



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

There (15)_____ incidents and accidents
There (16)_____ (17)_____ and allegations
If you'll be my bodyguard
I can be (18)_____ (19)_____ (20)_____ pal
I can call you Betty
And Betty, when you call me
You can (21)_____ 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 first (22)_____ around
He doesn't speak the language
He holds no currency
He is a (23)_____ man
He is surrounded by the sound, sound
Cattle in the marketplace
Scatterlings and orphanages
He looks around, around
He sees (24)_____ in the architecture
Spinning in infinity
He says, Amen! and Hallelujah!
If you'll be my bodyguard
I can be (25)_____ long (26)_____ pal
I can (27)_____ you Betty
And Betty, when you call me
You can call me AI
You can call me AI
...



Fill in the gaps

Answer

1. soft
2. life
3. want
4. cartoon
5. mutts
6. amusing
7. your
8. walks
9. short
10. short
11. nights
12. wife
13. that
14. down
15. were
16. were
17. hints
18. your
19. long
20. lost
21. call
22. time
23. foreign
24. angels
25. your
26. lost
27. call