



## Fill in the gaps

### Final Fantasy - Safe And Sound by Kyosuke Himuro and Gerard Way (My Chemical

#### Romance)

\_\_\_\_\_ and dreams  
Aren't for anyone  
I keep (2)\_\_\_\_\_ safe and sound  
And hope this picture is  
Not yours anymore  
But can you (3)\_\_\_\_\_ me now?  
Now that's (4)\_\_\_\_\_ man  
I'll say it (5)\_\_\_\_\_ this land  
You should've (6)\_\_\_\_\_ me baby  
So try and (7)\_\_\_\_\_ me  
Or so forgive this light  
Cuz I can't beg all night  
Until my heart (8)\_\_\_\_\_ beating  
You'll never (9)\_\_\_\_\_ me say  
I won't kiss you  
If I say  
Its (10)\_\_\_\_\_ its beating  
If I can't find my way  
It's over now  
That I won't  
Broken wing  
Until the day  
I'm (11)\_\_\_\_\_ (12)\_\_\_\_\_ down  
And hear me say  
I'll keep it safe and sound  
I'll keep it safe and  
This (13)\_\_\_\_\_ feeling  
This fear of falling down  
But I'm not crashing now  
For all this bleeding  
It wasn't worth the sound  
A million screaming out loud  
And still

The (14)\_\_\_\_\_ (15)\_\_\_\_\_ reeling  
The curtain (16)\_\_\_\_\_ my name  
I'm not afraid  
And I know  
You may not miss me  
But I am not ashamed  
The choice I made  
But I can't  
Let (17)\_\_\_\_\_ go  
Until the day  
I'm never (18)\_\_\_\_\_ down  
Just hear me say  
I'll keep it safe and sound  
I'll (19)\_\_\_\_\_ it (20)\_\_\_\_\_ and  
No (21)\_\_\_\_\_ car  
Or a (22)\_\_\_\_\_ star  
That's raced into the ground  
Like the final words  
Of the passengers  
Will the angels give it all?  
We're the world  
Watch us fall  
Until the day  
I'm never backing down  
Just hear me say  
I'll keep it safe and sound  
Keep it (23)\_\_\_\_\_ and sound  
Keep it safe and sound  
Keep it safe and sound  
Keep it (24)\_\_\_\_\_ and sound  
Keep it safe and sound



**Fill in the gaps**

**Answer**

1. hopes
2. them
3. hear
4. okay
5. across
6. kissed
7. stop
8. stops
9. hear
10. lost
11. never
12. backing
13. hopeless
14. earth
15. comes
16. calls
17. this
18. backing
19. keep
20. safe
21. dashing
22. dying
23. safe
24. safe