



Fill in the gaps

Playing God by Paramore

I can't make my own decisions

Or make any with precision

Well (1)_____ you (2)_____ tie me up

So I don't go where you don't want me

You say (3)_____ I been changing

That I'm not (4)_____ simply aging

Yeah, how could (5)_____ be logical?

Just (6)_____ on cramming ideas (7)_____ my
throat

(Oh oh oh ohhhh)

You don't (8)_____ to believe me

But the way I, way I see it

Next time you point a finger

I might have to (9)_____ it back

Or break it, break it off

Next time you point a finger

I'll point you to the mirror

If God's the game that you're playing

Well we (10)_____ get more acquainted

Because it has to be so lonely

To be the (11)_____ one who's holy

It's just my (12)_____ opinion

But it's one that I believe in

You don't deserve a point of view

If the only (13)_____ you see is you

(Oh oh oh ohhhh)

You don't have to believe me

But the way I, way I see it

Next time you (14)_____ a finger

I might have to bend it back

Or break it, break it off

Next (15)_____ you point a finger

I'll point you to the mirror

This is the last second chance

(I'll (16)_____ you to the mirror)

I'm (17)_____ as good as it gets

(I'll (18)_____ you to the mirror)

I'm on (19)_____ sides of the fence

(I'll (20)_____ you to the mirror)

Without a hint of regret

I'll (21)_____ you to it

I know you don't believe me

But the way I, way I see it

Next time you point a finger

I (22)_____ (23)_____ to bend it back

Or break it, break it off

Next time you point a finger

I'll (24)_____ you to the mirror

I know you won't believe me

But the way I, way I see it

Next (25)_____ you point a finger

I might have to (26)_____ it back

Or break it, break it off

Next time you point a finger

I'll (27)_____ you to the mirror



Fill in the gaps

Answer

1. maybe
2. should
3. that
4. just
5. that
6. keep
7. down
8. have
9. bend
10. must
11. only
12. humble
13. thing
14. point
15. time
16. point
17. half
18. point
19. both
20. point
21. hold
22. might
23. have
24. point
25. time
26. bend
27. point