

This is a Tappy Feet® Game—Happy Tapping!



# One-Sound Tap It

To use the Tappy Feet® Tap Step Cards, one must learn the one-sound steps first. By memorizing all of the one-sound steps, you can learn any other step made up of 2 sounds or more. This game will help you memorize the one-sound steps.

## Players: 2+

- 1 “Caller”
- 1+ “Tappers”

## Levels: Beginning – Advanced

- Despite their extensive tap vocabulary, this game is still appropriate for intermediate and advanced tap dancers. Since no official tap terminology exists, dancers may call step different names, so it helps to review the names of these one-sound steps in order to learn more complex steps and to play Tappy Feet® Tap Step Card games.

## Objectives:

- To learn and memorize single-sound tap step vocabulary
- To recall steps quickly while under pressure
- To work as a team to keep the beat
- To laugh off your mistakes and not take yourself too seriously

## Instructions:

- Review the one-sound steps in the Tappy Feet® Card Deck you are using.
- Write the names of the one-sound steps on the mirror with a dry erase marker, if possible. If that is not possible, pull the one-sound steps out of the card deck and draw them one-by-one as the game progresses.
  - Some steps are harder to play with than others (for example, Stamp and Stomp can confuse people. Steps like slam and smack can be challenging steps to execute for brand new beginners.) Any cards can be removed from play to make the game more appropriate for the level of the group.
- The Caller claps an even beat.
  - On beat #1, the Caller states the name of a one-sound step.
  - On beat #2, the Caller claps.
  - On beat #3, the Tappers do the named step.
  - On beat #4, the Caller claps.
  - On beat #1, the Caller states the name of a new tap step and the process repeats. The clapped beat continues without stopping and the Caller calls out a new tap step on each beat #1. The Tappers perform that step on each beat #3.
- The goal is to stay on the beat while recalling and performing the tap steps.
- Here are some examples:
  - “Tip it” --- <Clap> --- <Tappers do “Tip”> --- <Clap>
  - “Brush it” --- <Clap> --- <Tappers do “Brush”> --- <Clap>
  - “Dig it” --- <Clap> --- <Tappers do “Dig”> --- <Clap>
- As the game continues, the beat speeds up. Tappers are forced to recall and perform tap steps more and more quickly as they continue.
- Determine if you want to name a “winner” and if you want people to be “out” for messing up. We tend to shy away from competition in the interest of keeping things supportive and promoting teamwork, but you can challenge the group you’re working with according to their needs.

\*\*This game can be played by one player with a couple quick modifications. Instead of using a Caller, the player will:

- Use a metronome or download a metronome app on your phone to keep the beat. Start slowly and eventually increase the speed of the beat.
- Instead of having a Caller call out the name of the steps, keep the card deck of one-sound steps in your hand and draw a card each time you reach count #4, so that you are prepared to perform the step on count #1. Here are some examples:
  - “Tip it” --- <Pause> --- <Tapper does “Tip” and tosses card on the ground> --- <Draw>
  - “Brush it” --- <Pause> --- <Tapper does “Brush” and tosses card on the ground> --- <Draw>
  - “Dig it” --- <Pause> --- <Tappers does “Dig” and tosses card on the ground> --- <Draw>