



## Fill in the gaps

### Count On Me by Bruno Mars

If you ever find (1) \_\_\_\_\_ stuck  
In the (2) \_\_\_\_\_ of the sea  
I'll sail the world to (3) \_\_\_\_\_ you  
If you ever (4) \_\_\_\_\_ yourself lost  
In the dark and you can't see  
I'll be the light to guide you  
Find out what we're made of  
When we are called to (5) \_\_\_\_\_ our friends in need  
You can count on me like one, two, three  
I'll be there  
And I (6) \_\_\_\_\_ when I need it  
I can count on you like four, three, two  
You'll be there  
'Cause that's what (7) \_\_\_\_\_ are  
(8) \_\_\_\_\_ to do  
Oh yeah  
(Oh oh oh oh oh)  
(Oh oh oh oh oh)  
Oh yeah yeah  
If you're tossin' and you're turnin'  
And you just can't (9) \_\_\_\_\_ asleep  
I'll sing a song beside you  
And if you ever forget how much  
You really mean to me  
Everyday I will (10) \_\_\_\_\_ you  
(Ohh)  
Find out what we're (11) \_\_\_\_\_ of

When we are (12) \_\_\_\_\_ to (13) \_\_\_\_\_ our  
friends in need  
You can count on me like one, two, three  
I'll be there  
And I (14) \_\_\_\_\_ (15) \_\_\_\_\_ I need it  
I can count on you like four, three, two  
You'll be there  
'Cause that's (16) \_\_\_\_\_ friends are supposed to do  
Oh yeah  
(Oh oh oh oh oh)  
(Oh oh oh oh oh)  
Oh yeah yeah  
You'll (17) \_\_\_\_\_ (18) \_\_\_\_\_ my  
(19) \_\_\_\_\_ when you cry  
I'll never let go, never say goodbye...  
You know you can count on me (20) \_\_\_\_\_ one, two,  
three  
I'll be there  
And I know when I need it  
I can (21) \_\_\_\_\_ on you (22) \_\_\_\_\_ four, three, two  
And you'll be there  
'Cause that's (23) \_\_\_\_\_ friends are  
(24) \_\_\_\_\_ to do  
Oh yeah  
(Oh oh oh oh oh)  
(Oh oh oh oh oh)  
You can (25) \_\_\_\_\_ on me 'cause I can count on you



**Fill in the gaps**

**Answer**

1. yourself
2. middle
3. find
4. find
5. help
6. know
7. friends
8. supposed
9. fall
10. remind
11. made
12. called
13. help
14. know
15. when
16. what
17. always
18. have
19. shoulder
20. like
21. count
22. like
23. what
24. supposed
25. count