



## Fill in the gaps

### I Hope by Rebecca Ferguson

I used to hate you so easily  
Look (1)\_\_\_\_\_ your eyes so eagerly  
And whether is cold  
I wouldn't walk away  
'Cause when there's money love is blind  
He's so blind  
But after a time  
I realized (2)\_\_\_\_\_ for me to grow  
I've got to let go  
I (3)\_\_\_\_\_ life treats you good  
I (4)\_\_\_\_\_ (5)\_\_\_\_\_ (6)\_\_\_\_\_ you good  
I hope, I hope, I hope, I hope, I hope, I hope  
I hope (7)\_\_\_\_\_ treats you well  
I hope she (8)\_\_\_\_\_ you well  
I hope, I hope, I hope, I hope, I hope, I hope  
I hope (9)\_\_\_\_\_ she's kind  
I hope that she's kind  
I hope, I hope, I hope, I hope, I hope, I hope  
'Cause after a time  
You realize  
That it ain't easy  
'Cause (10)\_\_\_\_\_ a time  
You realize  
That you should've (11)\_\_\_\_\_ in me  
I (12)\_\_\_\_\_ life treats you good  
I hope life treats you good

I hope, I hope, I hope, I hope, I hope, I hope  
None of ourselves calm so easily  
Forgiven her was like the (13)\_\_\_\_\_ sin to me  
And whether was war  
I wouldn't walk away  
But (14)\_\_\_\_\_ a time  
I realized that for me to grow  
I've got to let go  
I hope life treats you good  
I hope (15)\_\_\_\_\_ (16)\_\_\_\_\_ you good  
I hope, I hope, I hope, I hope, I hope, I hope  
I hope life (17)\_\_\_\_\_ you well  
I (18)\_\_\_\_\_ she treats you well  
I hope, I hope, I hope, I hope, I hope, I hope  
I hope that she's kind  
I hope that she's kind  
I hope, I hope, I hope, I hope, I hope, I hope  
I (19)\_\_\_\_\_ (20)\_\_\_\_\_ treats you good  
I (21)\_\_\_\_\_ life treats you good  
I hope, I hope, I hope, I hope, I hope, I hope  
Used to hate you so easily  
Look (22)\_\_\_\_\_ (23)\_\_\_\_\_ eyes so eagerly  
And (24)\_\_\_\_\_ was cold  
I wouldn't (25)\_\_\_\_\_ away



## Fill in the gaps

Answer

1. into
2. that
3. hope
4. hope
5. life
6. treats
7. life
8. treats
9. that
10. after
11. believed
12. hope
13. biggest
14. after
15. life
16. treats
17. treats
18. hope
19. hope
20. life
21. hope
22. into
23. those
24. whether
25. walk