



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?

(1)_____ on the sky and the stars glow for you

Go see the world because it's all so brand new

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

It's just a (2)_____ of time, (3)_____ 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

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?

(4)_____ can I see you again?

When can we do this again?

I gotta know, when can I see you again?

-When can I see you again?-

Joined at the hip, yeah, your sidekick needs you

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

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

It's just a matter of time, before 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

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?

(6)_____ can we do this again?

I gotta know, when can I see you again?

Don't close your eyes (7)_____ your future's
ready to shine

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

Welcome to the rhythm 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?

When 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 (8)_____

But before I go and hit the road

(9)_____ me when

When can I see you again?

When can I see you again?

-Tell me when-

(10)_____ can I see you again?

Owl City - When can I see you again?



Fill in the gaps

Answer

1. Switch
2. matter
3. before
4. When
5. Life
6. When
7. because
8. slow
9. Tell
10. When