

A2+/B1 Writing cloze

New EU law requires replaceable batteries in devices

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|-----------------|-----------------|----------------|
| 1. tnogareisne | 6. etwas | 11.dwilweord |
| 2. sreul | 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.

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Answers

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

Full lesson with interactive and listening exercises at:

www.everybitenglish.com/lesson-20230729-b1-gaming-batteries

Writing practice

Choose a question and write your answer below.

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

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