



## Fill in the gaps

### You'll Never Be Alone by Anastacia

The (1)\_\_\_\_\_ is changing  
and time is (2)\_\_\_\_\_ fast  
it's so amazing how you came into my life  
I know it seems all hope is gone  
I know you feel you can't be strong  
and once again the (3)\_\_\_\_\_ ends with you and I  
And anytime you feel like you just can't go on  
just (4)\_\_\_\_\_ on to my love  
and you'll never be alone  
Hold on  
we can make it through the fire  
and my love  
I'm forever by your side  
and you know  
if you should (5)\_\_\_\_\_ call my name  
I'll be right there  
you'll never be alone  
Hopeless to describe  
the way I (6)\_\_\_\_\_ for you  
no matter how I try  
words would never do  
I looked into your eyes to find  
as long as love is alive  
there ain't nothing we can't make it through  
Anytime, or only for a while  
don't worry  
make a wish  
I'll be there to see you smile  
oooh  
Hold on  
we can make it through the fire  
and my love  
I'm forever by your side  
and you know  
if you should ever call my name  
I'll be right there

you'll never be alone  
Through the fire, by your side  
I will be there for you so I'm, don't you worry  
(and you know, I'll be there)  
you'll never be a... alone  
heya heyeaaaaah  
Hold on  
we can make it through the fire  
and my love  
I'm forever by your side  
and you know  
if you should ever call my name  
I'll be (7)\_\_\_\_\_ there  
oh baby, hold on  
Hold on  
(we can make it through the fire)  
we can make it baby  
and my love  
said I'm forever by your side, yeah  
(and you know)  
if you should ever call my name  
said I'll be, I'll be right there  
oh, oh, oooh  
Hold on  
yeah yeah  
(we can make it (8)\_\_\_\_\_ the fire)  
yeah yeah  
oh no  
(my love)  
I know, and you know (I'm forever by (9)\_\_\_\_\_ side)  
yeah yeah yeah yeah yeah yeah  
(and you know)  
(if you should ever (10)\_\_\_\_\_ my name)  
(I'll be right there)



**Fill in the gaps**

**Answer**

1. world
2. spinning
3. story
4. hold
5. ever
6. feel
7. right
8. through
9. your
10. call