**2025年全国高考I卷 语法填空 学案**

**一、试题考生回忆版**

An exhibition at the Jiushi Art Museum in Shanghai is featuring artwork inspired by Go, one of the oldest board games in the world, \_\_\_56\_\_\_\_\_originated in China more than 4,000 years ago.

Go, or weiqi in Chinese, is one of \_\_\_57\_\_\_\_\_ earliest binary-based(二进制)games. The movements of the black and white pieces reflect the basic ideas of Eastern philosophy, according to Tu Ningning, curator of the exhibition.

“The exhibition brings together Go culture, cutting-edge technology and contemporary art,” says Tu. “We hope \_\_\_58\_\_\_\_ (present) the rather abstract Go game and AI in a visual context, and initiate dialogues with minimalism art, conceptual art and expressionism.”

“Each move should serve a long-term purpose. You try to lead the opponent into your trap and force them to follow your \_\_\_\_59\_\_\_\_\_\_(guide) till they lose,” explains Wang Wei, a Go player among the visitors to the exhibition.

“The players’ personalities \_\_60\_\_\_\_\_\_ (reveal) during the game, and one’s weaknesses are exposed to the opponent,” she adds. “A decent winner always \_\_\_\_61\_\_\_\_\_\_(try) to outplay the opponent \_\_\_62\_\_\_\_\_ no more than one or two points as a gesture of modesty and respect for the other side.”

Tu says it was the balance between the black and white pieces, beauty in the \_\_\_\_63\_\_\_\_\_(strategy) placement of the pieces, \_\_\_63\_\_\_\_ the energy flow following each move that inspired artists to create oil paintings, sculptures, \_\_\_\_64\_\_\_\_\_(digital) generated graphics and silk-screen prints for the showcase.

**二、题源分析**

**An exhibition at the Jiushi Art Museum in Shanghai is featuring artwork inspired by Go, one of the oldest board games in the world, which originated in China more than 4,000 years ago.**

The Game Art Vs Go Culture: 2023 China-Netherlands-Japan Invitation Exhibition in Shanghai, which started on May 31 and will run until July 21, is showcasing 41 artworks by 17 artists.

Presented by the Shanghai International Culture Association, the exhibition is one of the many events the organization is hosting that is related to the interactions between different cultures.

The idea of the exhibition was derived from the historical Go game between South Korean Go master Lee Se-dol and AlphaGo, the artificial intelligence Go player developed by Google's Deep-Mind. In March 2016, the two competed in five games, with AlphaGo losing one game.

**Go, or weiqi in Chinese, is one of the earliest binary-based games. The movements of the black and white pieces reflect the basic ideas of Eastern philosophy, according to Tu Ningning, curator of the exhibition.**

**“The exhibition brings together Go culture, cutting-edge technology and contemporary art,” says Tu. “We hope to present the rather abstract Go game and AI in a visual context, and initiate dialogues with minimalism art, conceptual art and expressionism.”**

In a Go game, each player places a piece on the point of intersection of any two lines on the checkered board marked with 19 vertical and 19 horizontal lines. When a player encloses vacant points with boundaries made using their own pieces, they “conquer” that part of the board.

“Go is a game of algorithms. **Each move should serve a long-term purpose. You try to lead the opponent into your trap and force them to follow your guidance till they lose,” explains Wang Wei, a Go player among the visitors to the exhibition.**

**“The players’ personalities are revealed during the game, and one’s weaknesses are exposed to the opponent,” she adds. “A decent winner always tries to outplay the opponent by no more than one or two points as a gesture of modesty and respect for the other side.”**

**Tu says it was the balance between the black and white pieces, beauty in the strategic placement of the pieces, and the energy flow following each move that inspired artists to create oil paintings, sculptures, digitally generated graphics and silk-screen prints for the showcase.**

“I’m fascinated with the fact that the seemingly casual drop of a piece can overturn the whole game of Go. It is the same with art. A spontaneous stroke can change the outlook of the painting,” says Zhang Fangbai, one of the artists involved in the exhibition. "You can achieve great rhythm and a sense of melody with free strokes of the brush, which you can also find in the game of Go. I think they both belong to the world of Taoism.”

*IF YOU GO*

*Game Art Vs Go Culture: 2023 China-Netherlands-Japan Invitation Exhibition in Shanghai*

*10 am-6 pm, May 31-July 21*

*Jiushi Art Museum, 6F, 27 Zhongshan Dong Yilu, Huangpu district, Shanghai*

**三、分析长难句**

**长难句1**

An exhibition at the Jiushi Art Museum in Shanghai is featuring artwork inspired by Go, one of the oldest board games in the world, \_\_\_56\_\_\_\_\_originated in China more than 4,000 years ago.

**长难句2**

“We hope \_\_\_\_\_58\_\_\_\_\_\_ (present) the rather abstract Go game and AI in a visual context, and initiate dialogues with minimalism art, conceptual art and expressionism.”

**长难句3**

“A decent winner always \_\_\_\_61\_\_\_\_\_\_(try) to outplay the opponent \_\_\_62\_\_\_\_\_ no more than one or two points as a gesture of modesty and respect for the other side.”

**长难句4**

Tu says it was the balance between the black and white pieces, beauty in the \_\_\_\_63\_\_\_\_\_(strategy) placement of the pieces, \_\_\_63\_\_\_\_ the energy flow following each move that inspired artists to create oil paintings, sculptures, \_\_\_\_64\_\_\_\_\_(digital) generated graphics and silk-screen prints for the showcase.

**四、解题及备考启发**

**启发一 关注介词的灵活使用**

* **基于句意理解和文本逻辑，分析所缺介词，注意固定搭配带来的干扰。**

**（2023.6新高考1卷）**

* There you will find them prepared differently- more dumpling and less soup, and the wrappers are pressed 55 hand rather than rolled.

**（2024.6新高考1卷）**

* The Glasshouse stands \_\_\_\_63\_\_\_\_ a great achievement in contemporary design, to house the plants of the southwestern part of China at the end of a path retracing (追溯) the steps along the Silk Route \_\_\_\_64\_\_\_\_ brought the plants from their native habitat in Asia to come to define much of the \_\_\_\_\_65\_\_\_\_\_ (rich) of gardening in England.

**（2025.6新高考1卷）**

* A decent winner always \_\_\_\_61\_\_\_\_\_\_(try) to outplay the opponent \_\_\_62\_\_\_\_\_ no more than one or two points as a gesture of modesty and respect for the other side.

**启发二 关注词性转化和积累**

* **词性转化难度增加，日常学习须多加积累和练习**

**（2023.6新高考1卷）**

* Shanghai may be the 54 (recognize) home of the soup dumplings but food historians will actually point you to the neighboring canal town of Nanxiang as Xiao long hao’s birthplace.

**（2024.6新高考1卷）**

* The latest \_\_\_\_56\_\_\_\_ (engineer) techniques are applied to create this protective \_\_\_\_57\_\_\_\_ (function) structure that is also beautiful.
* The Glasshouse stands \_\_\_\_63\_\_\_\_ a great achievement in contemporary design, to house the plants of the southwestern part of China at the end of a path retracing (追溯) the steps along the Silk Route \_\_\_\_64\_\_\_\_ brought the plants from their native habitat in Asia to come to define much of the \_\_\_\_\_65\_\_\_\_\_ (rich) of gardening in England.

**（2025.6新高考1卷）**

Tu says it was the balance between the black and white pieces, beauty in the \_\_\_\_63\_\_\_\_\_(strategy) placement of the pieces, …

**启发三 关注不定式的搭配**

* **不定式考查主要涉及作目的状语、与动词的固定搭配、上下文的语境逻辑等**

**（2023.6新高考1卷）**

* To eat one, you have to decide whether 52\_\_\_\_\_ (bite) a small hole in it first, releasing the stream and risking a spill (溢出), 53.\_\_\_\_\_\_ to put the whole dumpling in your mouth, letting the hot soup explode on your tongue.
* Nanxiang aside, the best Xiao long bao have a fine skin, allowing them 56.\_\_\_\_\_ (lift) out of the steamer basket without allowing them tearing or spilling any of 57.\_\_\_\_ (they) contents.

**（2024.6新高考1卷）**

* These sepals open on warm days \_\_\_\_58\_\_\_\_ (give) the inside plants sunshine and fresh air. In cold weather, the structure stays \_\_\_\_59\_\_\_\_ (close) to protect the plants.

**（2025.6新高考1卷）**

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**启发四 强化句内逻辑分析，关注并列连词**

* **连词不再局限从属连词；并列连词可帮助分析句内逻辑，助力相关解题**

**（2023.6新高考1卷）**

* those amazing constructions of delicate dumpling wrappers, encasing hot, 51.\_\_\_\_ (taste) soup **and** sweet, fresh meat
* To eat one, you have to decide whether 52\_\_\_\_\_ (bite) a small hole in it first, releasing the stream and risking a spill (溢出), **53.\_\_\_\_\_\_** to put the whole dumpling in your mouth, letting the hot soup explode on your tongue.
* the wrappers are pressed 55.\_\_\_\_\_\_\_ hand **rather than** rolled

**（2025.6新高考1卷）**

* You try to lead the opponent into your trap **and** force them to follow your \_\_59\_\_\_\_(guide) till they lose.
* The players’ personalities \_60\_ (reveal) during the game, **and** one’s weaknesses are exposed to the opponent.
* Tu says it was the balance between the black and white pieces, beauty in the \_\_63\_\_(strategy) placement of the pieces, **\_\_63\_\_** the energy flow following each move that inspired artists to create oil paintings, sculptures, \_\_64\_\_\_(digital) generated graphics and silk-screen prints for the showcase.