Coin tricks for kids: which take minutes and which take days

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Eleven coin tricks for kids from Peabody's Magic Shop with honest learning times: eight take two to fifteen minutes, three are real sleights that take days.

Of the eleven coin tricks in the Peabody Magic Shop, eight take minutes to learn and three take days. The quickest two take two minutes and work the first try. The middle four take ten or fifteen minutes of practice. The three that take days are real sleight of hand, and the shop says so on the page instead of pretending otherwise.

That honesty is most of why I wrote this. "Easy coin trick" often means a move that took somebody years, and a child who tries it for ten minutes and decides they are bad at magic. In the Magic Shop every trick carries a level and a learning time, and the code checks that one matches the other.

All eleven, quickest first

- Trick: The Forehead Coin · Level: Apprentice · Ages: 5 to 10 · Learn it in: 2 minutes
- Trick: The Water Vanish · Level: Apprentice · Ages: 5 to 10 · Learn it in: 2 minutes
- Trick: The Impossible Hole · Level: Apprentice · Ages: 6 to 11 · Learn it in: 5 minutes
- Trick: Which Hand? · Level: Apprentice · Ages: 6 to 11 · Learn it in: 5 minutes
- Trick: The Heads or Tails Mind Reader · Level: Conjurer · Ages: 7 to 12 · Learn it in: 10 minutes
- Trick: The Coin Fold · Level: Conjurer · Ages: 7 to 12 · Learn it in: 15 minutes
- Trick: The Elbow Vanish · Level: Conjurer · Ages: 7 to 12 · Learn it in: 15 minutes
- Trick: The Glass Vanish · Level: Conjurer · Ages: 7 to 12 · Learn it in: 15 minutes
- Trick: The Coin From Behind Your Ear · Level: Wizard · Ages: 8 to 13 · Learn it in: 2 to 4 days
- Trick: The Vanishing Coin · Level: Wizard · Ages: 8 to 13 · Learn it in: 3 to 5 days
- Trick: The Two-Coin Jump · Level: Wizard · Ages: 10 to 13 · Learn it in: 3 to 5 days

Ten of these live on the Coin Counter shelf. The eleventh, the Water Vanish, lives in the Potion Lab, because what makes its coin disappear is light. The coin tricks for kids page has them all in one table with what each looks like to an audience.

Two minutes: the ones that work the first try

The Forehead Coin is the best coin trick for a five-year-old, and it is mostly a joke. You press a coin on a friend's forehead for ten seconds and challenge them to wiggle it off without hands. They waggle their eyebrows for ages. The coin came away with your hand at the start,

and what they can feel is the pressing, not the coin.

The Water Vanish puts a glass on top of a coin, fills it with water, lays a saucer on top, and the coin vanishes when you look through the side. It is the only coin trick here with nothing to hide at all: the coin never moves, and the light simply cannot get out of the glass sideways.

Five and ten minutes: a little thinking

The Impossible Hole is a puzzle you win. A hole the size of a small coin, a much bigger coin, and a friend who can't get one through the other until you fold the paper. A grown-up cuts the hole: that step is theirs on the trick page, with the scissors.

Which Hand? is the most honest trick in the shop. Its page says plainly that it is a real guess with two real clues, where people's eyes go and a hand that has been held up looking a little paler. Ask "are you sure?" and their eyes flick to the coin hand almost every time.

The Heads or Tails Mind Reader uses six coins and some odd-and-even counting. You turn your back, they flip coins and cover one, and you name it. It is on the shop's maths table for teachers.

Fifteen minutes: one move to practise

The three Conjurer vanishes each have one moment to rehearse. In the Coin Fold, a coin wrapped in paper vanishes when the packet is torn up; the page says to practise only the moment the coin leaves, twenty times, until it makes no sound. In the Elbow Vanish you fail twice on purpose before the coin really goes, and the two fails teach everyone what to look for. The Glass Vanish is the joke version: you promise the coin will vanish, and the glass does instead. It needs a table and a lap.

The Coin Fold is also one of the shop's show closers, and it is in the ready-made Grand Illusionist show for ages 10 to 12.

Days: the real sleights

These three are Wizard tricks. Each page gives a range of days, a few minutes every evening, rather than a promise.

The Coin From Behind Your Ear, 2 to 4 days, is the classic: show your hands empty, reach behind somebody's ear and bring out a coin. It runs on a finger palm, holding a coin in a hand that looks relaxed and empty. The page says behind the ear, never near it, with the hand in sight the whole way.

The Vanishing Coin, 3 to 5 days, is the French drop, which the page calls the first real sleight every magician learns. The coin looks as if it goes from one hand to the other, and doesn't.

The Two-Coin Jump, 3 to 5 days, has one coin on each palm, both hands slapped down, and both coins under one hand. It fits from age 10, and the page suggests practising the throw

over a carpet or a towel.

If a child wants a Wizard trick, try a fifteen-minute one first. The Vanishing Coin's own page points to the Elbow Vanish and the Coin Fold as the tricks to try next to it.

Little brothers and sisters

Every coin trick in the shop carries the same line on its page, and it is the one I would pass on: "Coins are a choking risk for little ones under 4: keep them off the floor and out of small hands."

Where to start

Start at the top of the table and stop when it stops being fun. If you would rather not choose, Pick me a trick asks four three-box questions, including how long your child has to learn it, and "A few days" is one of the answers. The disappearing tricks page has every vanish in the shop, coins and all.

Questions grown-ups ask

Which coin trick is best for a five-year-old?

The Forehead Coin or the Water Vanish. Both are Apprentice tricks that take two minutes to learn and fit from age 5.

What kind of coin do we need?

Any coin for most of them. The Impossible Hole uses a small coin and a big one, the Two-Coin Jump uses two big coins, and the Heads or Tails Mind Reader uses six.

How do I know when a Wizard trick is ready to show?

The shop's practice lesson has a test: ten times in a row without looking at your hands. Before that it is still practice, and the Magician's Code asks for practice before performing, so nobody sees the coin fall out.

Peabody (peabody.kids) is free through the end of 2026, and the Magic Shop needs no sign-up. The library is open for the evenings the coins are put away.

Free at peabody.kids/blog/easy-coin-tricks-for-kids