



Fill in the gaps

Boys Will Be Boys by Paulina Rubio

Wake up in the morning, you were gone, gone, gone
I wonder why I always take you home, home, home
Can't believe you made me (1)_____ smile, smile,
smile
Baby 'cause I still (2)_____ that you'll mine, mine,
mine
(Pa pa papa pa prrra pa papa)
Gonna talk about us all over the town, town, town
(Pa pa papa pa prrra pa papa)
Never blame you even though you let me down
Boys will be boys
They like to play around
You shot me (3)_____ your love gun
I'm falling to the ground
Boys will be boys
They like to play around
So tell me how to love one
That's running like a hound
Boys will be boys
Boys will be boys
Boys are always playing silly games, games, games
If I fall, then I'm the (4)_____ one to blame, blame, blame
Trouble wants to find me all the time, time, time
That's why you're never gonna see me cry, cry, cry
(Pa pa papa pa prrra pa papa)
Gonna talk about us all over the town, town, town
(Pa pa papa pa prrra pa papa)
Never blame you (5)_____ though you let me down
Boys will be boys
They like to play around
You shot me with your love gun
I'm falling to the ground
Boys will be boys
They like to play around

So tell me how to love one
That's running like a hound
Boys (6)_____ be boys
Boys will be boys
Boys will be boys
Came to this party looking for fun
I saw this hottie looking like a (7)_____ one
He was so suave, (he was so suave)
Said baby, come? (said baby, come?)
We did that, until we saw the morning sun
Boys will be boys
They like to (8)_____ around
You shot me with your love gun
I'm falling to the ground
Boys will be boys
They like to play around
So tell me how to love one
That's running like a hound
Boys will be boys
They like to play around
You shot me with your love gun
I'm falling to the ground
Boys will be boys
They like to play around
So (9)_____ me how to love one
That's (10)_____ like a hound
Boys will be boys
Boys will be boys
Boys will be boys



Fill in the gaps

Answer

1. wanna
2. believe
3. with
4. only
5. even
6. will
7. number
8. play
9. tell
10. running