



## Fill in the gaps

### Trouble by Pink

No attorneys

To (1)\_\_\_\_\_ my case

No orbits

To send me into outta space

And my fingers

Are bejeweled

With diamonds and gold

But (2)\_\_\_\_\_ ain't (3)\_\_\_\_\_ (4)\_\_\_\_\_ me  
now

I'm trouble

Yes trouble now

I'm trouble you all

I disturb my town

I'm trouble

Yes (5)\_\_\_\_\_ now

I'm trouble you all

I got trouble in my town

You think (6)\_\_\_\_\_ right

But you (7)\_\_\_\_\_ wrong

You tried to (8)\_\_\_\_\_ me

But I (9)\_\_\_\_\_ all along

You can take me for a ride

I'm not a fool out

So you better run and hide

I'm trouble

Yes (10)\_\_\_\_\_ now

I'm trouble you all

I disturb my town

I'm trouble

Yes trouble now

I'm trouble you all

I got trouble in my town

If you see me coming

Down the (11)\_\_\_\_\_ then

You know it's time to

Go -and you know it's time to go

Because (12)\_\_\_\_\_ (13)\_\_\_\_\_ trouble-

No attorneys

To (14)\_\_\_\_\_ my case

No orbits

To send me into outta space

And my fingers

Are bejeweled

(15)\_\_\_\_\_ diamonds and gold

But that ain't gonna help me now

You (16)\_\_\_\_\_ your right

But you were wrong

You (17)\_\_\_\_\_ to take me

But I (18)\_\_\_\_\_ all along

You can take me for a ride

Because I'm not a fool out

So you better run and hide

I'm trouble

Yes trouble now

I'm trouble you all

I disturb my town

I'm trouble

Yes trouble now

I'm (19)\_\_\_\_\_ you all

I got trouble in my town

So if you see me coming

(20)\_\_\_\_\_ the street then

You (21)\_\_\_\_\_ it's (22)\_\_\_\_\_ to

Go -go, I got...-

I'm trouble

Yes (23)\_\_\_\_\_ now

I'm trouble you all

I disturb my town

I'm trouble

Yes trouble now

I'm (24)\_\_\_\_\_ you all

I got trouble in my town

(bis)

I got trouble in my town

I got trouble in my town



## Fill in the gaps

### Answer

1. plead
2. that
3. gonna
4. help
5. trouble
6. your
7. were
8. take
9. knew
10. trouble
11. street
12. here
13. comes
14. plead
15. With
16. think
17. tried
18. knew
19. trouble
20. Down
21. know
22. time
23. trouble
24. trouble