



## Playing God by Paramore

### Fill in the gaps

I can't make my own decisions  
Or make any with precision  
Well maybe you should tie me up  
So I don't go where you don't want me  
You say that I been changing  
That I'm not (1)\_\_\_\_\_ simply aging  
Yeah, how (2)\_\_\_\_\_ (3)\_\_\_\_\_ be logical?  
Just (4)\_\_\_\_\_ on cramming ideas down 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 (5)\_\_\_\_\_ have to bend it back  
Or break it, (6)\_\_\_\_\_ it off  
Next time you point a finger  
I'll point you to the mirror  
If God's the (7)\_\_\_\_\_ (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 (10)\_\_\_\_\_ opinion  
But it's one that I (11)\_\_\_\_\_ in  
You don't deserve a (12)\_\_\_\_\_ of view  
If the only thing you see is you  
(Oh oh oh ohhhh)  
You don't (13)\_\_\_\_\_ to believe me  
But the way I, way I see it  
Next time you point a finger

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



## Fill in the gaps

Answer

1. just
2. could
3. that
4. keep
5. might
6. break
7. game
8. that
9. only
10. humble
11. believe
12. point
13. have
14. have
15. bend
16. break
17. bend
18. time
19. time