



Fill in the gaps

When can I see you again by Owl City

-Hey, you moved my stump!

-I'm gonna wreck it!

-I can fix it!

When can we do this again?

When can I see you again?

Switch on the sky and the stars glow for you

Go see the world (1)_____ it's all so brand new

Don't close your eyes because your future's ready to shine

It's just a matter of time, before we learn how to fly

Welcome to the (2)_____ of the night

There's something in the air you can't deny

It's been fun but now I've got to go

Life is way too short to take it slow

But before I go and hit the road

I gotta know, till then

When can we do this again?

When can I see you again?

When can we do (3)_____ again?

I (4)_____ know, when can I see you again?

-When can I see you again?-

Joined at the hip, yeah, your sidekick needs you

Life is a trip down the road (5)_____ leads you

Look all around at all the mountains you haven't climbed

It's just a matter of time, (6)_____ we learn how to

fly

Welcome to the rhythm of the night

There's something in the air you can't deny

It's been fun but now I've got to go

(7)_____ is way too (8)_____ to take it slow

But before I go and hit the road

I gotta know, till then

When can we do this again?

When can I see you again?

When can we do this again?

I gotta know, when can I see you again?

Don't close your eyes because your future's ready to shine

It's just a matter of time, before we learn how to fly

Welcome to the (9)_____ of the night

There's something in the air you can't deny

So let me know before I wave goodbye

When can I see you again?

When can we do this again?

When can I see you again?

(10)_____ can we do this again?

Yeah, it's been fun but now I've got to go

Life is way too short to take it slow

But before I go and hit the road

Tell me when

When can I see you again?

When can I see you again?

-Tell me when-

When can I see you again?

Owl City - When can I see you again?



Fill in the gaps

Answer

1. because
2. rhythm
3. this
4. gotta
5. that
6. before
7. Life
8. short
9. rhythm
10. When