



Fill in the gaps

You Can Call Me AI by Paul Simon

A man walks down the street
He says, Why am I soft in the (1)_____ now?
Why am I soft in the middle?
When the rest of my life is so hard!
I need a photo-opportunity
I (2)_____ a shot at redemption
Don't want to end up a cartoon
In a cartoon graveyard
Bonedigger, Bonedigger,
Dogs in the moonlight
Far away, my well-lit door
Mr. Beerbelly, Beerbelly
Get these mutts away (3)_____ me!
You know, I don't (4)_____ this stuff
(5)_____ anymore
If you'll be my bodyguard
I can be (6)_____ (7)_____ lost pal
I can (8)_____ you Betty
And Betty, when you call me
You can call me AI
A man (9)_____ down the street
He says, Why am I short of attention?
Got a (10)_____ (11)_____ span of attention
And whoa, my (12)_____ are so long!
Where's my (13)_____ and family?
What if I die here?
Who'll be my role-model?
Now that my role-model is
Gone, gone
He ducked back (14)_____ the alley
With (15)_____ roly-poly, (16)_____ bat-faced
girl
All along, along

There were (17)_____ and accidents
There (18)_____ hints and allegations
If you'll be my bodyguard
I can be your long lost pal
I can (19)_____ you Betty
And Betty, when you call me
You can (20)_____ me AI
Call me AI
A man walks down the street
It's a street in a strange world
Maybe it's the Third World
Maybe it's his (21)_____ (22)_____ around
He doesn't (23)_____ the language
He holds no currency
He is a foreign man
He is (24)_____ by the sound, sound
Cattle in the marketplace
Scatterlings and orphanages
He (25)_____ around, around
He sees angels in the architecture
Spinning in infinity
He says, Amen! and Hallelujah!
If you'll be my bodyguard
I can be your long lost pal
I can (26)_____ you Betty
And Betty, when you (27)_____ me
You can call me AI
You can (28)_____ me AI
...



Fill in the gaps

Answer

1. middle
2. want
3. from
4. find
5. amusing
6. your
7. long
8. call
9. walks
10. short
11. little
12. nights
13. wife
14. down
15. some
16. little
17. incidents
18. were
19. call
20. call
21. first
22. time
23. speak
24. surrounded
25. looks
26. call
27. call
28. call