

a (130) Listen and **circle** the right words in each pair.

b Listen again and check. Write the correct words in the song.

## All Over the World

Everybody all around the world  
Gotta tell you what I just heard  
There's gonna be a <sup>1</sup> \_\_\_\_\_ all over the world  
I got a message on the <sup>2</sup> \_\_\_\_\_  
But where it came from I don't really know  
And I heard these voices calling all over the world

### Chorus

All over the world  
Everybody got the word  
Everybody everywhere is gonna feel it tonight  
Everybody walkin' down the <sup>3</sup> \_\_\_\_\_  
Everybody movin' to the beat  
They're gonna get hot down in <sup>4</sup> \_\_\_\_\_  
(New York, Detroit, L.A.)  
We're gonna take a trip across the <sup>5</sup> \_\_\_\_\_  
Everybody come along with me  
We're gonna hit the night down in gay <sup>6</sup> \_\_\_\_\_  
(C'est la vie)

### Chorus

All over the world  
London, <sup>7</sup> \_\_\_\_\_, Paris, Rome, Rio, Hong Kong, Tokyo  
L.A., <sup>8</sup> \_\_\_\_\_, Amsterdam, Monte Carlo, Shard End and...

### Chorus

Everybody all around the world  
Gotta tell you what I just heard  
Everybody walkin' down the street  
I know a <sup>9</sup> \_\_\_\_\_ where we all can meet  
Everybody gonna have a good <sup>10</sup> \_\_\_\_\_  
Everybody will shine till the daylight

### Chorus

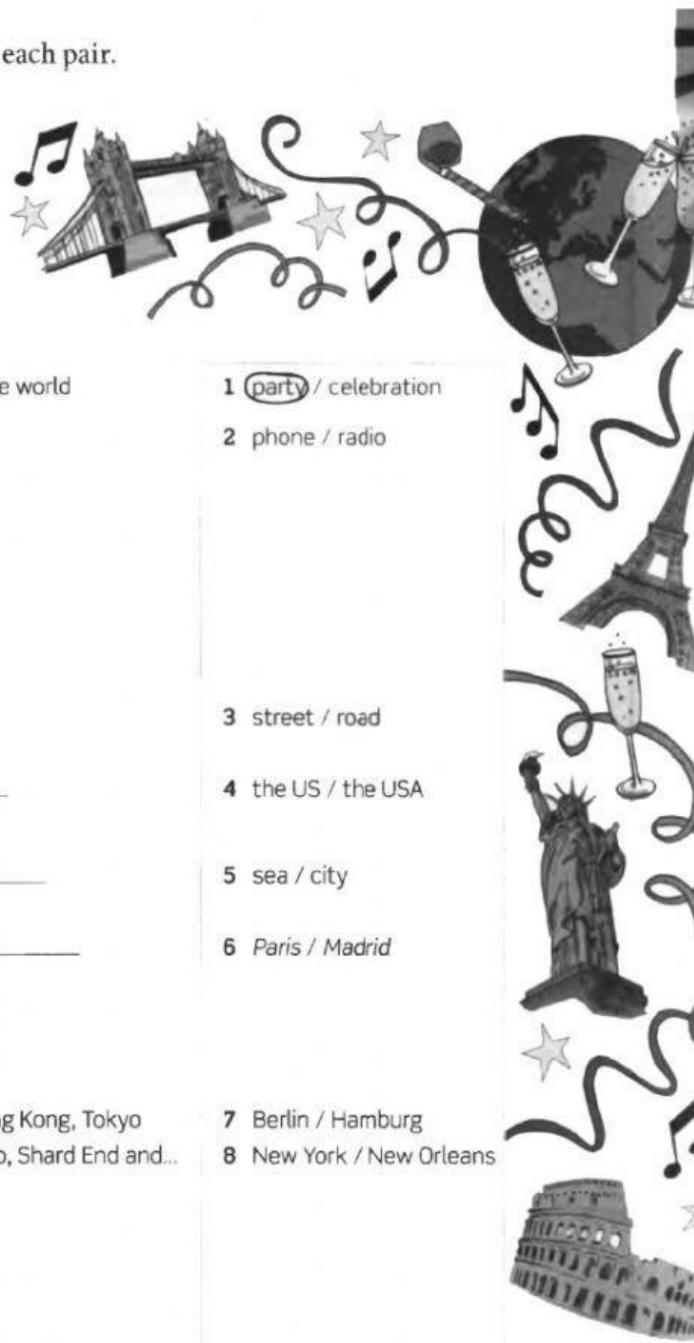
### SONG FACTS

All Over the World was a hit song in many countries for the British band Electric Light Orchestra (ELO) in 1980. The song was on the soundtracks of the films Xanadu in 1980, and the science-fiction comedy Paul in 2011.

### GLOSSARY

everybody = all people  
gotta tell you = want to say  
gonna = going to (future)  
got = past simple of get  
came = past simple of come  
heard = past simple of hear

voices calling = people speaking  
everywhere = all places  
movin' to the beat = dancing  
c'est la vie = French for "That's life!"  
Shard End = part of Birmingham, UK\*  
shine til the daylight = have fun all night



\*Jeff Lynne, singer with ELO, comes from Shard End.