

Tap White Elephant

Players: 3+

Levels: Beginning – Advanced

Objectives:

- To learn tap terminology and new tap steps
- To practice musicality (staying on the beat)
- To explore multiple rhythms for the same tap step
- To have an excuse to get into the holiday spirit (even in April... why not?)

Instructions:

- Place cards face down in a pile in the center of the room and stand in a circle around it.
 - o If you have wildly different levels playing, have an "easy" pile and a "hard" pile.
 - O You may call these cards the "presents."
- Decide who will go first. This person is in the most-unlucky spot (they do not get to steal any cards), so you may want to draw straws to choose who starts.
- The first person "chooses a present" (draws a card) and "unwraps it" (turns it over). They figure out the step and show it to the group. (A teacher may help the person understand how to read the card and do the step.)
- Move to the next person in the circle.
- The next person in the circle can either choose a to unwrap a new present (draw a new card) or steal the step that has already been "unwrapped" from the person who went before them. Then, they demonstrate the step they have received.
 - o If they stole the card, the person whose card has been stolen (who no longer has a card) will then choose and unwrap a new present. After they have figured it out and demonstrated it, the game will continue with the next person who does not yet have a card.
- The third person may then choose a new card or steal any of the cards that have already been unwrapped, and the game continues around the circle until every player has a card.
- A card may only be stolen two times.
 - For example, if person #1 gets the "Shuffle" card, and person #2 steals it, and then person #3 steals it from person #2, the card has been stolen twice and can no longer be stolen. The "Shuffle" card remains with person #3 for the remainder of the game.
- At this point, you could choose to go around the circle again so that each person gets two cards OR, you may proceed to the "Pass Along."
- <u>The Pass Along:</u> to reinforce the steps that people drew, each person needs to be able to do their step by themselves in 4 counts. (Some dance teachers opt to use 8 counts instead of 4.)
 - o Give the group a moment to practice their step(s).
 - Set a metronome or have the teacher clap/count out an even beat.
 - o Go around the circle, one person at a time. Each person will have 4 (or 8) counts to perform their step.
 - They may do the step slowly (i.e. 1, 2, 3, 4 or 1 & 2 & 3 & 4 &) or quickly (i.e. 1e&a, 2e&a, 3e&a, 4e&a).
 - They may choose to use an even or swung rhythm.
 - As long as they perform their step within 4 (or 8) counts, they may perform it in any way they like.
 - Try to keep the beat going around the circle as people do their steps in succession. If someone messes up, try to keep going.
 - Practice this Pass Along as many times as you need to until all students have matched their step to a beat and mastered their "tap solo" in the pass along.

• Optional additions:

- You may speed up the tempo of the Pass Along as you go around the circle for an added challenge.
- You may reverse or switch directions in your Pass Along after one time around the circle for an added challenge.
- You may opt to have each person draw two cards.
 - Give each person the ability to perform their first card and their second card in succession while doing the Pass Along, OR...
 - Have the Pass Along go around the circle two times (the first time they perform their first step and the second time they perform their second step).
- We get a kick out of playing this game when it's not the holidays, so we like to put on some holiday music and do our Pass Along to the beat of it. It's an added amusement just for kicks. #relentlesscheer

Do us a favor? If you've had an awesome time playing this game, let us know! Visit mytappyfeet.com/feedback to let us know about your experience. Thank you in advance!