

29th July 2023 – Lower A2+/B1

Future generations of battery-powered gaming systems will be more **user-friendly** thanks to a new European Union law. Starting from 2027, batteries in systems like the Nintendo Switch and Valve's Steam Deck must not be impossible to be swapped by the player. The batteries currently in such devices are **unable** to be taken out without inconvenient **professional** help. The new rule is **designed** to reduce the environmental **waste** of non-recycled batteries. In a statement given by the European Council, they said that "batteries contain many **valuable** resources and we must be able to reuse those critical raw materials". The definition they give is not unclear. They say that a battery should be easily "removeable and replaceable" with the use of "**commercially** available tools". While this rule does not apply **worldwide**, it is unlikely that game companies would develop a non-standard model of their popular systems just for Europe. It is **unknown** at what stage the next Nintendo system is in development and how it might be affected. In addition, Sony also recently **provided** details on their new Project Q, a device not too dissimilar to the Switch. As a result, Sony might be **forced to** rethink their new system for release in the European market too.

Q1. _____

What kind of topics can people learn about from playing video games?

Wired or wireless? Which is better for you and why?

Q2. _____

Which bolded words in the text mean:

1. planned
2. gave
3. not possible
4. secret
5. expert
6. publicly
7. easy to use
8. expensive
9. internationally
10. made to

Q3. _____

Which word below doesn't belong?

market - resource - professional - commercial

Q4. _____

True or false:

1. Gaming systems in 2027 must come with two batteries.
2. The EU plans to buy back all used batteries after 2027.
3. Future products will have to come with a screwdriver.
4. The EU policy will likely affect the rest of the world.
5. Not just Nintendo and Valve have been affected.

Q5. _____

Link the five synonym pairs:

- | | |
|-----------------|-----------------------|
| 1. user | A. range |
| 2. non-standard | B. production |
| 3. development | C. unusual |
| 4. generation | D. not understandable |
| 5. unclear | E. player |

Q6. _____

Spell the words correctly:

1. b v a l u e l a
2. d w i l w e o r d
3. v p d r i d e o
4. t n o g a r e i s n e
5. g n d e d s e i

Q7. _____

Discussion questions / Writing practice:

What everyday things can be passed on to younger generations to use?

Do you feel a personal responsibility to recycle and not throw away?

Q8. _____

Write an A-Z of *things that are battery-powered*.

Q9. _____

15 B1 lesson keywords: underlined in text.