



Fill in the gaps

Shooting Star by Owl City

Close your tired eyes
Relaxing them
Count from 1 to 10 and open them
All these (1)_____ thoughts will try to weigh you down
But not this time
Way up in the air
You're (2)_____ free
And you can stay up there
Right next to me
All this gravity will try to pull you down
But not this time
When the sun goes down
And the (3)_____ burn out
Then it's time for you to shine
Brighter than a shooting star
So shine no matter where you are
Fill the darkest night
With a brilliant light
'Cause it's time for you to shine
Brighter than a shooting star
So shine no matter where you are
Tonight
(Wooh, wooh, wooh)
Brighter than a shooting star
Shine no matter where you are
Tonight
Gazing through my eyes
When the fire starts
And fan the flame so hot
It melt our hearts
All the pouring rain
Will try to put it out
But not (4)_____ time
Let your colours burn
And brightly burst
Into a (5)_____ sparks
But all dispersed and illuminate a world
That'll try to bring you down

But not this time
When the sun goes down
And the lights burn out
Then it's time for you to shine
Brighter than a shooting star
So shine no matter where you are
Fill the darkest night
With a brilliant light
'Cause it's time for you to shine
Brighter than a shooting star
So shine no matter where you are
Tonight
(Wooh, wooh, wooh)
Brighter (6)_____ a shooting star
Shine no matter where you are
Tonight
A thousand heartbeats beating time
And makes this (7)_____ planet come alive
So (8)_____ the lights flicker out tonight
You gotta shine...
When the sun goes down
And the lights burn out
Then it's time for you to shine
Brighter than a shooting star
So shine no matter where you are
Fill the darkest night
With a brilliant light
'Cause it's time for you to shine
Brighter than a shooting star
So shine no (9)_____ where you are
Tonight
(Wooh, wooh, wooh)
Brighter than a shooting star
Shine no matter where you are
Tonight



Answer

1. heavy
2. finally
3. lights
4. this
5. million
6. than
7. dark
8. when
9. matter

Fill in the gaps