

This is a Tappy Feet® Game—Happy Tapping!



Steal-A-Card Game

Players: 3 +

- 1 “Judge” – Must know all of the tap steps being played during this game.
 - This person makes the ultimate decision about whether or not a person’s guess is close enough to the accurate answer to be considered correct. *This game may be adapted to exist without a “Judge” if the group can work together to come to a consensus about whether or not a player answered correctly, whose hand was raised first, etc.
- 2+ other participants

Level: All Levels, but this game works best if the players are around the same level

Objective:

1. To build tap dance vocabulary
2. To win the most cards by:
 - Guessing the names of tap steps correctly
 - Stumping other players so you get to keep your cards

Instructions:

- All participants stand in a circle. The judge stands in the middle of the circle.
- Each person gets 5 Tappy Feet® Tap Step Cards
- The Judge chooses someone to go first. This person is the “Performer.”
- The Performer chooses one of their cards and performs the step(s) on that card without saying the name of the tap step.
- All other participants observe the tap step that is performed and raise their hand(s) to guess the name of the tap step.
- The Judge chooses the person whose hand goes up first to be the “Guesser.”
- If the Guesser guesses the name of the tap step correctly, the Guesser gets to keep the card and add it to their hand. The card may be played again later if the person chooses.
- If the Guesser guesses incorrectly, the Performer gets to keep the card.
- The next person in the circle now becomes the Performer. The process repeats.
- Continue this until each person has served as the Performer 3 times. Then count how many cards are in each player’s hand. The person with the most cards wins the game.
- In the event of a hand-raising tie, you have two options:
 1. Choose the person with the smallest number of cards to guess first. If they are incorrect, allow the other player to guess.
 2. Move to a new tap step card and start the round over, until one person raises their hand distinctly slower than the other.

***Note for tap teachers:**

As you probably know, there may be slight variations on tap step names between students, teachers and dance schools. For instance, one person may call an “Irish” an “Irish” while another calls it a “Step-Shuffle-Hop-Step.” Some call a “Paraddiddle” a “Paddle & Roll.” The judge gets to make the ultimate decision about whether or not a player’s answer was close enough to the correct term(s) in order to win the round.

Additionally, tap teachers can allow answers to be considered correct if they match the terms that are taught in their tap class, even if they are not the terms used on the Tappy Feet® Tap Step cards. For instance, if a student guesses a step with a Spank in it but they call it a “Brush,” and if that is the term that you regularly use in tap class for that specific move, the judge can consider the answer to be correct. In this way, you can adapt the terminology to match your own teaching style.