



## Fill in the gaps

### Forgotten Town by The Christians

...

No life we're (1)\_\_\_\_\_ when there's no time for giving

No sign of loving in this age of push and shoving.

Another boy with a broken heart  
can't you see the pressure tearing me apart?

Oh

there's so much for me to overcome  
should I (2)\_\_\_\_\_ and fight?

Well

where (3)\_\_\_\_\_ is there I can run?

How can I get out? There's no way I can get out!

How can I get out? There's no way I can get out!

How can I get out? There's no way I can get out!

How can I get out? There's no way I can get out!

No (4)\_\_\_\_\_ we're (5)\_\_\_\_\_ (6)\_\_\_\_\_ there's no time for giving

No reassuring can end (7)\_\_\_\_\_ I'm enduring.

I'm (8)\_\_\_\_\_ (9)\_\_\_\_\_ for the (10)\_\_\_\_\_ sign

Hear your words echoing around my mind.

I'm starting to believe what the papers say

Yet one more blow and I'm reeling but can't run away.

How can I get out? There's no way I can get out!

How can I get out? There's no way I can get out!

And if you'd open your eyes  
you'd know there's so much you could do.

Oh

if you'd (11)\_\_\_\_\_ your eyes  
you'd make a (12)\_\_\_\_\_ wishes come true.

Well

this must be one of the troubles  
of a-living in (13)\_\_\_\_\_ town.

Don't get me wrong  
hear the hollow (14)\_\_\_\_\_ a-ringing now the (15)\_\_\_\_\_ are down.

No life we're living when there's no (16)\_\_\_\_\_ for giving  
No reassuring can end what I'm enduring.

How can I get out? There's no way I can get out! . . .

And if you'd open your eyes you'd know  
there's so (17)\_\_\_\_\_ you could do. . . .

Well

this must be one of the troubles  
of a-living in (18)\_\_\_\_\_ town.

Don't get me wrong  
hear the hollow words a-ringing now the chips are down.

This (19)\_\_\_\_\_ be one of the troubles of a-living in forgotten town!



**Fill in the gaps**

**Answer**

1. living
2. stay
3. else
4. life
5. living
6. when
7. what
8. looking
9. hard
10. slightest
11. open
12. thousand
13. forgotten
14. words
15. chips
16. time
17. much
18. forgotten
19. must