

New EU law requires replaceable batteries in devices

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.

Warm-up activities and vocabulary

Activities:

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

Starting with the word *batteries*, think of a new word that begins with its last letter (s) and is connected to it by theme. Do the same with the new word and its last letter. Keep going like this until you can get back to *batteries* by thinking of a word ending in *b*. Try to have at least three words.

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

Vocabulary:

1. Scan the text and find a word or phrase that means:

- | | |
|---|------|
| A. <i>easy to use</i> (paragraph 1) | u... |
| B. <i>not possible</i> (paragraph 1) | u... |
| C. <i>expert</i> (paragraph 1) | p... |
| D. <i>planned</i> (paragraph 2) | d... |
| E. <i>expensive</i> (paragraph 2) | v... |
| F. <i>publicly</i> (paragraph 2) | c... |
| G. <i>internationally</i> (paragraph 3) | w... |
| H. <i>secret</i> (paragraph 3) | u... |
| I. <i>gave</i> (paragraph 3) | p... |
| J. <i>made to</i> (paragraph 3) | f... |

2. What does the italicised word below mean – *lesson*, *explanation*, or *speech*?

the *definition* they give is not unclear

3. Which word below doesn't belong?

market – resource – professional – commercial

Reading comprehension true or false

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- | | |
|---|--------------|
| 1. Gaming systems in 2027 must come with two batteries. | True / False |
| 2. Only a qualified person can swap the Switch battery. | True / False |
| 3. The EU plans to buy back all used batteries after 2027. | True / False |
| 4. Batteries contain important natural resources. | True / False |
| 5. The law gives clear instructions about changeable batteries. | True / False |
| 6. Future products will have to come with a screwdriver. | True / False |
| 7. The EU policy will likely affect the rest of the world. | True / False |
| 8. The next Nintendo system is code-named Project Q. | True / False |
| 9. Not just Nintendo and Valve have been affected. | True / False |
| 10. Sony hope the new law will be delayed. | True / False |

Phrases, synonyms, and antonyms match-up

Match the words on the left to their endings to make phrases from the text.

- | | |
|-------------------|--------------|
| 1. battery- | A. details |
| 2. professional | B. resources |
| 3. commercially | C. available |
| 4. valuable | D. waste |
| 5. raw | E. friendly |
| 6. user- | F. help |
| 7. in | G. materials |
| 8. forced to | H. rethink |
| 9. provided | I. powered |
| 10. environmental | J. addition |

Match the words on the left from the text to their synonyms.

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

Match the words on the left from the text to their antonyms.

- | | |
|-----------------|---------------|
| 1. inconvenient | A. practical |
| 2. reuse | B. related |
| 3. dissimilar | C. throw away |

Grammar gap-fill cloze: adjectives with prefixes

Add the correct prefix to the adjectives before putting them in the correct spaces.

Use the prefixes: *dis*, *im*, *in*, *non-*, *re*, *un*.

- | | |
|-------------|---------------|
| A. likely | F. known |
| B. able | G. clear |
| C. recycled | H. moveable |
| D. possible | I. similar |
| E. standard | J. convenient |

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 1._____ to be swapped by the player. The batteries currently in such devices are 2._____ to be taken out without 3._____ professional help.

The new rule is designed to reduce the environmental waste of 4._____ 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 5._____. They say that a battery should be easily "6._____ and replaceable" with the use of "commercially available tools".

While this rule does not apply worldwide, it is 7._____ that game companies would develop a 8._____ model of their popular systems just for Europe. It is 9._____ 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 10._____ to the Switch. As a result, Sony might be forced to rethink their new system for release in the European market too.

Vocabulary multiple-choice cloze

Future 1._____ of battery-powered gaming systems will be more
2._____-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 3._____ help.

The new rule is designed to reduce the environmental 4._____ of non-
recycled batteries. In a statement given by the European Council, they said that
"batteries contain many 5._____ resources and we must be able to
reuse those critical raw materials". The 6._____ 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 7._____, 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
8._____ and how it might be affected. In addition, Sony also recently
9._____ details on their new Project Q, a device not too dissimilar to the
Switch. As a result, Sony might be 10._____ to rethink their new system
for release in the European market too.

- | | | | |
|-----------------|----------------|----------------|-----------------|
| 1. A. generally | B. generations | C. powers | D. powerfully |
| 2. A. user | B. used | C. usage | D. useless |
| 3. A. employee | B. professor | C. educational | D. professional |
| 4. A. waste | B. fasten | C. tasty | D. taste |
| 5. A. valuable | B. unpleasant | C. trendy | D. scientific |
| 6. A. defined | B. definite | C. definition | D. definitely |
| 7. A. worldwide | B. worldly | C. wildly | D. wide |
| 8. A. decision | B. divide | C. decide | D. development |
| 9. A. processed | B. served | C. provided | D. stole |
| 10. A. freeze | B. formed | C. frame | D. forced |

Writing cloze

- | | | |
|-----------------|-----------------|----------------|
| 1. tnogareisne | 6. etwas | 11.dwilweord |
| 2. sreus | 7. bvaluela | 12.adsdrnta |
| 3. nabeul | 8. iaslterma | 13.pneotledmve |
| 4. aenispfrolso | 9. fieiontnid | 14.vpdrideo |
| 5. gndedsei | 10.lmicaorcelym | 15.rcdfao |

Future 1._____ of battery-powered gaming systems will be more
 2._____ -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 3._____ to be taken out without inconvenient
 4._____ help.

The new rule is 5._____ to reduce the environmental
 6._____ of non-recycled batteries. In a statement given by the European
 Council, they said that "batteries contain many 7._____ resources and
 we must be able to reuse those critical raw 8._____". The
 9._____ they give is not unclear. They say that a battery should be
 easily "removeable and replaceable" with the use of "10._____ available
 tools".

While this rule does not apply 11._____, it is unlikely that game
 companies would develop a non- 12._____ model of their popular
 systems just for Europe. It is unknown at what stage the next Nintendo system is in
 13._____ and how it might be affected. In addition, Sony also recently
 14._____ details on their new Project Q, a device not too dissimilar to
 the Switch. As a result, Sony might be 15._____ to rethink their new
 system for release in the European market too.

Fill-in missing vowels

Fill-in the text with the three missing letters: e o u

F_t_r_ g_n_rati_ns _f batt_ry-p_w_r_d gaming syst_ms will b_
m_r_ _s_r-fri_ndly thanks t_ a n_w European Union law. Starting
fr_m 2027, batt_ri_s in syst_ms lik_ th_ Nintendo Switch and
Valve's Steam Deck m_st n_t b_ imp_ssibl_ t_ b_ swapp_d by
th_ play_r. Th_ batt_ri_s c_rr_ntly in s_ch d_vic_s ar_ _nabl_ t_
b_ tak_n __t with__t inc_nv_ni_nt pr_f_ssi_nal h_lp.

Th_ n_w r_l_ is d_sign_d t_ r_d_c_ th_ _nvir_nm_ntal wast_ _f
n_n-r_cycl_d batt_ri_s. In a stat_m_nt giv_n by th_ European
Council, th_y said that "batt_ri_s c_ntain many val_abl_ r_s__rc_s
and w_ m_st b_ abl_ t_ r__s_ th_s_ critical raw mat_rials". Th_
d_finiti_n th_y giv_ is n_t _ncl_ar. Th_y say that a batt_ry
sh__ld b_ _asily "r_m_v_abl_ and r_plac_abl_" with th_ _s_ _f
"c_mm_rcially availabl_ t__ls".

Whil_ this r_l_ d__s n_t apply w_rldwid_, it is _nlik_ly that
gam_ c_mpani_s w__ld d_v_l_p a n_n-standard m_d_l _f th_ir
p_p_lar syst_ms j_st f_r __r_p_. It is _nkn_wn at what stag_ th_
n_xt Nintendo syst_m is in d_v_l_pm_nt and h_w it might b_
aff_ct_d. In additi_n, Sony als_ r_c_ntly pr_vid_d d_tails _n th_ir
n_w Project Q, a d_vic_ n_t t__ dissimilar t_ th_ Switch. As a
r_s_lt, Sony might b_ f_rc_d t_ r_think th_ir n_w syst_m f_r
r_l_as_ in th_ __r_p_an mark_t t__.

Cool-down discussion, keywords, and game

Discussion questions:

- Should all handheld devices have easily replaceable batteries?
- What gaming systems do you like to play on?
- What items and materials can be recycled?
- What everyday things can be passed on to younger generations to use?
- Do you feel a personal responsibility to recycle and not throw away?

CEFR B1 10 lesson keywords:

(adj = adjective / adv = adverb / n = noun / v = verb)

definition (n), development (n), force (n/v), generation (n), professional (adj),
provide (v), user (noun), valuable (adj), waste (n/v), worldwide (adj/adv)

Language game:

Beginning with each letter below, think of *things that are battery-powered*.

A	J	S
B	K	T
C	L	U
D	M	V
E	N	W
F	O	X
G	P	Y
H	Q	Z
I	R	

Answers

Page 2 Warm-up activities and vocabulary

1. A. user-friendly, B. unable, C. professional, D. designed, E. valuable, F. commercially, G. worldwide, H. unknown, I. provided, J. forced to
2. explanation
3. resource (the others describe business)

Page 3 Reading comprehension true or false

1F, 2T, 3F, 4T, 5T, 6F, 7T, 8F, 9T, 10F

Page 4 Phrases, synonyms, and antonyms match-up

Phrases 1I, 2F, 3C, 4B, 5G, 6E, 7J, 8H, 9A, 10D
Synonyms 1E, 2C, 3B, 4A, 5D
Antonyms 1A, 2C, 3B

Page 5 Grammar gap-fill cloze: adjectives with prefixes

1D impossible, 2B unable, 3J inconvenient, 4C non-recycled, 5G unclear, 6H removeable, 7A unlikely, 8E non-standard, 9F unknown, 10I dissimilar

Page 6 Vocabulary multiple-choice cloze

1B, 2A, 3D, 4A, 5A, 6C, 7A, 8D, 9C, 10D

Page 7 Writing cloze

1. generations, 2. user, 3. unable, 4. professional, 5. designed, 6. waste, 7. valuable, 8. materials, 9. definition, 10. commercially, 11. worldwide, 12. standard, 13. development, 14. provided, 15. forced

For this lesson's interactive and listening exercises, visit:

<https://www.everybitenglish.com/lesson-20230729-b1-gaming-batteries>

Thanks for using this lesson!