



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 wanna smile, smile, smile
Baby 'cause I still believe that (1)_____ mine,
mine, mine
(Pa pa papa pa prrra pa papa)
Gonna (2)_____ about us all over the town, town, town
(Pa pa papa pa (3)_____ pa papa)
Never blame you even 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 will be boys
Boys will be boys
Boys are always playing silly games, games, games
If I fall, (4)_____ I'm the only 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 (5)_____ you even 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 (6)_____ me how to love one
That's (7)_____ like a hound
Boys will be boys
Boys will be boys
Boys will be boys
Came to this party looking for fun
I saw this hottie looking like a number 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 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 will be boys
They like to play around
You shot me with (8)_____ love gun
I'm (9)_____ to the ground
Boys will be boys
They like to play around
So tell 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. you'll
2. talk
3. prrra
4. then
5. blame
6. tell
7. running
8. your
9. falling
10. running