

第6問 (配点 12)

In English class, your teacher has asked you to create an outline of the following story for a class presentation.

The Onigiri Shop

Mitsuki walked to the park near her office and sat on the bench. She was feeling nervous about her presentation in the afternoon. She quickly unwrapped her *onigiri*, or rice ball, and bit into the salmon filling. She was immediately taken back to a comforting time in her life so many years ago.



An old man sold traditional *onigiri* in a small, one-window shop in an old shopping arcade. Mitsuki, a junior high school kendo club member, often bought *onigiri* on her way home after practice. This shop was popular because it sold the best homemade tuna-filled *onigiri* in town. Mitsuki always bought one. The old man never said much and neither did Mitsuki.

One day, Mitsuki noticed an old black-and-white photo of a young man in kendo gear on the wall of the shop. She thought the old man might be a kendo fan. She wanted to talk to him about kendo but could not work up the courage to do so.

On a Friday afternoon, after a long practice, she had to carry home not only her kendo *shinai*, or bamboo sword, but also the rest of the equipment needed for the tournament the next day. She was starving, so she went to buy her regular *onigiri*. When she got home, she realized that she did not have her *shinai*. “Oh no! Where did I leave it? At the *onigiri* shop?” In a panic, Mitsuki ran out of her house and retraced her steps back to the *onigiri* shop. It was closed! She banged on the window shutter. “Excuse me, could you please open up?”

The old man opened the side door of the shop. He held out her *shinai*. “I found it outside the shop,” he said. “Thank you so much. I need it for the tournament tomorrow,” Mitsuki said. The old man murmured under his

breath, “Never lose sight of yours. I never lost sight of mine.” He shut the door before Mitsuki could utter another word.

The next morning, Mitsuki stopped by the *onigiri* shop. “I’ll need to keep up my energy today,” she thought. She bought her regular *onigiri* and said, “Thank you for keeping my *shinai* yesterday.” The old man just nodded.

At the tournament, Mitsuki sat down for her mid-morning break. She opened the bag, and to her surprise, she discovered two *onigiri* inside. One was her regular tuna-filled *onigiri* and the other was salmon-filled. She eagerly ate both. Later in the afternoon, she won her match. Although her team did not win, it was the best she had ever done.

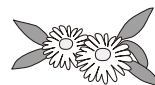
Mitsuki rushed toward home. She wanted to tell the *onigiri* man about her performance at the tournament. The shop window was shuttered. She banged on it. “Hello, hello? Is anyone there?” A young man looked out of the side door. “Can I help you?” he asked. This man looked vaguely familiar. She thought she had seen him somewhere before. Then Mitsuki asked, “Where is the *onigiri* man?” The young man said, “Oh, my father didn’t feel well this afternoon and is in the hospital, just for a few days.” Feeling sad, Mitsuki walked slowly home.

Mitsuki sat in the kitchen and thought about the old man. Then it hit her. “He’s the man in the photo! That’s why the young man looked familiar!” Mitsuki began writing a note.



*Thank you for the bonus onigiri. It helped me win my match!
I know you love kendo. I'll get your winning onigiri before my
next tournament with my teammates. We'll smash the
tournament, so please get well soon!*

-Mitsuki



“Could you please give this to your father?” she asked the young man the next day.

Mitsuki continued practicing kendo throughout junior high school and kept buying her favorite tuna *onigiri* after practice. On tournament days, the old man gave her a salmon one as well. And as always, the old man just nodded. “Good luck,” he murmured.



Salmon *onigiri* always gave Mitsuki renewed energy. She walked back to her office with a spring in her step, ready to smash her presentation.

Story Outline

Setting and characters

Mitsuki

- was active in her junior high school kendo club
- bought *onigiri* on her way home from school
- was curious, but shy about talking to the old man

Old man

- owned an *onigiri* shop in a shopping arcade
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-

Important incidents

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What does the story tell us?

- The old man .
- Mitsuki's .

問 1 Choose the best options for

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 and

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. (The order does not matter.)

- ① appeared unfriendly and sometimes seemed rude
- ② gifted two tuna-filled *onigiri* to Mitsuki on tournament day
- ③ kept the shop open although he had few customers
- ④ practiced kendo when he was in his youth
- ⑤ ran his business with his son in a disorganized way

問 2 Choose four out of the five options (①~⑤) and put them in the order they happened in Mitsuki's life.

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- ① Mitsuki did well at her match on the tournament day.
- ② Mitsuki wrote a message to the son of the old man.
- ③ The old man found Mitsuki's *shinai* left outside of his shop.
- ④ The old man secretly gave Mitsuki an extra *onigiri*.
- ⑤ The salmon-filled *onigiri* reminded Mitsuki of her youth.

問 3 Choose the best option for

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- ① began a weekly routine of making *onigiri* for the team
- ② built a friendship with Mitsuki by exchanging notes
- ③ chatted with Mitsuki whenever she visited his shop
- ④ showed kindness not with words but with his actions

問 4 Choose the best option for

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- ① kendo career ended because of the advice of the old man
- ② memories about *onigiri* influenced her later in life
- ③ performance at the kendo tournament led to a team victory
- ④ presentation went well because she ate a tuna-filled *onigiri*