



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 (2)_____ of my (3)_____ is so hard!
I need a photo-opportunity
I want a (4)_____ at redemption
Don't want to end up a cartoon
In a (5)_____ graveyard
Bonedigger, Bonedigger,
Dogs in the moonlight
Far away, my well-lit door
Mr. Beerbelly, Beerbelly
Get these (6)_____ away (7)_____ me!
You know, I don't (8)_____ this stuff amusing anymore
If you'll be my bodyguard
I can be your (9)_____ lost pal
I can (10)_____ you Betty
And Betty, when you (11)_____ me
You can call me AI
A man walks down the street
He says, Why am I (12)_____ of attention?
Got a (13)_____ little span of attention
And whoa, my nights are so long!
Where's my (14)_____ and family?
What if I die here?
Who'll be my role-model?
Now (15)_____ my role-model is
Gone, gone
He ducked back down the alley
With some 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 call you Betty
And Betty, when you (19)_____ 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 (21)_____ World
Maybe it's his first time around
He doesn't (22)_____ the language
He holds no currency
He is a foreign man
He is surrounded by the sound, sound
Cattle in the marketplace
Scatterlings and orphanages
He looks around, around
He (23)_____ 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 call you Betty
And Betty, (24)_____ you (25)_____ me
You can (26)_____ me AI
You can call me AI
...



Fill in the gaps

Answer

1. middle
2. rest
3. life
4. shot
5. cartoon
6. mutts
7. from
8. find
9. long
10. call
11. call
12. short
13. short
14. wife
15. that
16. little
17. incidents
18. were
19. call
20. call
21. Third
22. speak
23. sees
24. when
25. call
26. call