

04. 可穿戴设备与健康科技

一、阅读理解

1

Technologies used for human purposes are now being used to improve pet's well-being. And the pet humanization trend of recent years is shown in technology, with a great increase in need for different kinds of wearable tech devices (设备) from pet parents around the world. Today, it is not unusual to see dogs or cats with something tied (系) to their body to monitor (监控) their activity or track their location.

“People don't know the answer to questions about how much exercise or the amount of food their dog needs and that's where wearable monitoring device comes in,” says CEO and co-founder of PitPat, Andrew Nowell. Between 2022 and 2021, this UK developer of a pet tracking device for dogs, shipped 39% more of its products. At the same time, the UK pet population increased by 10% to more than 9 million and a new type of pet owner appeared, the so called Generation Y. They are the majority of customers that buy a wearable tech device, mainly wanting to know how far their pet has gone and what the dog is doing while they are out.

The wearable tech field is mainly made up of small start-up companies. But this may change in the near future. “All the big players are very interested. They will jump into the field in one way or another,” said Asaf Dagan, co-founder of the wearable tech device producer PetPace. Market research companies are predicting that the field will be worth between \$2.4 billion and \$3.5 billion in the coming years, with a yearly increase ranging between 13.5% and 25% by 2025.

Despite the potential (潜力) there are still some challenges that companies will soon have to face. Awareness is one of them. “The function of the GPS tracker is supposed to be known by more pet parents, but there is still work to do to help them know about activity monitors. It is a matter of putting the message across. The value is there and the need is there. It's about providing a connection and creating awareness,” commented Dagan.

1. What does paragraph 1 mainly tell us about wearable tech devices?

- A. They help improve human well-being.
- B. They require some changes to serve pets well.
- C. They were invented for human-pet relationships.
- D. They are becoming increasingly popular with pet owners.

2. Why do pet-owning Generation Y buy wearable tech devices?
- A. To keep their pets warm.
 - B. To correct their pets' behavior.
 - C. To monitor their pets' activity.
 - D. To save their pets from getting disease.
3. What does the underlined words "putting the message across" in the 4 paragraph mean?
- A. Guiding people to use GPS trackers properly.
 - B. Getting people to know the value of activities monitors.
 - C. Making continuous improvement of activities monitors.
 - D. Increasing the market share (份额) of GPS trackers.
4. What is the main purpose of the writer?
- A. To prove that wearable tech devices for pets are useful.
 - B. To stress how Generation Y get connected with their pets.
 - C. To explain how people track and monitor their pets' activities.
 - D. To introduce us to the field of wearable tech devices for pets.

【答案】 1. D 2. C 3. B 4. D

【解析】 本文是一篇说明文。主要介绍了随着对各种可穿戴科技设备的需求大幅增加，宠物的人性化趋势在技术上得到了体现，宠物可穿戴技术设备领域越来越受欢迎。

1. 推理判断题。根据“And the pet humanization trend of recent years...from pet parents around the world.”可知，此处是指人们对不同可穿戴设备需求的递增，说明这种设备越来越受欢迎。故选 D。

2. 细节理解题。根据“They are the majority of customers that buy a wearable tech device...what the dog is doing while they are out.”可知，他们买这种设备是为了监控宠物的活动。故选 C。

3. 推理判断题。根据“The function of the GPS tracker is supposed to be known by more pet parents, but there is still work to do to help them know about activity monitors”可知，最大的问题是要让人们知道监视器的功能，进而了解它的价值。故选 B。

4. 主旨大意题。通读全文可知描述了近年来宠物穿戴设备越来越人性化，也越来越受欢迎。可推测本文是在向我们介绍宠物可穿戴技术设备领域。故选 D。

Your Internet experience is terrible when the net speed is too slow—it takes so long to open a web page and the film you're watching stops every few minutes. That can be very annoying. But it could be a thing of the past. In the near future, major telecom carriers will

start to provide 5G services.

What is 5G? What difference will it really make to our lives? The “G” in “5G” refers to the generations of mobile network technologies. 1G let us talk to each other, 2G let us send messages, 3G gave us mobile data and the Internet, and 4G made all of these things faster. Now 5G promises much faster data download and upload speeds, and ore stable connections. This means that you will be able to download an entire HD movie in seconds and only experience a short delay between sending and receiving data. For example, when you have a video chat with your friend, there is generally a 200 milliseconds delay with 4G, but 5G will reduce the delay to 1 millisecond, which is almost real time.

5G will be able to improve many advanced technologies, such as driverless cars, wearable devices and entertainment. With a 5G network, the short delay in information exchange will allow driverless cars to run more safely, as they will be able to communicate in real time and avoid dangers. Meanwhile, 5G-enabled wearable devices will keep doctors updated on the health status of their patients, so doctors can give patients advice immediately if there’s something wrong. Besides, VR games will become more popular with 5G. The short delay of 5G will make the games feel even more real.

Though 5G will make our lives more convenient, it will not be perfect. For one thing, 5G will not “travel” far. On 4G networks, you can be 10 kilometres away from the nearest transmission base and barely lose signals. But 5G will only cover about 300 metres, meaning that we will need more transmitters so that we can get signals. And in order to use 5G, we will have to buy new products specifically designed for 5G that are currently expensive.

5. What does the “G” in “5G” refer to?

- A. Games. B. Groups. C. Grades. D. Generations.

6. What is the main idea of Paragraph 3?

- A. The advantages of 5G. B. The disadvantages of 5G.
C. The price of 5G products. D. The advanced technologies.

7. Which of the following is NOT true?

- A. 3G gave us mobile data and the Internet.
B. 5G will allow driverless cars to run more safely.
C. 5G will cover about 300 metres to 1,000 metres.
D. 5G will make the VR games feel even more real.

8. Where is the article possibly from?

A. A diary.

B. A magazine.

C. A storybook.

D. A novel.

【答案】5. D 6. D 7. C 8. B

【解析】本文是一篇说明文，主要介绍了 5G 技术的影响和能够带来的改变及仍然存在的问题等。

5. 细节理解题。根据第二段中“The “G” in “5G” refers to the generations of mobile network technologies.”（“5G”中的“G”指的是第几代移动网络技术）可知，G 指的是“第几代”。故选 D。

6. 细节理解题。根据“5G will be able to improve many advanced technologies, such as driverless cars, wearable devices and entertainment.”（5G 将能够改进许多先进技术，如无人驾驶汽车、可穿戴设备和娱乐。）可知第三段主要讲了先进的技术。故选 D。

7. 细节理解题。根据最后一段“But 5G will only cover about 300 metres, meaning that we will need more transmitters so that we can get signals.”（但 5G 只能覆盖约 300 米，这意味着我们需要更多的发射机才能接收信号）可知，C 选项“5G 将覆盖约 300 至 1000 米”表述不正确。故选 C。

8. 推理判断题。根据第一段“Your Internet experience is terrible when the net speed is too slow—it takes so long to open a web page and the film you’re watching stops every few minutes. That can be very annoying. But it could be a thing of the past. In the near future, major telecom carriers will start to provide 5G services.”（当网速太慢时，你的上网体验很糟糕——打开一个网页需要很长时间，你正在看的电影每隔几分钟就会停止。这很烦人。但这可能是过去的事了。在不久的将来，主要电信运营商将开始提供 5G 服务。）及结合文章，可知主要介绍了 5G 技术的影响和能够带来的改变以及仍然存在的问题等。可推知，文章可能来自一本杂志。故选 B。

3

A wearable assistance device (可穿戴辅助设备) for swimmers who are totally or partially blind was invented by a group of students in Greece.

The device, which is fixed on a swimming cap, has a set of sensors that can tell the swimmer (who is wearing it) about his or her location (位置) in the pool, and their arrival at the end of swimming for the turn or the finish. Besides this, the device includes an earphone that can tell the swimmer (using it) about his or her timing.

The students, who are also members of the Swim. me team, wanted to develop this device to help blind people of all ages realise their dream of swimming, no matter what kind

of difficulties they might face.

They also presented their invention to Paralympian (残奥会) and world champion (冠军) swimmer Charalambos Taiganidis.

“It was very important for us to get advice from such a great swimmer, who can directly try the device. He gave us advice on how to make further use of the device,” a student said.

The device is the second big invention for blind people that has been developed by Greek students. The first invention, called “Smart Vision”, is to help blind people in their daily shopping activities and includes a device that can “read” the information such as ingredients (成分) and date on the box to the users.

These students are now trying to make the swimming cap device ready to use and will take part in a competition for inventions with it.

9. After wearing the device, swimmers can NOT know _____.
- A. the time they have spent swimming B. the location of their competitors
C. when to make turns in the pool D. when the race is over
10. The world champion swimmer helped the students by _____.
- A. testing the device in different competitions B. introducing them to the Paralympics
C. giving advice to improve the device D. making the device ready to use
11. What can we infer from the passage?
- A. Blind people can find out what the food is made of by using Smart Vision.
B. The students want to make money from their studies with the device.
C. The device will be used by players in the Olympic games.
D. The device is the first invention of the Swim.me team.
12. What’s the passage mainly about?
- A. How students help blind people realise their dreams.
B. How to use a wearable assistance device in a swimming pool.
C. Students in Greece invented a useful device for blind swimmers.
D. The government of Greece is encouraging students to invent things.

【答案】 9. B 10. C 11. A 12. C

【解析】本文讲述了希腊的一群学生为完全或部分失明的游泳者发明了一种可穿戴的辅助设备。

9. 细节理解题。根据“tell the swimmer (using it) about his or her timing.”; “tell the swimmer (who is wearing it) about his or her location (位置) in the pool”; “their arrival at the end of swimming for the turn or the finish.”可知，戴上装置，游泳者可以知道游泳的时间、在游泳池中的位置以及最后比赛的终点。B 选项文中未提及到。故选 B。

10. 细节理解题。根据“It was very important for us to get advice from such a great swimmer, who can directly try the device. He gave us advice on how to make further use of the device,”可知，世界游泳冠军可以通过提出改进设备的建议来帮助学生。故选 C。

11. 推理判断题。根据“The first invention, called ‘Smart Vision’, is to help blind people in their daily shopping activities and includes a device that can “read” the information such as ingredients and date on the box to the users.”可知，盲人用户可以通过这个发明“读取”盒子上的配料和日期等信息，即通过“智能视觉处理器”了解到食物的成分。故选 A。

12. 主旨大意题。通读全文可知，本文讲述了希腊的一群学生为完全或部分失明的游泳者发明了一种可穿戴的辅助设备。故选 C。

4

A Japanese company has created a “smart” mask to improve communication for people wearing face coverings to prevent the spread of COVID-19.

The use of face masks has become the new normal in parts of the world still trying hard to reduce spread of the coronavirus. However, masks and other kinds of coverings can affect the quality of communication between wearers.

It can be more difficult to hear voices through the coverings. Many business and public spaces also have social distance barriers in place, which also make it harder for people to be heard and understood.

The wearable electronic device is designed to help improve speech interactions in such conditions. The Japanese startup company Donut Robotics calls its invention the “e-mask”. The device is worn over other common face masks.

The e-mask is made of soft plastic material. It has a built-in microphone and holes in the front to let air in. When it is turned on, the mask uses Bluetooth technology to connect to a mobile device. An app then helps users perform several actions, including turning speech into text, completing telephone calls and making the user’s voice louder. If needed, when people speak, the text of the conversation can also be displayed on a large computer screen, which makes modern online meetings possible. During a company meeting, minutes can be created and translated without typing.

Donut Robotics plans to create a world where people can connect with each other from a distance better. The e-mask will be equipped with a Wi-Fi router. And the company is planning to install AR function as well.

“About 6,000 e-masks have been sold in Japan since a year ago.” Taisuke Ono, the head of Donut Robotics said, “I have received strong interest in the product and I believe it will sell well in China, the United States and Europe.”

13. The e-mask was invented in order to _____.
- A. tell people to keep social distance B. help people to be heard more clearly
C. change people's ways of communication D. improve the quality of the common mask
14. _____ makes it possible for the e-mask to help a company record and translate the minutes.
- A. A mobile app B. An hole in the front C. A microphone D. The plastic material
15. From the passage we can infer that _____.
- A. e-masks are very popular in the world now
B. electronic devices will be replaced by e-masks
C. people will buy more e-masks than common ones
D. Taisuke Ono is sure of the bright future of e-masks
16. The passage is mainly about _____.
- A. the ways to use the e-mask better B. the invention and function of the e-mask
C. the ways to prevent the spread of COVID-19 D. the advantages and disadvantages of the e-mask

【答案】13. B 14. A 15. D 16. B

【解析】本文主要介绍了日本发明的智能口罩以及它的未来计划。

13. 细节理解题。根据“A Japanese company has created a “smart” mask to improve communication for people wearing face coverings to prevent the spread of COVID-19”可知，日本发明智能口罩是为了改善人们的交流，让人们听得更清楚。故选 B。

14. 细节理解题。根据“An app then helps users perform several actions, including turning speech into text, completing telephone calls and making the user's voice louder”可知，一款手机软件让智能口罩能帮助公司举行在线会议，故选 A。

15. 推理判断题。根据“I have received strong interest in the product and I believe it will sell

well in China, the United States and Europe”可知，他相信它会在中国、美国和欧洲畅销，由此可推断对这种口罩的未来充满信心。故选 D。

16. 主旨大意题。阅读全文可知，本文主要介绍了日本发明的智能口罩。故选 B。

5

It’s a pity that deaf people, or those who have hearing problems, can’t enjoy music. But now a vibrating suit brings them hope— it can allow them to “feel” music instead of hearing it.

Designed by a technology company, the suit is made up of a body harness ankle and wrist straps”. Music is sent to the suit and then the suit is able to translate it into a number of vibrating beats, which can be felt all over the body. The users can adjust the degrees of the vibrations.

Chase Burton, 33, a deaf filmmaker from Texas, US, has been testing out the suit for four years. He understands that a deaf person’s experience with music is very different. “When I was a kid, I’d lie on the floor above our garage so I could feel the vibrations from my brother’s band rocking out below my body,” Burton said. Now when he wears the vibrating device”, he says the sound hits different parts of his body. “Maybe it will hit me down in my ankles first. And then I’ll start to feel the vibrations in my back. And then I’ll feel some in my wrist,” Burton said.

The designers have been working to make more deaf people experience music through their skin. In 2016, a dozen prototype suits were tested at a Lady Gaga concert in the US. The suit was also tested at a different concert in Las Vegas in 2018. It was given to 150 audience members at the concert where half the audience members were deaf and half could hear.

At the same time, the company has been improving the technology, saying it’s ready to go to market soon. The suit may be used in video games or theme parks. The final goal is to make the technology available to all.

“We truly think that anything that has an audio element can also have a vibrational experience as well,” the company’s director Jordan said.

17. The vibrating suit is a wearable device that can _____.

- | | |
|---------------------------|---------------------------------|
| A. keep deaf people safe | B. teach the deaf to play music |
| C. treat hearing problems | D. help deaf people feel music |

18. In Paragraph 3, Chase Burton is mentioned to show _____.

- | | |
|---|---|
| A. the popularity of the vibrating suit | B. his experience with the vibrating suit |
|---|---|

- C. the development of the vibrating suit D. his contributions to the vibrating suit
19. The underlined word “their” in Paragraph 4 refers to _____.
- A. deaf people’s B. the designers C. vibrating suits’ D. video games
20. According to the passage, what is the future of the vibrating suit?
- A. There will be a lot of difficulties to put the suit into use
- B. The suit will not just be used by deaf people in the future
- C. The suit will be so expensive that few people can afford it
- D. There will be better tools to replace the vibrating suit soon

【答案】 17. D 18. B 19. A 20. B

【解析】 本文主要讲述了聋哑人或有听力问题的人不能享受音乐，文章介绍了一台振动西装给他们带来了希望——它可以让他们通过皮肤感受音乐。

17. 细节理解题。根据文中“**But now a vibrating suit brings them hope— it can allow them to “feel” music instead of hearing it.**”可知，振动服是一种可穿戴设备，可以帮助聋人感受音乐。故选 D。

18. 细节理解题。根据文中**He understands that a deaf person’s experience with music is very different. “When I was a kid,...Maybe it will hit me down in my ankles first. And then I’ll start to feel the vibrations in my back. And then I’ll feel some in my wrist,” Burton said.**”可知，Chase Burton 介绍了他使用振动服的经验。故选 B。

19. 词句猜测题。根据上文**“The designers have been working to make more deaf people experience music”**可知，设计师们一直在努力让更多的聋人通过他们的皮肤体验音乐。此处划线单词 **their** 的意思是“聋哑人的”，选项 A 正确的，故选 A。

20. 推理判断题。根据文中**“At the same time, the company has been improving the technology, saying it’s ready to go to market soon. The suit may be used in video games or theme parks. The final goal is to make the technology available to all.”**可知，这套西装可以用于电子游戏或主题公园。最终目标是让所有人都能使用这项技术。选项 B 是正确的，这套衣服将来不仅会被聋人使用。故选 B。



Video calls are a common thing in our daily life, but have you imaged being able to touch the person on the other end of the line? Scientists are making this a reality.

Researchers have invented a soft skin stretch device (SSD), a haptic device (触觉设备), that can recreate the sense of touch. Haptic technology copies the experience of touch by stimulating (刺激) part of the skin in ways that are similar to what is felt in the real world, through force, vibration (振动) or movement.

Vibration is the most common haptic technology today, such as one used in laptops, which is similar to a button clicking. However, haptic feedback with vibration becomes less sensitive when used continuously. The existing technology also has great difficulty recreating the sense of touch with objects in virtual (虚拟的) environments or located remotely, according to Mai Thanh Thai, lead author of the study.

The new technology overcomes problems with existing haptic devices. The research team introduced a **novel** method to recreate the sense of touch through soft, man-made “muscles”.

“Our three-way directional skin stretch device, built into the fingertips of the wearable haptic glove, is like wearing a second skin — it’s soft, stretchable and similar to the sense of touch — and will enable new forms of haptic communication to improve everyday activities,” said Thanh Nho Do, senior author of the study.

It works like this: Imagine you are at home and you call your friend far away. You wear a haptic glove with the SSDs and your friend also wears a haptic glove. If your friend picks up an object, it will physically press against your friend’s fingers. And his glove will measure these interactions. The force signals can be sent to your glove so your device will make the same forces, making you experience the same sense of touch as your friend.

The haptic devices could be used in various places, allowing users to feel objects inside a virtual world or at a distance. This could be especially beneficial during such times like the COVID-19 pandemic when people depend on video calls to keep in touch with loved ones. Or it could be used in medical practices. Doctors can feel a patient without touching him.

21. Which does the underlined word “**novel**” mean?

- | | |
|---------------------------|----------------------|
| A. a kind of book to read | B. be able to read |
| C. common and popular | D. new and different |

22. Paragraph 3 mainly tells us that _____.

- A. vibration is the most common haptic technology today

- B. vibration is a sense of feeling similar to a button clicking
 - C. existing technology has some disadvantages on vibration
 - D. existing technology has been widely used in many devices
23. What could we know after reading the passage?
- A. It is common to touch the person when we make calls.
 - B. Vibration is a way to stimulate skin to create the sense of touch.
 - C. People will do more everyday activities after wearing haptic gloves.
 - D. When your friend picks up an object, you will receive the forces he makes.
24. What is the best title for the passage?
- A. Touch at a distance
 - B. The usage of SSD
 - C. Touch with a glove
 - D. How SSD works

【答案】 21. D 22. C 23. B 24. A

【解析】 本文是一篇说明文，主要介绍了视频通话可能在未来实现触感传递。

21. 词义猜测题。根据 The research team introduced a novel method to recreate the sense of touch through soft, man-made “muscles”.可知“人造肌肉”是一种新的触碰方式，故 novel 表示“新的”，注意新冠病毒的英文是 novel coronavirus，novel 也是“新的”意思。故选 D。

22. 段落大意题。第三段主要讲触觉振动反馈持续使用变得没那么灵敏，即现存科技在触觉上还存在劣势，故选 C。

23. 细节理解题。根据“Haptic technology copies the experience of touch by stimulating (刺激) part of the skin in ways that are similar to what is felt in the real world, through force, vibration (振动) or movement.”可知振动是通过刺激皮肤产生一种触觉的方式，故 B 项正确，故选 B。

24. 主旨大意题。文章主要讲振动传感技术，即远距离触碰，故选 A。

Recently, some people have complained about the purposefully addictive (上瘾的) designs of smartphones and social media, which make it hard for anyone to put them down, especially teens. Now, a new report in *Emotion* gives facts that back up what these people said.

According to the report, young people’s life satisfaction and happiness have dropped since 2012, the year the percentage of teens owning smartphones started increasing rapidly. The report also finds that teens’ psychological (心理的) health gets worse the more hours a

week they spend on screens.

Jean Twenge is the lead writer of the report. She graphed (制图) the connection between happiness and screen activities, such as social media, texting, gaming, and video chats. She also graphed the connection between happiness and non-screen activities, including sports, reading, and face-to-face communications. She called the relationship between screen and non-screen activities “zero sum”—if you are doing one, it takes time away from the others.

Diane Tanman complains that her sons are like that. They are 11 and 15. They used to play games in fields, and it made them happier. These days, her sons are more into online games. Many of the games have rewards (奖励) built in to keep players coming back. “It’s just junk food for the brain,” Tanman said.

Ed Lazzara says his 12-year-old son Leo is a fan of video games. After playing a lot, Leo gets more upset and uncomfortable. He wants his son to play fewer video games.

However, totally staying away from electronic devices (设备) doesn’t lead to happiness, either. Twenge and her co-writers found that the happiest teens used electronic devices a little less than an hour daily. After a daily hour of screen time, unhappiness rises in relation to increasing screen time.

Spending time in front of a screen is a normal part of being a teenager. Many schools require students to be online and to use iPads or other devices to do their work. But teachers and parents have also complained that technology can get in the way of learning when teens use their devices for things other than their studies.

If we recognize how screen time influences young minds, we can help teens use technology better and protect their psychological health in the process. Screen time is like ice cream. Sure, we can have some once in a while, but it shouldn’t be part of our everyday lives.

25. What can we learn from the passage?

- A. Screen time at home is not as beneficial as screen time at school.
- B. Nearly an hour of screen time every day makes teens happiest.
- C. Technology should be encouraged in classroom learning.
- D. What teens do on the screen influences their happiness.

26. Why does the passage give the examples of families with teens?

- A. To prove the bad effect of the addictive designs of electronic devices.
- B. To show parents have little control over their teens’ screen time.
- C. To compare different-aged teens’ feelings about screen use.

- D. To explain why electronic devices make teens feel happy.
27. Which of the following would be the best title for the passage?
- A. Use of Electronic Devices: Should We Consider Teens' Needs?
- B. Teens' Psychological Health: Why Is It Important?
- C. Screen Time and Teens' Study Performance
- D. Screen Time and Teens' Life Satisfaction

【答案】25. B 26. A 27. D

【解析】本文是一篇说明文。文章主要介绍了《情感》杂志上的一篇新报告的一些观点，智能手机和社交媒体故意让人上瘾的设计让青少年沉迷于屏幕；青少年每周花在屏幕上的时间越长，他们的心理健康状况就越差，他们的生活满意度和幸福感会有所下降。屏幕时间就像冰淇淋，我们可以偶尔吃一些，但不应该成为我们日常生活的一部分。

25. 细节理解题。根据第六段“Twenge and her co-writers found that the happiest teens used electronic devices a little less than an hour daily.”可知，最快乐的青少年每天使用电子设备的时间略少于一个小时。故选 B。

26. 细节理解题。根据第四段“Many of the games have rewards built in to keep players coming back. ‘It’s just junk food for the brain,’ Tanman said.”和第五段“After playing a lot, Leo gets more upset and uncomfortable. He wants his son to play fewer video games.”可知，作者列举有青少年的家庭的例子是为了证明电子设备令人上瘾的设计的不良影响。故选 A。

27. 最佳标题题。综合全文可知，青少年每周花在屏幕上的时间越长，他们的心理健康状况就越差，他们的生活满意度和幸福感会有所下降。选项 D“屏幕时间与青少年生活满意度”适合作为文章的标题。故选 D。

Eating with normal chopsticks is common, but Japanese researchers came up with something very unique. Scientists in Japan have developed electric chopsticks that are used to help people cut down on salt. The special chopsticks use a tiny bit of electricity to make food taste like it has more salt.

Though human bodies need salt, many people eat far too much of it. We put it on our lunches, dinners, and everything in between. While a little bit of salt is tasty, too much can be harmful. The most common illness connected to eating too much salt is high blood pressure. Moreover, according to the WHO, a surprising number of 2.5 million people may not die

each year if each person in the world eats less than five grams daily.

This research, carried out by the scientists at Meiji University and Kirin, which sells food and drinks, may help many people live a low salt life without sacrificing (牺牲) taste. The chopsticks work with a mini-computer that can be worn on the hand. When the chopsticks are put in the mouth, there is a tiny bit of electricity. The electricity is too small to be felt, but it can change the way the tongue tastes certain things.

This research showed that with the chopsticks, food could have up to 30% less salt and still taste just as salty. So far Kirin hasn't planned to sell the chopsticks. But it is looking into ways the technology could be used with other eating tools, including spoons.

28. What does the underlined word “unique” in Paragraph 1 mean?

- A. Strange. B. Funny. C. Special. D. Necessary

29. What does the number in Paragraph 2 tell us?

- A. Many people die each year because of illnesses.
B. Too much salt is very harmful to people's health.
C. The WHO worries about how much people eat.
D. The population of the world is too large.

30. The electricity created by the chopsticks is _____.

- A. to sacrifice your taste
B. to start the mini-computer
C. to make it be felt by people's mouth
D. to change how the tongue tastes salt

31. What may scientists later research on?

- A. How to better sell the chopsticks.
B. How too much salt causes health problems.
C. How to cut down more salt in people's life.
D. How to use the technology with spoons.

32. Which can be the best title for the passage?

- A. Chopsticks Used by Japanese People
B. Cutting Down on Salt with Electric Chopsticks
C. Bad Influence from Eating Too Much Salt
D. Improving People's Eating Habits

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