Magic tricks for a birthday party a 7-year-old can perform

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Ten party tricks a seven-year-old can learn in five minutes or less, the two ready-made shows written for age seven, and how to run a ten-minute show from hello to bow.

A seven-year-old can perform every trick on the Peabody Magic Shop's birthday party Top 10: all ten fit age seven, all ten are Apprentice tricks that work the first try, and none takes more than five minutes to learn. Pick four or five, put them in the shop's running order, and the young magician has a show of about ten minutes, which is as long as a room of young children watches well.

Seven is a good age for this. Of the eighty tricks in the Magic Shop, sixty-five fit a seven-year-old, more than at any age but eight. Fifty-three of those sixty-five pass the party test the Top 10 uses: Conjurer level or easier, no step only a grown-up can do, and nothing that needs the lights off, makes a mess or has to dry. The ten below are the top of that list.

The ten

This is the shop's Top 10 for a birthday party, in its own order. The ranking puts tricks from the ready-made shows first, then ones the whole room can see or join in with, then ones with a helper, then the quickest to learn.

- #: 1 · Trick: The Magic Mind Reader · Level: Apprentice · Ages: 5 to 11 · Learn it in: 5 minutes · You need: A deck of cards and a helper
- #: 2 · Trick: The Ace Finder · Level: Apprentice · Ages: 6 to 11 · Learn it in: 5 minutes · You need: A deck of cards and a helper
- #: 3 · Trick: The Rubber Pencil · Level: Apprentice · Ages: 5 to 9 · Learn it in: 1 minute · You need: A pencil
- #: 4 · Trick: The Hole in Your Hand · Level: Apprentice · Ages: 5 to 9 · Learn it in: 1 minute · You need: A sheet of paper
- #: 5 · Trick: The Answer Is Always 3 · Level: Apprentice · Ages: 6 to 11 · Learn it in: 2 minutes · You need: Nothing
- #: 6 · Trick: The Arrow Flip · Level: Apprentice · Ages: 5 to 9 · Learn it in: 2 minutes · You need: A glass, water, paper and a marker
- #: 7 · Trick: The Water Vanish · Level: Apprentice · Ages: 5 to 10 · Learn it in: 2 minutes · You need: A glass, water, a coin and a saucer
- #: 8 · Trick: The X-Ray Dice · Level: Apprentice · Ages: 5 to 10 · Learn it in: 3 minutes · You need: Three dice
- #: 9 · Trick: The Grey Elephant Prediction · Level: Apprentice · Ages: 7 to 12 · Learn it

in: 3 minutes · You need: Nothing
• #: 10 · Trick: The Ghost Pencil · Level: Apprentice · Ages: 5 to 10 · Learn it in: 5 minutes · You need: A pencil, a short pencil and a hair tie

The ages come from the grades each trick is written for: the youngest grade plus five, to the oldest grade plus six. Every row includes seven. The Grey Elephant Prediction starts exactly there.

The two shows written for seven

The shop has four ready-made shows on the magic show page, and two of them include age seven.

The Kitchen Wizard is for ages 5 to 7 and runs about eight minutes: five tricks, nothing to practise for more than five minutes, and most of it in a bowl of water. In order, it is the Rubber Pencil, Thumb Off, the Arrow Flip, Pepper Scatter and the Water Vanish. Pepper Scatter is the only one of the five that the Top 10's rules leave out, because it is a bit messy. At a kitchen-table party that is half the fun; in a living room, put a tray down.

The Spooky Show is for ages 7 to 11 and runs about twelve minutes, with the lights low. It is the Ghost Pencil, Thumb Off, Secret Message Ink, the Water Vanish and the Glowing Potion. It is the shop's Halloween show, so it suits an October birthday best. Two things to know: Secret Message Ink has to be written and left to dry before the party, and the Glowing Potion needs a dark room and a small UV torch, which a grown-up holds.

Running the show

Every show in the shop follows the same seven steps, and the builder on the magic show page puts the tricks your child ticks into the trick slots:

1. Opener, about 30 seconds: quick, visual, no helper. The Rubber Pencil is perfect.
2. Hello, about 30 seconds: the magician's name and catchphrase, no trick. Magic School has a name picker.
3. Helper trick, about two minutes: bring someone up. A card trick is ideal, so the Magic Mind Reader.
4. Everyone trick, about two minutes: the whole room does it at once, in their heads or their hands. The Answer Is Always 3 needs nothing.
5. Wow trick, about two minutes: the most visual thing you've got, big enough for the back.
6. Closer, about three minutes: the strongest one, practised most.
7. Bow and goodbye, about twenty seconds: magic word, one second of silence, bow, "Thank you!" Then stop.

That adds up to about ten minutes. The guide to magic for a birthday party says a room of young children watches well for about that long, so the shows stop there. It also says to put

the snacks straight after the show, not before. A room waiting for cake is a hard audience.

The same guide says that under seven, a show is three or four tricks with a grown-up introducing the magician, and from about eight a child can run the whole thing. Seven sits in between. My suggestion is to let your seven-year-old run the tricks and have a grown-up do the welcome, at least the first time.

A word about little guests

Parties have little brothers and sisters in them. Two of the Top 10, the Water Vanish and the X-Ray Dice, carry the shop's choking note for children under four, because coins and dice are small. Pick them up straight after the trick. None of the ten has a step a grown-up must do.

If you'd rather not choose at all, Pick me a trick asks "Who's going to watch?" as its last question, and "A whole room" is one of the boxes.

Questions grown-ups ask

How many tricks should a seven-year-old do?

Four or five. The ready-made show for ages 5 to 7 has five, and Magic School's last lesson says a show is four to six tricks and that the hardest skill in magic is stopping while they still want more.

What if a trick goes wrong in front of everybody?

Every trick in the shop has an out, the line to say when it goes wrong, written on its page under "If something goes wrong". Magic School's lesson on outs gives three in order: finish anyway, laugh, or move straight on to the next trick and never explain. A seven-year-old with one funny line ready is never stuck.

How much practice does it need?

The tricks take one to five minutes each to learn. The performing takes longer. The shop's practice order is a mirror first, then a stuffed animal or a pet, then one person who loves you, then everybody. Run the whole show once for the family the evening before, and the party is the second time, not the first.

Peabody (peabody.kids) is free through the end of 2026, and the Magic Shop needs no sign-up. What a child learns stays on their own device; the only thing sent is an anonymous count when a trick is marked as shown to somebody. For the calm after the cake, the library has stories to read aloud.

Free at peabody.kids/blog/magic-tricks-for-a-birthday-party