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2026년 10월 시행 · 전국연합학력평가

When people are collaborating face to face they can easily see each other and the range of different communication cues being used, so the task space is a subset of the communication space. Ishii, a professor at the MIT Media Lab, describes this as _____ because there is no functional separation between the task and communication space. However, when people are working remotely, the task space is often separated from the communication space. For example, when video conferencing, people may have the face of their collaborator on one screen, while looking at a shared document on another. In this case, it is impossible to see many of the remote collaborator's communication cues at the same time as looking at the task space. So, there is an artificial seam between the communication space and task space. This is the type of impact of remote communication technology that needs to be predicted through communication models.

1. 빈칸 추론 윗글의 빈칸에 들어갈 말로 가장 적절한 것은?

① seamless communication
② remote collaboration
③ divided attention
④ artificial separation
⑤ silent cooperation

2. 주제 윗글의 주제로 가장 적절한 것은?

① why video conferencing is better than meeting in person
② how to design shared documents
③ the seam between task and communication space in remote work
④ the history of the MIT Media Lab
⑤ the dangers of face-to-face meetings

2026년 9월 고1 학평 20번

2026년 9월 시행 · 전국연합학력평가

Learning games need to be what we call ‘fun enough.’ Many new learning-game developers try to design an entertaining game. Unfortunately, that often makes learning ① harder rather than easier. Remember, you are not creating the next great commercial game to entertain your learners; you are creating a learning game in which success will be ② measured by the achievement of learning outcomes. ③ Follow the temptation to create a ton of rules, pile on different game elements, and incorporate multiple dynamics to keep player interest high. Yes, the game should be engaging with a ④ mild level of fun, but learning should be the goal. Focus on engagement rather than entertainment. The goals of the game play should be interactivity and engagement. Research shows that what makes games instructional is the level of interactivity and engagement the learners have with the content. Given those parameters, making sure the learners are engaged and active is far more important than making sure they are ⑤ entertained.

1. 어휘 윗글의 밑줄 친 부분 중, 문맥상 낱말의 쓰임이 적절하지 않은 것은?

① ② ③ ④ ⑤

2. 요지 윗글의 요지로 가장 적절한 것은?

① 학습 게임은 상업 게임만큼 재미있어야 한다.
② 규칙을 많이 만들수록 학습 효과가 크다.
③ 학습 게임에서 재미는 전혀 필요 없다.
④ 학습자의 흥미보다 게임 요소가 중요하다.
⑤ 학습 게임은 재미보다 학습자의 상호 작용과 몰입에 초점을 맞춰야 한다.

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2026년 3월 시행 · 전국연합학력평가

A conceptual model is an explanation, usually highly simplified, of how something works. ① It doesn't have to be complete or even accurate as long as it is useful. ② The files, folders, and icons you see displayed on a computer screen help people create the conceptual model of documents and folders inside the computer, or of apps or applications on the screen. ③ In fact, there are no folders inside the computer—those are effective conceptualizations designed to make them easier to use. ④ Many people prefer laptops to desktop computers because they are portable. ⑤ Sometimes these depictions can add to the confusion, however. When reading e-mail or visiting a website, the material appears to be on the device, for that is where it is displayed and used. But in fact, in many cases the actual material is "in the cloud," located on some distant machine. The conceptual model is of one, coherent image, whereas it may actually consist of parts, each located on different machines that could be almost anywhere in the world.

1. 무관한 문장 윗글에서 전체 흐름과 관계 없는 문장은?

① ② ③ ④ ⑤

2. 제목 윗글의 제목으로 가장 적절한 것은?

① Folders That Don't Exist: Useful but Misleading Models
② Computers Store Real Paper Folders
③ The Cloud Is Inside Your Phone
④ Why Conceptual Models Must Be Accurate
⑤ Icons Make Computers Slower

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2025년 9월 시행 · 전국연합학력평가

All editing systems are now nonlinear computer-based systems that ① allow random access to any video shot or scene without ② have to fast forward or fast reverse to find it. Nonlinear systems can create a range of special effects, such as slow motion, wipes and dissolves. Another highlight of a digital nonlinear system is its random access process that makes it easy for an editor to find desired shots or scenes without having to spend time fast forwarding or rewinding videotape. With nonlinear editing, shots or scenes can be easily ③ added or removed anywhere in the program, and the computer ④ adjusts the program length automatically. Linear editing was like composing a paper on a typewriter. If a mistake was made or new information needed to be added the whole piece had to be retyped. Nonlinear editing, on the other hand, is like using a word processing program. If a mistake is made, it is easily ⑤ deleted and fixed with a few keystrokes, and new information can be added easily.

1. 어법 윗글의 밑줄 친 부분 중, 어법상 틀린 것은?

① ② ③ ④ ⑤

2. 요지 윗글의 요지로 가장 적절한 것은?

① 선형 편집이 특수 효과를 만들기에 더 좋다.
② 비선형 편집은 프로그램 길이를 직접 계산해야 한다.
③ 타자기는 워드 프로세서보다 수정이 쉽다.
④ 비선형 편집은 원하는 장면에 바로 접근하고 쉽게 수정할 수 있어 선형 편집보다 훨씬 편리하다.
⑤ 비디오 편집에는 되감기가 반드시 필요하다.

2025년 3월 고1 학평 39번

2025년 3월 시행 · 전국연합학력평가

The rise of air-conditioning accelerated the construction of ① sealed boxes, where the building's only airflow is through the filtered ducts of the air-conditioning unit. It doesn't have to be this way. Look at any old building in a hot climate, whether it's in Sicily or Marrakesh or Tehran. Architects understood the importance of ② shade, airflow, light colors. They oriented buildings to ③ capture cool breezes and block the worst heat of the afternoon. They built with thick walls and white roofs and transoms over doors to encourage airflow. Anyone who has ever spent a few minutes in a mudbrick house in Tucson, or walked on the narrow streets of old Seville, knows how well these construction methods work. But all this wisdom about how to deal with heat, accumulated over centuries of practical experience, is all too often ④ ignored. In this sense, air-conditioning is not just a technology of personal comfort; it is also a technology of ⑤ remembering.

1. 어휘 윗글의 밑줄 친 부분 중, 문맥상 낱말의 쓰임이 적절하지 않은 것은?

① ② ③ ④ ⑤

2. 제목 윗글의 제목으로 가장 적절한 것은?

① Old Buildings Were Too Hot to Live In
② Air-Conditioning: A Technology of Forgetting
③ Why Thick Walls Trap Heat
④ Sealed Boxes Keep Us Healthy
⑤ Architects Never Studied Climate

2024년 9월 고1 학평 32번

2024년 9월 시행 · 전국연합학력평가

Every time a new medium comes along—whether it's the invention of the printed book, or TV, or SNS—and you start to use it, it's like you are putting on a new kind of goggles, with their own special colors and lenses. (①) So when you start to watch television, before you absorb the message of any particular TV show—whether it's Wheel of Fortune or The Wire—you start to see the world as being shaped like television itself. (②) That's why Marshall McLuhan said that every time a new medium comes along—a new way for humans to communicate—it has buried in it a message. (③) It is gently guiding us to see the world according to a new set of codes. (④) The way information gets to you, McLuhan argued, is more important than the information itself. (⑤) TV teaches you that the world is fast; that it's about surfaces and appearances.

1. **문장 삽입** 글의 흐름으로 보아, 다음 문장이 들어가기에 가장 적절한 곳은?

Each set of goggles you put on makes you see things differently.

① ② ③ ④ ⑤

2. **요지** 윗글의 요지로 가장 적절한 것은?

① 매체보다 내용이 더 중요하다.
② 텔레비전은 세상을 느리게 보게 한다.
③ 새로운 매체는 그 내용과 별개로 세상을 보는 방식을 바꾸므로, 매체 자체가 메시지이다.
④ 고글은 세상을 정확하게 보여 준다.
⑤ 책은 우리의 시각에 영향을 주지 않는다.

2024년 6월 고1 학평 36번

2024년 6월 시행 · 전국연합학력평가

As businesses shift some core business activities to digital, such as sales, marketing, or archiving, it ① assumes that the impact on the environment will be less negative. However, digital business activities can still threaten the environment. In some cases, the harm of digital businesses can be even more hazardous. A few decades ago, offices ② used to have much more paper waste since all documents were paper ③ based. When workplaces shifted from paper to digital documents, invoices, and emails, it was a promising step to save trees. However, the cost of the Internet and electricity for the environment is ④ neglected. A recent Wired report declared that most data centers' energy source is fossil fuels. When we store bigger data on clouds, increased carbon emissions make our green clouds gray. The carbon footprint of an email is smaller than mail ⑤ sent via a post office, but still, it causes four grams of CO_2, and it can be as much as 50 grams if the attachment is big.

1. 어법 윗글의 밑줄 친 부분 중, 어법상 틀린 것은?

① ② ③ ④ ⑤

2. 제목 윗글의 제목으로 가장 적절한 것은?

① Digital Business Saves the Planet
② Paper Is Worse Than Fossil Fuels
③ Emails Produce No Carbon
④ Why Offices Need More Paper
⑤ Gray Clouds: The Hidden Environmental Cost of Going Digital

정답 및 해설

9-01 **1.**① **2.**③ · 9-02 **1.**③ **2.**⑤ · 9-03 **1.**④ **2.**① · 9-04 **1.**② **2.**④ · 9-05 **1.**⑤ **2.**② · 9-06 **1.**① **2.**③ · 9-07 **1.**① **2.**⑤

9-01 · 2026년 10월 고1 학평 37번

1. ① 얼굴을 마주하고 협업할 때는 과업 공간과 소통 공간 사이에 기능적 분리가 없으므로 '이음매 없는 소통'이다. ④는 원격 협업의 특징이다.

2. ③ 대면 협업과 달리 원격 협업에서는 과업 공간과 소통 공간이 분리되어 인위적인 이음매가 생긴다는 내용이다.

9-02 · 2026년 9월 고1 학평 20번

1. ③ 흥미를 위해 규칙과 요소를 잔뜩 넣고 싶은 유혹을 '물리쳐야' 한다. ③ Follow → Resist.

2. ⑤ 학습 게임은 '적당히 재미있으면' 되고, 오락보다 상호 작용과 몰입에 초점을 두어야 한다는 것이 요지다. ③은 지나친 해석이다.

9-03 · 2026년 3월 고1 학평 29번

1. ④ 글은 컴퓨터 화면의 폴더와 아이콘 같은 개념 모델을 다룬다. ④는 노트북 선호 이야기로 흐름과 무관하다.

2. ① 개념 모델은 정확하지 않아도 유용하면 되지만, 때로는 실제 작동 방식에 대해 혼란을 줄 수 있다는 글이다. ④는 글과 반대다.

9-04 · 2025년 9월 고1 학평 38번

1. ② 전치사 without의 목적어이므로 동명사 having이 알맞다. ② have → having.

2. ④ 비선형 편집은 장면에 바로 접근하고 추가·삭제가 쉬워, 타자기에 비유되는 선형 편집보다 편리하다는 것이 요지다.

9-05 · 2025년 3월 고1 학평 39번

1. ⑤ 수 세기 동안 쌓인 지혜를 무시하게 만들었으므로 에어컨은 '망각'의 기술이다. ⑤ remembering → forgetting.

2. ② 더운 지역의 옛 건축은 그늘과 바람으로 더위를 다스렸는데, 에어컨이 그 지혜를 잊게 만들었다는 글이다.

9-06 · 2024년 9월 고1 학평 32번

1. ① 새 매체를 고글에 비유한 문장 뒤에 '고글마다 다르게 보이게 한다'는 설명이 오고, So로 텔레비전의 예가 이어진다.

2. ③ 매클루언에 따르면 정보가 전달되는 방식이 정보 자체보다 중요하며, 새 매체는 세상을 보는 새로운 규칙을 심는다는 것이 요지다. ①은 정반대다.

9-07 · 2024년 6월 고1 학평 36번

1. ① 가주어 it 뒤에 '~라고 여겨진다'는 수동의 의미이므로 is assumed가 알맞다. ① assumes → is assumed.

2. ⑤ 디지털 전환은 종이를 줄였지만 화석 연료로 돌아가는 데이터 센터 때문에 여전히 환경에 해롭다는 글이다.