



Fill in the gaps

To The Sky by Owl City

(Da da, da da, da da da da da da...)

Shipwreck in the sea of faces

There's a (1)_____ world up there

Dear (2)_____ in higher places

Carry me away from here

Travel light let the sun eclipse you

'Cause your flight is about to leave

And there's more to this brave adventure

Than you'd ever believe

Birdseye view

Awake the (3)_____ 'cause they're all

(4)_____ you

Wide eyes will always brighten the blue

Chase (5)_____ dreams, and remember me, speak
bravery

Because after all (6)_____ wings will take you, up so
high

So bid the forest a (7)_____ goodbye

As you brace the wind and

Take to the sky

You take to the sky

(Da da, da da, da da da da da da...)

On the hills of lore and wonder

There's a stormy world up there

You can't whisper above the thunder

But you can fly anywhere

Purple burst of paper birds this

Picture paints a (8)_____ words

So (9)_____ a breath of (10)_____ and mystery

And don't look back!

Birdseye view

Awake the stars 'cause they're all around you

Wide eyes will always brighten the blue

Chase your dreams, and (11)_____ me,

(12)_____ bravery

Because after all (13)_____ wings (14)_____

(15)_____ you, up so high

So bid the forest a (16)_____ goodbye

As you brace the (17)_____ and

Take to the sky

There's a (18)_____ above the trees

Touch your feathers to the breeze (And leave the ground)

Birdseye view

Awake the stars 'cause they're all (19)_____ you

Wide eyes (20)_____ (21)_____ brighten the
blue

Chase (22)_____ dreams, and remember me,

(23)_____ bravery

Because (24)_____ all those wings (25)_____

take you, up so high

So bid the forest a fond goodbye

As you brace the wind and

Take to the sky

You (26)_____ to the sky

You take to the sky



Answer

1. dreamy
2. friends
3. stars
4. around
5. your
6. those
7. fond
8. thousand
9. take
10. mist
11. remember
12. speak
13. those
14. will
15. take
16. fond
17. wind
18. realm
19. around
20. will
21. always
22. your
23. speak
24. after
25. will
26. take

Fill in the gaps