

IELTS

雅思

倒计时

写作

◎ 吴建业 主编



高等教育出版社
Higher Education Press

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前言

“纸上得来终觉浅，绝知此事要躬行。”想必作为“烤鸭”一员的您感触更深：参加了知名机构的培训课程，聆听了名师的高谈阔论，拜读了大师的激扬文字，习得“武林”百般技艺，面对数量众多、题材各异的雅思作文话题，却依旧茫茫然，不知从何下笔！

雅思写作五大难点

中文写作难，英文写作难上难！雅思官方数据表明，中国雅思考生写作部分平均分已经连续多年居末位，徘徊在 5.13 分到 5.23 分之间。从历年的考题可以看出，雅思写作部分具有题材广、体裁多、篇幅长、要求高和难度大等几大特点。话题选材异常广泛，包括健康、环保、教育、科技、文化、犯罪、时尚、体育、动物权益、伦理道德、职场等热点题材；体裁多、篇幅长和难度大具体体现在 60 分钟内，考生不仅要完成图表作文 / 书信作文（150 词），还需完成不少于 250 词的议论文；要求高指的是阅卷考官均为具有丰富经验的 native speakers，任何错误都逃不过他们锐利的眼睛。

中国考生存在的主要问题

要顺利攻克雅思写作难关，首先要清楚认识到我们自身存在的弱点。十多年一线的雅思教学经验表明，中国雅思考生普遍存在四方面的问题：思路狭窄、词汇匮乏、语法薄弱和条理不清。

首先，思路狭窄，言之无物。由于写作话题涉及社会各方面的热点问题，要求考生具备较为广博的知识面。不少考生两耳不闻窗外事，对社会热点话题知之甚少，缺乏丰富的思想和知识，空洞无物。此外，由于考生平均年龄逐年下降，思路问题日渐突出。

其次，词汇匮乏，无米下炊。部分考生知识面广，条理清晰，分析问题头头是道，可惜苦于英语词汇量小，不足以准确表达自己的思想，有感难发。

前言

再次，语法薄弱，错误连篇。通篇充斥低级语法错误，让人不忍卒读。部分考生所写的简单句竟然有五六个错误！而部分考生片面追求复杂句式，完全不顾自身英语水平，深陷从句的泥潭而不能自拔。

最后，条理不清，逻辑混乱。部分考生缺乏必要的写作技巧，不懂得何谓谋篇布局。既不考虑句与句之间的衔接，也不讲究段与段之间的关联。要么一句话一段，要么记流水账，“一气呵成”。

攻克雅思写作难关之利器

凡事预则立。面对众多的“拦路虎”，“烤鸭”们不必惊慌，不必彷徨，《雅思倒计时 写作》为您提供破解雅思的利器！让您的雅思备考画上完美句号！

► 资深专家，庖丁解牛

本系列丛书由国内知名专家基于最新的语言测试理论，集十年雅思培训与研究之精髓，针对中国考生英语听、说、读、写存在的问题和困惑，历经数年精心编写，为考生提供完美高分解决方案。

► 步步为营，逐一突破

《写作》分册旨在解决中国考生写作方面的问题，由 21 天组成，每天剖析一个作文真题，详解一个应试技巧，拓宽话题思路，扩大核心词汇量，赏析一篇经典美文，实战演练一个话题。

► 临阵磨枪，实弹演练

《写作》分册内容均精选自历年雅思考试题库，帮助考生快速熟悉雅思写作部分的要求、题型和应试技巧。所选题材与话题极具代表性，通过考前冲刺，帮助考生做到以不变应万变。

► 自主学习，高效指南

本系列丛书适合各个层次的雅思考生。如果您参加了各类的雅思培训班，正做冲刺准备；如果您工作、学习繁忙，无暇参加各类

前 言

培训班；如果您雅思考试折戟，准备再次冲击雅思难关，本系列丛书将是您攻克雅思的不二之选！

本书的编写参考了大量国内外相关书籍和各类网站资料，在此无法一一注明，谨此致谢！感谢高等教育出版社考试分社杨挺扬编辑为本书付出的辛勤劳动。由于时间仓促及笔者水平有限，书中难免有不足乃至错漏之处，恳请各位同仁及考生批评指正。（读者可以登录笔者的博客 <http://wujianye.5ielts.com/> 或 <http://blog.ielts.com.cn/user1/wujianye/> 就雅思备考进行交流。）

吴建业 陈孝宗 符祝芹

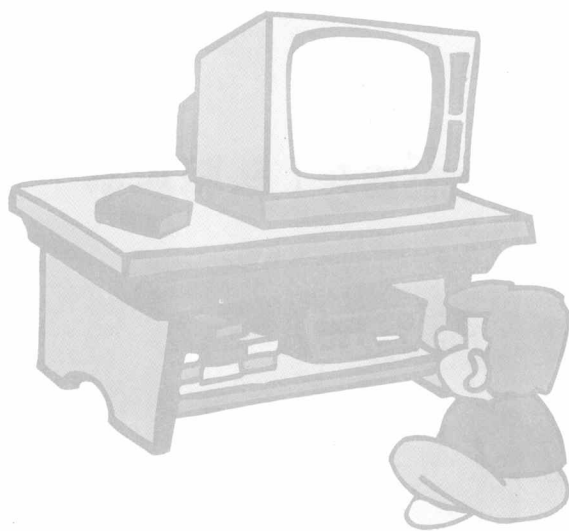
2009年3月

目 录

Day 1	Children and video games (教育类专题)	1
Day 2	Work-related stress (健康类专题)	13
Day 3	Animals kept in zoos (动物权益类专题)	25
Day 4	Childhood obesity (健康类专题)	37
Day 5	Job-hopping (职场类专题)	47
Day 6	Female crime (犯罪类专题)	57
Day 7	Boarding school (教育类专题)	67
Day 8	Culture shock (文化类专题)	77
Day 9	Mandatory retirement (权利类专题)	87
Day 10	Physical inactivity (健康类专题)	97
Day 11	School vouchers (教育类专题)	105
Day 12	Freshwater scarcity (环保类专题)	113
Day 13	Office romance (情感类专题)	121
Day 14	Art funding (艺术类专题)	131
Day 15	Carpooling (生活类专题)	141
Day 16	Space research (科技类专题)	149
Day 17	A pie chart and a bar graph / a complaint letter	159
Day 18	A pie chart / an inquiry letter	171
Day 19	A bar chart / a job application letter	181
Day 20	A flow chart / a thank-you letter	191
Day 21	A line graph / an apology and explanation letter	201
参考书目	209

Day 1

Children and video games



All work and no play makes Jack a dull boy.

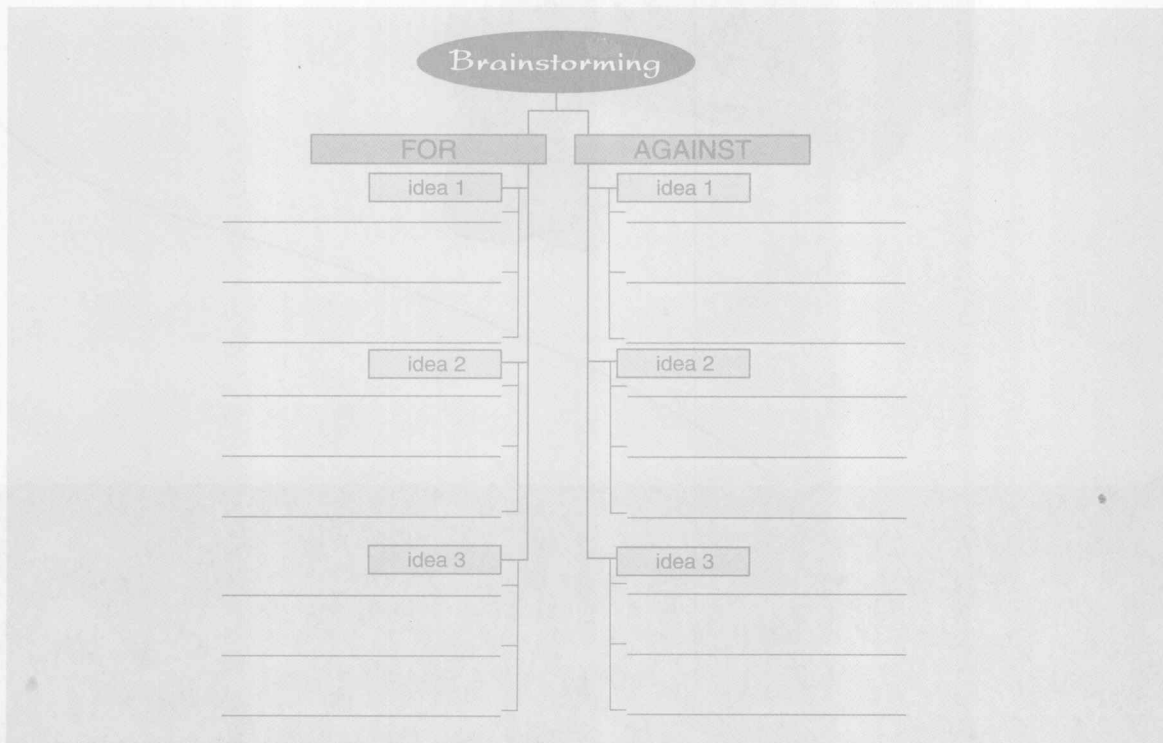
整天工作不玩耍，聪明小伙也变傻。

Prevalence of video games has become a major concern among parents, teachers and researchers. According to a national survey conducted by the National Institute on Media and the Family (NIMF), 92% of children and adolescents aged 2-17 play video games. In order to prevent younger generation from the negative effects of computer games, some researchers claim that children should not be allowed to play PC games.

Step 1 Analyze the task (审题)

1. 该题目属于 _____ 类题材；
2. 体裁为 _____；
3. 题目的关键词有 _____；
4. 段落数大概为 _____。

Step 2 Brainstorming (头脑风暴)



Step 3 Familiarize yourself with topic-related arguments and vocabulary

(话题相关论据与核心词汇)

Pros

☞ 教育原则

1.stimulate curiosity and imagination

- ★ stimulate *vt.* 激发, 刺激, 鼓励
- ★ curiosity *n.* 好奇心
- ★ imagination *n.* 想象力

2.develop adaptability and flexibility

- ★ adaptability *n.* 适应性
- ★ flexibility *n.* 灵活性

3.introduce children to computer technology

- ★ computer technology 电脑技术

4.a doorway to learning

- ★ doorway *n.* 门口, 途径

5.promote learning and problem solving

- ★ promote *vt.* 促进
- ★ problem solving 解决问题

6.improve hand-eye coordination

- ★ improve *vt.* 改善, 促进
- ★ hand-eye coordination 眼手协调

7.expose children to other cultures

- ★ expose sb. to 让人接触
- ★ culture *n.* 文化

8.an eye-opener

- ★ eye-opener *n.* 开阔视野的事物

9.learn to compete, cooperate, communicate and compromise

- ★ compete *vi.* 竞争
- ★ cooperate *vi.* 合作
- ★ communicate *vi.* 沟通
- ★ compromise *vi.* 妥协

10.develop leadership and teamwork

- ★ leadership *n.* 领导才能
- ★ teamwork *n.* 团队意识

11.become active problem solvers/ 成为积极的问题解决者

- ★ active *adj.* 积极的
- ★ problem solver 问题的解决者

☞ 情感原则

1.promote bonding and strengthen a sense of community

- ★ bonding *n.* 纽带, 联系, 黏合
- ★ strengthen *vt.* 增强
- ★ a sense of community 集体感

2.a way of associating with friends from all over the world

- ★ associate with 与……联系

3.learn social skills

- ★ social skills 交际技巧

4.an enjoyable social interaction

- ★ enjoyable *adj.* 令人愉快的, 开心的
- ★ social interaction 社会交往, 交际

5. build lifelong friendship

- ★ lifelong *adj.* 终生的
- ★ friendship *n.* 友谊

 **心理原则**

1.a useful outlet for childhood aggression

- ★ outlet *n.* 出口, 出路
- ★ aggression *n.* 好斗, 攻击性

2. calm and relax our nervous systems

- ★ calm *vt.* 使平静
- ★ relax *vt.* 放松
- ★ nervous systems 神经系统

3.a source of self-esteem

- ★ self-esteem *n.* 自尊

4. build up self-confidence

- ★ build up 增强
- ★ self-confidence *n.* 自信心

5. help fulfill basic psychological needs

- ★ fulfill *vt.* 满足
- ★ psychological needs 基本心理需求

6. an escape from stressful study

- ★ escape *n.* 逃避, 逃脱
- ★ stressful *adj.* 压力大的, 繁重的

7. allow kids to express feelings and impulses

- ★ express *vt.* 表达
- ★ feelings *n.* 情感

- ★ impulse *n.* 冲动

8. release tension and reduce pressure; stress reliever


- ★ release *vt.* 释放
- ★ tension *n.* 压力
- ★ reduce pressure 减压
- ★ stress reliever 减压器

9. escape reality

- ★ escape *vt.* 逃离
- ★ reality *n.* 现实

10. escape daily problems

- ★ escape *vt.* 逃避
- ★ daily problems 日常问题

 **健康原则**

1. an enjoyable time-filler

- ★ enjoyable *adj.* 令人愉快的
- ★ time-filler *n.* 消磨时间的东西

2. relieve boredom and drive off loneliness

- ★ relieve *vt.* 缓解
- ★ boredom *n.* 无聊
- ★ drive off loneliness 排遣孤独


3. give people joyous feeling

- ★ joyous *adj.* 快乐的

4. improve a player's manual dexterity

- ★ manual *adj.* 手工的, 用手操作的
- ★ dexterity *n.* 灵巧, 熟练

Cons

 **时效与经济原则**

1.a great waste of time; time-consuming

- ★ time-consuming *adj.* 浪费时间的

2.addictive; tempting; alluring

- ★ addictive *adj.* 令人上瘾的
- ★ tempting *adj.* 诱人的
- ★ alluring *adj.* 吸引人的

3.be addicted to; abandon oneself to; indulge in

- ★ be addicted to 对……上瘾
- ★ abandon oneself to 沉迷于
- ★ indulge in 纵情, 沉迷

4.rob children of time and money

- ★ rob sb. of 剥夺……

5.interfere with homework

- ★ interfere with 影响, 冲突

6. be preoccupied with PC games

- ★ be preoccupied with 沉迷于

☞ **健康原则****1.lack of exercise; lead to obesity**

- ★ lack *n.* 缺乏
- ★ lead to 导致
- ★ obesity *n.* 肥胖

2.be exposed to radiation

- ★ be exposed to 暴露于, 接触到
- ★ radiation *n.* 辐射

3.become near-sighted

- ★ near-sighted *adj.* 近视的

4.cause dryness and irritation of the eye

- ★ dryness *n.* 干枯, (眼睛) 干涩
- ★ irritation *n.* 刺激, 发炎

5.cause physical inactivity and lead to some lifestyle diseases

- ★ physical inactivity 缺乏锻炼
- ★ lifestyle diseases 与生活方式相关的疾病

6.contribute to the epidemic of childhood obesity

- ★ contribute to 导致
- ★ epidemic *n.* 流行病
- ★ childhood obesity 儿童肥胖症

☞ **心理原则****1.exposure to violent video games**

- ★ exposure *n.* 接触
- ★ violent video games 暴力电子游戏

2.cause aggressive thoughts and feelings

- ★ aggressive *adj.* 好斗的

3.take fantasy for reality

- ★ fantasy *n.* 虚幻
- ★ reality *n.* 现实

4.become obsessed with gaming

- ★ be obsessed with 沉迷于
- ★ gaming *n.* 游戏

5.become introverted, isolated and withdrawn

- ★ introverted *adj.* 内向的
- ★ isolated *adj.* 孤独的
- ★ withdrawn *adj.* 自闭的

6.have a sense of depression and loneliness

- ★ depression *n.* 抑郁, 消沉
- ★ loneliness *n.* 孤独

7.cause a lack of empathy for real-world victims

- ★ empathy *n.* 移情
- ★ victim *n.* 受害者

8.confuse reality and fantasy

- ★ confuse *vt.* 混淆
- ★ reality *n.* 现实
- ★ fantasy *n.* 虚幻

9.heartless, cruel, hostile and cold-blooded

- ★ heartless *adj.* 无情的
- ★ cruel *adj.* 残忍的
- ★ hostile *adj.* 敌对的
- ★ cold-blooded *adj.* 冷血的

☞ 情感原则

1. lead to a neglect of important relationships

- ★ neglect *n.* 忽略, 忽视
- ★ relationship *n.* 关系

2. lack face-to-face communication with family members and friends

- ★ lack *vt.* 缺乏
- ★ face-to-face communication 面对面交流

3. inadequate emotional exchanges

- ★ inadequate *adj.* 不足的, 不恰当的
- ★ emotional exchanges 情感交流

4. be alienated from family and friends

- ★ alienate *vt.* 疏远

5. displace work/study, friends, family members

- ★ displace *vt.* 取代, 换置

6. socially isolating

- ★ isolating *adj.* 令人孤立的

7. time away from family time, school-work, and other hobbies

- ★ family time 家庭时间, 和家人一起的时间
- ★ hobby *n.* 爱好

☞ 教育原则

1. play truant; drop out of school

- ★ play truant 逃学
- ★ drop out of school 辍学

2. poor grades; lead to poor academic performance

- ★ poor grade 成绩差
- ★ academic performance 学业

3. imitate negative role models

- ★ imitate *vt.* 模仿, 仿效
- ★ negative *adj.* 负面的
- ★ role model 榜样

4. worsening academic achievement

- ★ academic achievement 学习成绩

5. be exposed to foul language, obscenities, and obscene gestures

- ★ be exposed to 接触到
- ★ foul language 脏话
- ★ obscenity *n.* 猥亵, 淫秽
- ★ obscene *adj.* 淫秽的, 下流的
- ★ gesture *n.* 手势, 举止

☞ 犯罪原则

1. contribute to aggressive and anti-social behaviour

- ★ aggressive *adj.* 好斗的, 侵略性的
- ★ anti-social *adj.* 反社会的

2. lead to real-life violence

- ★ real-life *adj.* 现实的

3. lead to criminal and anti-social behaviour

- ★ criminal *adj.* 犯罪的

4. encourage aggressive behaviour

- ★ aggressive behaviour 好斗的行为

5. promote criminal behaviour

- ★ promote *vt.* 助长, 宣扬
- ★ criminal behaviour 犯罪行为

6. turn players into merciless killers

- ★ merciless *adj.* 无情的, 冷血的
- ★ killer *n.* 杀手

7. engage in aggressive behaviour

- ★ engage in 从事, 参与

Step 4 Practice writing (实战演练)

You should spend about 40 minutes on this task.

Write about the following topic :

Prevalence of video games has become a major concern among parents, teachers and researchers. According to a national survey conducted by the National Institute on Media and the Family (NIMF), 92% of children and adolescents aged 2-17 play video games. In order to prevent younger generation from the negative effects of computer games, some researchers claim that children should not be allowed to play PC games.

To what extent do you agree or disagree with this statement?

Give reasons for your answer and include any relevant examples from your knowledge or experience. Write at least 250 words.

Step 5 Self-correction (自我纠错)

Note : Write down the errors made in your writing and remind yourself of the common errors every time you start a new essay.

- 双谓语 _____
- 可数名词的单复数 _____
- 冠词 _____
- 拼写错误 _____
- 标点 _____
- 词性混淆 _____
- 动词的及物与不及物 _____

Step 6 Sample for appreciation

(经典范文)

Sample of the argument-led approach

In the last several years the impact of video games, both positive and negative, on children has been a subject of both heated debate and scientific research. In this essay, I will examine both sides of the argument and establish my own standpoint.

Some scientists argue that video games can have a positive influence on children. For example, they may be a friendly way of introducing children to computers, and stimulate children's curiosity and interest in the computer science, which leads to discovery and creativity. Besides, they may increase children's hand-eye coordination and attention to detail. In other words, gaming develops adaptability and flexibility. Also, researchers have found that the games can provide opportunities for achievement, freedom and even a connection to other players. Undoubtedly, playing with friends can be an enjoyable social interaction.

On the other hand, scientific research has shown that playing video games may affect some children's physical functioning. Effects range from triggering epileptic seizures to causing heart rate and blood pressure changes. Furthermore, numerous studies suggest that playing a lot of violent video games is related to having more aggressive thoughts, feelings, and behaviours. Ample evidence also shows that spending large amounts of time playing these games can create problems and lead to poor social skills and lower grades. In addition, they can also be quite addictive, which is detrimental to children who lack self-control and self-discipline.

While video games can be valuable learning tools, they also have some adverse effects. Regarding content, educational games are likely to have positive effects and violent games are likely to have negative effects. The point is that, in this new age of technology, children are spending much more time playing video games and watching television. And many of the video games contain some violence. Therefore, for decreasing the negative impact that gaming might have on children, parents should be most concerned about two things: the amount of time that children spend, and the content of the games that they play.

Sample of the thesis-led approach

Video game addiction has become a focus of public interest. Numerous studies suggest that heavy

gaming exerts disastrous effects on children's healthy growth and therefore some researchers and scholars propose that teenagers should not be allowed to play PC games. While I admit that computer games have a negative impact on the development of children, especially contributing to aggressive and anti-social behaviour, I still feel that it is irrational and impractical to ban video games.

To start with, PC games may be a friendly way of introducing children to computer science. Playing computer games arouses curiosity, which leads to discovery and creativity. Some video games may promote learning, problem solving and help with the development of fine motor skills and coordination.

Moreover, social skills are learned while children are enjoying various games. That is to say, playing computer games has become a way of associating with friends from all over the world. After all, playing with friends can be an enjoyable social interaction.

Thirdly, playing computer games helps fulfill certain psychological needs. By this I mean, video games are a useful outlet for childhood aggression because play allows kids to express feelings and impulses that have to be carefully held in check in their real-world interactions.

In the final analysis, it is clear that the benefits of video games far outweigh the risks. I firmly believe that children should be encouraged to play computer games with adequate parental guidance because playful discovery is a doorway to learning.

Step 7 Test tips (每日一招)

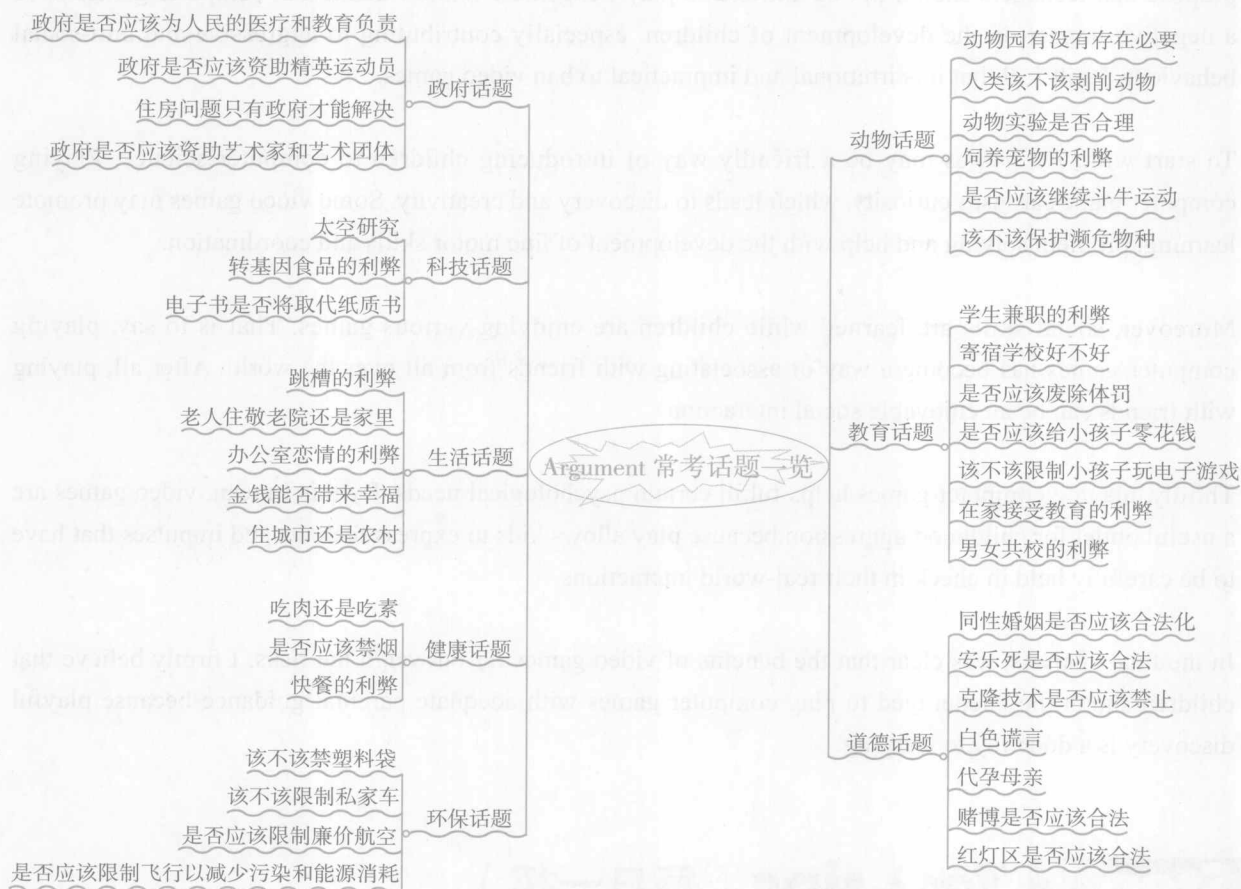
一、雅思写作任务有哪些？

雅思考试写作部分包括两个任务 (task)。除了 20 分钟内完成不少于 150 词的 Task one (A 类为图表, G 类为信件) 外, 考生还须在 40 分钟内完成字数不少于 250 词的 Task two (A 类与 G 类均为议论文)。

二、如何区分 argument 和 discussion

雅思 Task two 属于 discursive essay (论说文), 主要测试考生就某一问题找出成因并提出对策; 提出某种观点并进行论证; 比较题目所提供的相关信息; 评价和挑战题目所给出的论点等能力。这些话题又可细分为 argument 和 discussion 两种主要类型。今天的每日一招主要介绍 argument 的辨别技巧, 而 discussion 的辨别技巧将在第二天详述。

(一) argument 常见话题一览



(二) argument 类型题目的考点

从上面归纳的一些话题可以看出, argument 类型的题目要求考生就某一热点话题或具有争议性的观点发表自己的见解, 阐述自己的观点, 力图说服 (to convince) 读者; 或对某观点进行评价, 挑战 (to challenge) 和驳斥 (to refute) 对方观点。题目给出的话题首先具有可争辩性 (debatable), 具备两个方面 (for and against; A or B; yes or no; both sides), 也就是说, 答案没有绝对的对错。考生只需运用充分的、合乎逻辑的论据支持或者反对某种观点, 至于立场是否与考官相左, 并不影响作文的判分。同时话题也应是有趣的和有吸引力的社会热点, 要能吸引读者的兴趣与参与。

(三) argument 类型题目的一些辨别特征

这里我们再提供一些真题原文, 希望读者能找出 argument 类型的题目所具有的几个主要辨别特征。

☞ *Some people believe that unpaid community service should be a compulsory part of high school programs. To what extent do you agree or disagree?*

☞ *Some people believe that advertisements should be banned since they serve no useful purpose and can even be damaging. To what extent do you agree or disagree?*