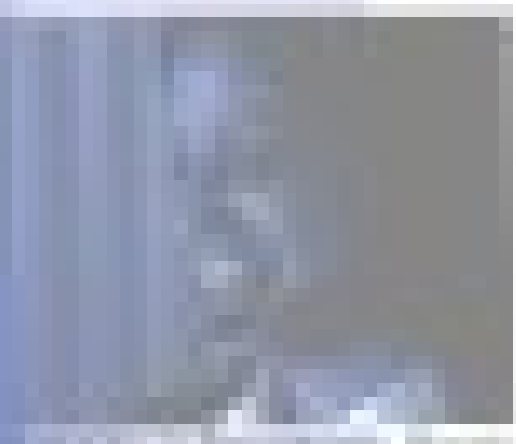

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主　编　王　岚
副主编　杨世登
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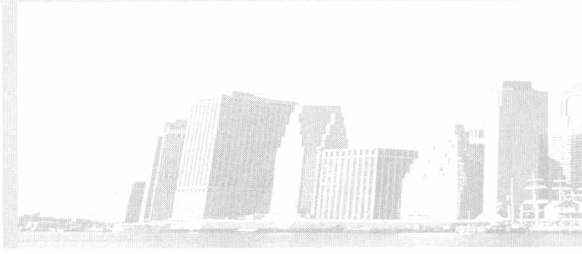

# 总　序

我国英语专业本科教学与学科建设，伴随着我国改革开放的步伐，得到了长足的发展和提升。回顾这30多年英语专业教学改革和发展的历程，无论是英语专业教学大纲的制订、颁布、实施和修订，还是四、八级考试的开发与推行，以及多项英语教学改革项目的开拓，无不是围绕英语专业的学科建设和人才培养而进行的，正如《高等学校英语专业英语教学大纲》提出的英语专业的培养目标，即培养“具有扎实的英语语言基础和广博的文化知识并能熟练地运用英语在外事、教育、经贸、文化、科技、军事等部门从事翻译、教学、管理、研究等工作的复合型英语人才。”为促进英语专业本科建设的发展和教学质量的提高，外语专业教学指导委员会还实施了“新世纪教育质量改革工程”，包括推行“十五”、“十一五”国家级教材规划和外语专业国家精品课程评审，从各个教学环节加强对外语教学质量的宏观监控，从而确保为我国的经济建设输送大量的优秀人才。

跨入新世纪，英语专业的建设面临新的形势和任务：经济全球化、科技一体化、文化多元化、信息网络化的发展趋势加快，世界各国之间的竞争日趋激烈，这对我国英语专业本科教学理念和培养目标提出了新的挑战；大学英语教学改革如火如荼；数字化、网络化等多媒体教学辅助手段在外语教学中广泛应用和不断发展；英语专业本科教育的改革和学科建设也呈现出多样化的趋势，翻译专业、商务英语专业相继诞生——这些变化和发展无疑对英语专业的学科定位、人才培养以及教材建设提出了新的、更高的要求。

上海外语教育出版社（简称外教社）在新世纪之初约请了全国30余所著名高校百余位英语教育专家，对面向新世纪的英语专业本科生教材建设进行了深入、全面、广泛和具有前瞻性的研讨，成功地推出了理念新颖、特色明显、体系完备的“新世纪高等院校英语专业本科生系列教材”，并被列入“十五”国家级规划教材，以其前瞻性、先进性和创新性等特点受到全国众多使用院校的广泛好评。

面对快速发展的英语专业本科教育，如何保证专业的教学质量，培养具有国际视野和创新能力的英语专业人才，是国家、社会、高校教师共同关注的问题，也是教材编撰者和教材出版者关心和重视的问题。

作为教学改革的一个重要组成部分，优质教材的编写和出版对学科建设的推动和人才培养的作用是有目共睹的。外教社为满足教学和学科发展的需要，与教材编写者们一起，力图全方位、大幅度修订并扩充原有的“新世纪高等院校英语专业本科生系列教材”，以打造英语专业教材建设完整的学科体系。为此，外教社邀请了全国几十所知名高校40余位著名英语教育专家，根据英语专业学科发展的新趋势，围绕梳理现有课程、优化教材品种和结

构、改进教学方法和手段、强化学生自主学习能力的培养、有效提高教学质量等问题开展了专题研究，并在教材编写与出版中予以体现。

修订后的教材仍保持原有的专业技能、专业知识、文化知识和相关专业知识四大板块，品种包括基础技能、语言学、文学、文化、人文科学、测试、教学法等，总数逾200种，几乎涵盖了当前我国高校英语专业所开设的全部课程，并充分考虑到我国英语教育的地区差异和不同院校英语专业的特点，提供更多的选择。教材编写深入浅出，内容反映了各个学科领域的最新研究成果；在编写宗旨上，除了帮助学生打下扎实的语言基本功外，着力培养学生分析问题、解决问题的能力，提高学生的思辨能力和人文、科学素养，培养健康向上的人生观，使学生真正成为我国新时代所需要的英语专门人才。

系列教材修订版编写委员会仍由我国英语界的知名专家学者组成，其中多数是在各个领域颇有建树的专家，不少是高等学校外语专业教学指导委员会的委员，总体上代表了中国英语教育的发展方向和水平。

系列教材完整的学科体系、先进的编写理念、权威的编者队伍，再次得到教育部的认可，荣列“普通高等教育‘十一五’国家级规划教材”。我深信，这套教材一定会促进学生语言技能、专业知识、学科素养和创新能力的培养，填补现行教材某些空白，为培养高素质的英语专业人才奠定坚实的基础。

戴炜栋
教育部高校外语专业教学指导委员会主任委员
国务院学位委员会外语学科评议组组长

# 前 言

作为一种融合了“视”、“听”、“说”三大训练手段，可有效提高英语学习者听力理解与口语表述能力，加深其对英语国家政治、经济、文化等方面认识的综合课程，视听说课程的教学价值长期以来一直得到英语教学界的广泛认同，众多高等院校也将其作为英语听力课程不可或缺的一分子。同时，国家教育管理部门亦将视听能力作为指定的训练内容与评价指标的组成要素，在《高等学校英语专业教学大纲》中明确提出了水平要求。

由于载体新颖、信息丰富，视听说课程受到学习者的普遍欢迎。随着近年来多媒体教学设施的普及以及视频材料获取手段的进步，该课程无论是在理论指导还是在教学实践方面都获得了很大的发展，有效地提升了学习者的学习兴趣，促进了其语言能力的提高。但是，高校视听说教学目前仍存有一些共性问题，如授课题材往往仅限于影视片或纪录片；选材长度把握欠佳，不利于课堂教学实施；练习随意性大，题量少，题型单一；“视”、“听”、“说”三大技能训练中“说”的比重偏低，且题材往往不能给学生提供充分的发挥空间。

本教程力求通过选材控制、任务设计以及视频剪辑方面的努力为新世纪的学习者提供一套反映时代特点、真实再现对象国国情、便于课堂教学与自主学习的教材。全书的编写以双主模式及 Anderson 的“听前—听时—听后”理论为指导，旨在提升学习者听力水平，切实落实《大纲》要求，拓展学习者的对象国文化和国情知识，并使之掌握一批高层次语言应用所必须的多主题核心词汇。

具体而言，《英语高级视听说》具有如下特点：

**结构合理，多技能综合，便于教师课堂教学实施**——每一单元由 Pre-listening，While Listening，Post Listening 三部分任务组成。在“听前”部分，学生可以首先通过阅读 Content Preview 这一模块获得一定的背景输入，而后利用自己既有的图式体系以及新近获取的信息就 Pre-listening Questions 展开简短的讨论。“听前”教学任务的设置可以使学习者迅速熟悉本单元主题。“听时”部分为传统的听力任务，融合了雅思、新托福及其他一些先进英语水平测试的常用题型，并首次导入了“视频单元”的概念，将不便课堂操作的长篇视频材料分割为多个视频单元，教师可以根据实际情况灵活选用，实现了“泛听”与“精听”的有机结合。“听后”部分则强调口语产出，首先要求学生在接受了大量的信息输入后对本单元内容进行大意陈述，而后对一系列问题展开小组讨论及辩论，并由小组发言人进行小结。由于题材贴近时代，其中多数为近年来的热点话题，确保了学习者口练的积极性，其发挥空间也有充分保障。学生用书还在每一单元课后提供了 Reading Expansion 模块，通过对

同一主题的发散与延伸来巩固学习效果。

**题量大，题型丰富，有利于学习者听力技能的提升**——作为教程的主体部分之一，听力任务由 Global Listening 与 Listen for Details 组成，前者考察学生对视频材料的总体理解，要求学生在整段材料播放完毕后完成八道大意理解型的选择题；后者则从全长 15－20 分钟的材料中择取五段视频剪辑，并根据材料的具体内容与特点灵活设计了配对、排序、总结、表格、不超过三个词填空、简答、问答、正误判断等题型，要求学生完成一系列的“精听”任务，锻炼其对具体细节的把握能力。

**语言真实，信息丰富，有助于学习者养成通过视听渠道进行认知的习惯**——长期以来，听力在英语教学中一直处于从属地位，无法与阅读相提并论。听力教学的主要目的也在于训练学生的连续语流识别和理解能力，并非是一种学习手段。学生的目标语习得绝大部分通过多种形式的阅读来实现。这一现状固然是指导思想与教学法使然，但也与传统听力材料语言枯燥、信息量少、兴趣激发点不足有很大关系。在学习者已具备基本听力能力的情况下，《英语高级视听说》所能提供给学生的信息点远比传统平面载体丰富、直观。通过学习，学习者在听力技能获益的同时可以在相当程度上提升自己的目标语总体水平。

**主题新颖，内容多样，有助于“跨文化意识”的培养**——《英语高级视听说》的选材涉及欧美社会生活方方面面，在某种意义上，视听说课也是一种文化课，一本西方文化的立体百科全书。在《英语高级视听说》的学习过程中，学生们面对的不再是脱离文化的语言，而是与文化相结合的鲜活语言，其生动亲切的形式也使得一般的文化国情教材黯然失色。视频材料在载体、呈现方式方面的优势使之可以感性、直观地再现英美国家文化与国情，填补学生文化背景的欠缺。

《英语高级视听说》由两册组成，每册 15 单元，每单元授课时数为两个课时，适用于英语专业三、四年级的听力或视听说课程教学。该教材同样适用于普通高校研究生英语课程及相当水平的英语学习者。《英语高级视听说》的教师用书提供了丰富的背景知识以及和视频对应的文字材料。为方便教师课堂讲解与学生课外自学，五段“精听”视频所对应的文本用时钟图标标注，剩余文本则用剪刀图标表示。

《英语高级视听说》是我们在探索传统听力教学改革、丰富视频题材、推进视频化教学方面所作的一次大胆尝试，其中定有不当和疏漏之处，敬请学界同仁批评指正。

编　者

2008－8

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# Unit 1

# Pirates of the Internet

## ▶ *Background Notes* ◀

❋ **Piracy** — Originally, piracy means robbery on the high seas; taking a ship away from the control of those who are legally entitled to it. Apart from this traditional definition, piracy also refers to copyright violations, which include the unauthorized storage, reproduction, distribution, or sale of intellectual property — for example, music CDs, movie video cassettes, and even fashion designs. The term has been applied, in particular, to the piracy of computer software.

❋ **20th Century Fox** — 20th Century Fox Film Corporation is one of the major American film studios. Located in the Century City area of Los Angeles, California, just west of Beverly Hills, the studio is a subsidiary of News Corporation, the media conglomerate controlled by Rupert Murdoch. The film studio has made some best known movies, such as *X-Men, Moulin Rouge, Star Wars* and so on.

❋ **Mel Gibson** — A US-born Australian film actor and director. He moved with his family to Australia at age 12. After his screen debut in 1977, he won a following in the futuristic action film *Mad Max* (1979). He won international acclaim for his roles in *Gallipoli* (1981), played a tough cop in the violent *Lethal Weapon* (1987) and its sequels (1989, 1992, 1998), and directed and starred in *The Man without a Face*

(1993) and *Brave Heart* (1995, Academy Awards for best picture and director).

- **Disney** — A short way of referring to the Walt Disney Company, one of the largest media and entertainment corporations in the world. Founded on October 16, 1922 by brothers Walt and Roy Disney as a small animation studio, it became one of the largest Hollywood studios and also owns eleven theme parks, and several television networks, including the American Broadcasting Company (ABC).
- **Kazaa** — Kazaa refers to a controversial peer-to-peer file sharing website. It is owned by Australian company Sharman Networks and is commonly used to exchange MP3 music files over the Internet. However it can also be used to exchange other file types such as videos, applications, and documents.
- **Peer-to -peer Network** — A network of computers configured to allow certain files and folders to be shared with everyone or with selected users. Peer-to-peer networks are quite common in small offices. Now using the Internet as the world's largest file-sharing network, originally for music files, and subsequently for videos, this type of sharing has become very popular.
- **Grokster** — A controversial peer-to-peer file-sharing service for music and movies that allowed users to download copyrighted material onto tens of millions of computers since its founding in 2001.
- **Movielink** — Movielink is the first company in the world to offer legal downloadable movies. It is a joint venture of Paramount Pictures, Sony Pictures Entertainment, Universal Studios and Warner Bros. Entertainment. Movielink draws its content offerings from the libraries of those studios as well as Buena Vista Pictures (including Miramax), 20th Century Fox and others on a non-exclusive basis.

## PRE-LISTENING

### Task 1 Content Preview

A peer-to-peer (or P2P) computer network, which relies primarily on the computing power and bandwidth of the participants in the network rather than on a few servers, enables people to share literally everything on their computers. Many young people have downloaded songs, movies, video games, software, etc. from the Internet. Many are still downloading at this very moment. With file-swapping software like Flashget, Thunder, Emule or BT installed on one in every three personal computers, P2P file-sharing has become exceptionally popular.

No longer having to buy CDs or DVDs, Internet users can enjoy a lot more but pay

a lot less, or even nothing at all. Unlimited access to free music and movie is perhaps a blessing for the Internet surfers, but it definitely shrinks the income of music companies and movie studios and threatens to devastate the entertainment industry in the long run.

After suffering great losses from this new way of piracy, the movie makers have rallied and started taking on the pirates of Internet. In July, 2002, the *Peer to Peer Piracy Prevention Act* was introduced to the House of Representatives. The bill ensures that copyright owners won't face liability for using reasonable, limited self-help to prevent the theft of their works on peer-to-peer networks. Does the entertainment industry then stand a good chance of winning this selling vs. sharing battle? No one is sure. Given the success P2P networks have so far achieved, the copyright protectors still have a long way to go.

### Task 11 Pre-listening Questions

1. What's your favorite source of video entertainment — DVD shops, video rental stores or the Internet?
2. What do you primarily use the Internet for? Do you know any websites which offer free movie downloads?
3. Have you ever heard of P2P networking? Do you have a file-swapping software installed on your personal computer? Have you ever tried to access music or movies via the P2P network?

## WHILE LISTENING

### Task 1 Global Listening

**Directions:** *Watch the program once and choose the best answer to each of the following questions. The questions should help you perceive the overall structure of the story and the main ideas presented.*

1. _____ already fallen prey to online piracy.
   A. The publishing industry has
   B. The entertainment industry has

**C. The music industry has**

D. TV networks and radio stations have

2. How is movie bootlegging today different from those in previous times?

A. Bootleg movies are sold online.

B. It's not profit-driven.

**C. Bootleg movies usually appear in the digital form.**

D. It is more open and hence growing in popularity.

3. What business is Media Defender in?

A. Finding evidence of online piracy.

B. Hacking into P2P networks.

C. Releasing new movies on the Internet.

**D. Discouraging movie downloaders from further acts of piracy.**

4. Downloading full-length feature films _____ in the US.

A. is only common among college kids

B. is still very time-consuming nowadays

C. is rejected by computer geeks

**D. is probably common in all demographics**

5. What is the biggest threat to Hollywood?

**A. P2P networks.**

B. Deep divisions over the legality of online piracy.

C. Hackers.

D. DVD rental stores.

6. How do Grokster and Kazaa work?

A. They send millions of digital copies of new films to users.

**B. They help interconnected users to exchange digital files on their computers.**

C. They post movies and other contents on their websites.

D. They offer downloading service for a fee.

7. At this point, the law seems to be on the side of _____.

A. movie studios

**B. P2P software designers**

C. individual movie downloaders

D. hackers

8. Movie studios see _____ as an effective means to ward themselves off online piracy.

A. lawsuits against P2P networking companies

B. lawsuits against P2P networking users

**C. their own movie downloading service**

D. buying Grokster and the likes

## Task 11 Listen for Details

### Episode 1

**Directions:** *Watch the video clip once and decide whether the following statements are true or false. Write T for true and F for false.*

1. [ T ] US movie studio managers believe the future of the industry is at stake because of online piracy.
2. [ F ] Movies illegally downloaded in one single day in the US are numbered in the millions.
3. [ T ] Movie downloading via the P2P network is free and will keep growing.
4. [ F ] Chernin urged college kids to stop downloading on a summit of studio moguls.
5. [ T ] A lot of movies are available for downloading even before their premieres.

### Episode 2

**Directions:** *Watch the video clip once and tick three of the following items which were NOT mentioned as a way for pre-released movies to get on the Internet.*

**1. stealing a digital copy from the editor's room √**
**2. stealing a print from companies that do subtitles or special effects √**
**3. bootlegging from DVDs for sale √**
4. bootlegging from DVDs sent to movie reviewers or ad agencies
5. recording a film during a screening with a digital camcorder
6. stealing a print from the composer and turn it into a digital copy

### Episode 3

**Directions:** *Watch the video clip twice and fill in the table below. Write NO MORE THAN THREE words for each answer.*

| The Debate over P2P Technology | |
|---|---|
| **Rosso** | ☆ P2P network can't be shut down because (1) *technology always wins*.<br>☆ Instead of charging the users for downloading its (2) *software*, Grokster is (3) *advertising supported*, just like a (4) *radio*.<br>☆ (5) *Ten million people* use Grokster every month.<br>☆ Grokster is used to download (6) *music*, movies, software and (7) *video games*.<br>☆ The entertainment industry should accept the ruling that Grokster is (8) *not liable for* what the downloaders are doing. The verdict is not a mere (9) *typo*. |

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