

Fill in the gaps

| I can't (1) my own decisions |
|---|
| Or make any with precision |
| Well (2) you should tie me up |
| So I don't go where you don't want me |
| You say that I been changing |
| That I'm not just simply aging |
| Yeah, how (3) that be logical? |
| Just keep on cramming ideas (4) my throat |
| (Oh oh oh ohhhh) |
| You don't have to believe me |
| But the way I, way I see it |
| Next time you point a finger |
| I (5) (6) to bend it back |
| Or (7) it, (8) 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 must get (9) acquainted |
| Because it has to be so lonely |
| To be the only one who's holy |
| It's just my humble opinion |
| But it's one that I believe in |
| You don't (10) a point of view |
| If the only thing you see is you |
| (Oh oh oh ohhhh) |
| You don't have to (11) me |
| But the way I, way I see it |
| Next (12) you (13) a finger |
| |

| I might (14) to bend it back |
|--------------------------------|
| Or break it, (15) it off |
| Next time you point a finger |
| I'll point you to the mirror |
| This is the (16) second chance |
| (I'll point you to the mirror) |
| I'm (17) as (18) as it gets |
| (I'll point you to the mirror) |
| I'm on both sides of the fence |
| (I'll point you to the mirror) |
| Without a hint of regret |
| I'll hold you to it |
| I know you don't (19) me |
| But the way I, way I see it |
| Next time you (20) a finger |
| I might have to bend it back |
| Or break it, break it off |
| Next time you point a finger |
| I'll (21) you to the mirror |
| l know you won't believe me |
| But the way I, way I see it |
| Next time you point a finger |
| I might have to (22) it back |
| Or (23) it, (24) it off |
| |
| Next time you point a finger |



- 1. make
- 2. maybe
- 3. could
- 4. down
- 5. might
- 6. have
- 7. break
- 8. break
- 9. more
- 10. deserve
- 11. believe
- 12. time
- 13. point
- 14. have
- 15. break
- 16. last
- 17. half
- 18. good
- 19. believe
- 20. point
- 21. point
- 22. bend
- 23. break
- 24. break

Fill in the gaps