



## Fill in the gaps

### Playing God by Paramore

I can't make my own decisions  
Or (1)\_\_\_\_\_ any with precision  
Well maybe you should tie me up  
So I don't go where you don't want me  
You say (2)\_\_\_\_\_ I (3)\_\_\_\_\_ changing  
That I'm not just simply aging  
Yeah, how could 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 might (5)\_\_\_\_\_ to bend it back  
Or (6)\_\_\_\_\_ it, break it off  
Next time you point a finger  
I'll (7)\_\_\_\_\_ you to the mirror  
If God's the game (8)\_\_\_\_\_ you're playing  
Well we must get more acquainted  
Because it has to be so lonely  
To be the (9)\_\_\_\_\_ one who's holy  
It's just my humble opinion  
But it's one that I believe in  
You don't deserve a point of view  
If the only thing you see is you  
(Oh oh oh ohhhh)  
You don't have to believe me  
But the way I, way I see it  
Next (10)\_\_\_\_\_ you point a finger

I (11)\_\_\_\_\_ have to bend it back  
Or (12)\_\_\_\_\_ it, (13)\_\_\_\_\_ it off  
Next time you point a finger  
I'll point you to the mirror  
This is the last (14)\_\_\_\_\_ chance  
(I'll point you to the mirror)  
I'm half as good 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 (15)\_\_\_\_\_ of regret  
I'll hold you to it  
I know you don't believe me  
But the way I, way I see it  
Next (16)\_\_\_\_\_ you (17)\_\_\_\_\_ a finger  
I might have to bend it back  
Or break it, break it off  
Next time you point a finger  
I'll point you to the mirror  
I (18)\_\_\_\_\_ you won't believe me  
But the way I, way I see it  
Next time you point a finger  
I might have to bend it back  
Or break it, break it off  
Next time you point a finger  
I'll (19)\_\_\_\_\_ you to the mirror



Answer

1. make
2. that
3. been
4. down
5. have
6. break
7. point
8. that
9. only
10. time
11. might
12. break
13. break
14. second
15. hint
16. time
17. point
18. know
19. point

Fill in the gaps