

IMPROVING YOUR IMPROVISATION

Level: All Levels (but you should have familiarity with the cards)

Objective: Combine steps, improve mental flexibility, think on your feet, be creative, exercise courage

Improvisation is a major part of tap culture but is also probably the scariest and most challenging for new dancers. It requires vulnerability, courage, and a tolerance for messing up. The cards can provide ideas for steps when you are first learning to improv.

- Turn on some music and walk to the beat.
- When you feel confident you are finding the beat, draw a card and do that step to the beat.
- When you are feeling like you've mastered doing that step to the beat, draw another card and switch to a new step. Try to do it to the beat.
- If you're more advanced, pull two or three cards at once. Mix and match them to create improvisation.
- If you're more advanced, play around with the listed rhythms on the cards. If the card has more than one suggested rhythm, try doing 8 counts with one rhythm, followed by 8 counts with the other rhythm.
- If you're more advanced, play around with the step a bit. See if you can turn in a circle while doing the step, cross one leg over the other, etc.
- Finally, challenge yourself to dance to the entire song before stopping, pulling cards for inspiration throughout the song.

TAP DANCE GAMES

Tap games are the **most unique feature** of your Tappy Feet® cards.

Learning should be fun, and many people learn best through play and interaction with other people.

On the next page of this brochure, we've provided one example of a game you can play with the Tappy Feet Tap Step Card Deck.

We have several games accessible for free on our website!

Other games found online include:

Tappy Feet Insanity©

One-Sound-Tap-It

White Elephant

The Game Formerly Known As Our Favorite Game

And so much more!

Check them out at www.mytappyfeet.com/resources

WAR!

Players: 3+

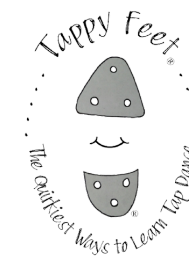
Players should choose a "Judge." This person must know all of the tap steps that are being played during this game, and will decide whether or not a person's guess is close enough to the correct answer to be considered correct.

Players must also decide when the game will be "over." This may mean choosing a certain number of rounds (i.e. "Each player will receive 5 turns as a Guesser"), or it may mean deciding that the game will last a certain number of minutes (i.e. The player with the most cards when the alarm goes off in 30 minutes will be considered the winner.)

Level: All Levels (this game works best if the players are around the same tap level)

Objective: To build tap dance vocabulary, and to win the most cards by naming correct tap steps and winning wars.

1. Stand in two lines facing the Judge. The person who is first in each line is the "Guesser" for that round.
2. The Judge draws a Tap Step Card and performs the tap step.
3. If a Guesser in either line knows the tap step, they raise their hand. The Judge chooses the person who raised their hand first and that person guesses the name of the tap step. If this Guesser guesses correctly, they get to keep the card.
4. If the Guesser guesses incorrectly, the Guesser in the other line gets to make a guess at the name of the tap step.
5. If neither Guesser correctly names the tap step, the Judge puts the card back on the bottom of the deck and the Guessers move to the back of their lines.
6. War: If both Guessers raise their hand at the same time, this indicates a tie, in which case both players move on to "War." The "War" tie-breaker is played similarly to the card game called War.
 - a. The Judge indicates that there is a hand-raising tie and then counts out loud "1- 2-3." On the count of 3, the tied participants shout out the name of the tap step at the same time.
 - b. If only one Guesser yells the correct answer, that person other wins the card.
 - c. If both Guessers yell a correct answer at the same time, we move into a Double War.
 - i. Double War: The Judge pulls a new card and performs the step. The tied Guessers again raise their hands to name the tap step. The judge chooses the player whose hand is raised first to guess the tap step. If they guess correctly, they win both the first and the second card that were played during the Double War.
 1. In the event of another hand-raising tie, the Judge again counts out loud, "1-2-3." On the count of 3, the tied participants shout out the name of the tap step. If they both guess correctly, you move into a Triple War.
 2. The process of guessing steps and holding wars continues until a winner is determined. The winner gets to keep all the cards that were played throughout the process of the wars.
7. When the players have determined the game has ended, players will count their cards. The player with the most cards is the winner.



TAPPY FEET® TAP STEP CARD DECK (BEGINNING LEVEL)

Thank you for supporting our Tappy Feet mission:

**TO GET EVERYONE, EVERYWHERE --
REGARDLESS OF AGE, ABILITY AND
NUMBER OF LEFT FEET -- TAP DANCING,
IN ORDER TO CONNECT THEM WITH
MUSIC, RHYTHM, EACH OTHER, AND THEIR
OWN INNER COURAGE AND CREATIVITY.**

We created these cards because people learn in many different ways and all learning should be fun. Use the cards however you like, but if you need inspiration, this paper offers some suggestions for how to use your Tap Step Cards. You can also find our Tappy® Tap Step Card Deck Games at www.mytappyfeet.com/resources.

HOW TO USE YOUR TAP STEP CARD DECK®

For quick reference, look for these cards in your deck.

For quick reference, look for these cards in your deck!

Key to chart

| Description of sound | Brush | Spank | # of sounds |
|--|-------|-------|-------------|
| Left or Right Foot | L | R | 1 |
| Part of the shoe (see tap shoe map cards) | A | A | 1 |
| Possible counts (see below) | 1 | 1 | 1 |
| Whether or not step repeats on the same foot | 1 | 1 | 1 |

Card Colors

| Color | Sound Step |
|--------------|---------------|
| Light Blue | 1 Sound Step |
| Light Green | 2 Sound Step |
| Light Yellow | 3 Sound Step |
| Light Orange | 4 Sound Step |
| Light Purple | 5+ Sound Step |

Counts

| Quarter Notes | Eighth Notes | Sixteenth Notes | Triplets |
|---------------|--------------|-----------------|----------|
| 1 2 3 4 | 1 2 3 4 | 1 2 3 4 | 1 2 3 |

An * in the cards refers to sounds that happen so quickly we don't count them out loud.

HOW TO READ YOUR CARDS

#1

#2 **Shuffle**

| | | |
|----|-------------------------|--------------|
| #3 | Brush | Spank |
| #4 | R | R |
| #5 | A | A |
| #6 | a | 1 (swung) |
| | & | 1 (straight) |
| #7 | Will NOT alternate feet | |

1. COLOR OF THE CARD:

The color of the card's frame indicates how many sounds the step has. The lighter the color, the more sounds the step has. The number of columns in the chart also represents the number of sounds in each step.

Example: A shuffle has two sounds (a brush and a spank), so the chart has two columns.

2. NAME OF THE STEP

There are many different names for most tap steps, and these cards do not claim to present the "official" names. These are the names we use in our classes. When we couldn't find a name for a step, we made one up.

3. WHAT YOUR FEET ARE DOING

Each box in this row contains a one-sound step that describes what your feet will do to execute this tap step. You can find definitions for each one sound step in this deck as well, and videos of each step being performed on our website. It is therefore necessary to learn the 1-sounds steps first. Example: a shuffle is made up of a brush and a spank.

4. WHICH FOOT TO USE

Each box in this row tells you which foot to execute the sound on.

Example: both the brush and the spank in the shuffle occur on the same foot (in this case we chose the right foot, but you can do a shuffle on the left also.)

5. WHICH PART OF THE SHOE TO USE

Compare the letter(s) in this section of your card to the Tap Shoe Map (found under the lid of your Tap Step Card Deck) to learn which part of the shoe to use when performing this step.

Example: Both sounds of a shuffle come from the center of the toe tap, which is marked as area "A" on the Tap Shoe Map.

6. POSSIBLE COUNTS FOR THIS STEP

Each tap step may be counted (musically) in many different ways. The rhythms offered in this section are merely suggestions for various ways you could count this step to a musical beat. They require some knowledge of music theory. If you do not have an understanding of music theory, you can learn these about it online, or in a local dance or music class.

We hope these ideas get your creative juices flowing, but remember - there are many ways you could count each step, so count them in whatever way makes the most sense to you!

7. HOW TO REPEAT THIS STEP IN SUCCESSION

If you want to repeat the step on this card, multiple times in a row, this line tells you if you'll have to repeat the step on the same side, or if you'll have to switch and perform the step on the opposite side. This has to do with where you're leaning your weight.

Example: If you did multiple shuffles in a row, you would have to repeat them all on the same foot. In this case, you would NOT alternate feet.



PLEASE CHECK OUT OUR TAP STEP CARD DECK GAMES AT:
www.mytappyfeet.com/resources

We'd love to hear how you've used the Tappy Feet® cards and what your experience was like. Please visit our website to fill out our Customer Feedback Survey. Download these instructions and other resources at mytappyfeet.com/resources.

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TAP STEP CARD ACTIVITIES

Here are a few activities for dancers of all levels to help you get started with your Tap Step Card Deck. These are just a few suggestions for how to use the deck to enhance your learning.

To view all of our Tap Step Card Deck games, visit www.mytappyfeet.com/resources.

GROWING YOUR TAP VOCABULARY

Level: All Levels

Objective: To build tap vocabulary, and to try out a new style of learning tap steps. **We find that if you know the name of a tap step, it's easier to perform that step and pick it up in choreography. This is because you have clear communication between your brain and your feet.

If you're new to tap, you can learn basic tap vocabulary and teach yourself new steps using these cards. Learn the one-sound steps first. The more fluent you are with them, the better off you'll be as you advance. Eventually, you'll be able to put the one-sound steps into multi-sound steps.

Quiz yourself! Randomly draw cards and try to execute the step for 8 counts on each foot. Speed up the tempo as the step gets more comfortable.

CRAFTING YOUR OWN CHOREOGRAPHY

Level: All Levels (but you must be familiar with the steps on the cards)

Objective: To combine steps, improve mental flexibility, memory and recall skills, exercise your creativity, and/or prepare for auditions.

- Randomly pick 2 or 3 cards.
- Try putting the steps together.
- If what you came up with doesn't quite work, switch the order of the steps.
- Try to memorize the order of your steps as you build your own dance
- If you find something that works, draw more cards from the deck and try adding the steps onto the beginning/middle/end of what you already have. Memorize the new order.
- Some people like to start with the steps and find music to fit; other people find a song and tailor the steps to fit the music. Any method that inspires you is correct!