Card tricks for kids

Peabody · checked 2026-10-28

Peabody's Card Cabinet has 16 easy card tricks for kids, every one done with an ordinary deck and no special cards. Most are self-working: follow the steps and the trick works by itself, which leaves all of a child's attention free for performing. Each page has the secret, numbered picture steps read aloud by Flick the rabbit, and an "out" for when it goes wrong.

All 16 card tricks for kids

- Trick: The Key Card Trick · What they see: Prediction · Level: 1 Apprentice · Ages: 5 to 11 · You need: deck · To learn: 5 minutes
- Trick: The 21 Card Trick · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 11 · You need: deck · To learn: 10 minutes
- Trick: The Four Aces Trick · What they see: Production · Level: 1 Apprentice · Ages: 6 to 11 · You need: deck · To learn: 5 minutes
- Trick: The Spelling Card Trick · What they see: Prediction · Level: 2 Conjurer · Ages: 6 to 11 · You need: thirteen cards · To learn: 15 minutes
- Trick: The Upside-Down Card · What they see: Transposition · Level: 2 Conjurer · Ages: 6 to 11 · You need: deck · To learn: 10 minutes
- Trick: The Crystal Ball Prediction · What they see: Prediction · Level: 1 Apprentice · Ages: 5 to 10 · You need: deck, paper, marker · To learn: 3 minutes
- Trick: The Card Sandwich · What they see: Transposition · Level: 2 Conjurer · Ages: 7 to 12 · You need: deck · To learn: 15 minutes
- Trick: The Countdown Card · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 11 · You need: deck · To learn: 5 minutes
- Trick: Do As I Do · What they see: Prediction · Level: 2 Conjurer · Ages: 7 to 12 · You need: deck · To learn: 10 minutes
- Trick: The Rising Card · What they see: Levitation · Level: 1 Apprentice · Ages: 6 to 11 · You need: deck · To learn: 5 minutes
- Trick: The Levitating Card · What they see: Levitation · Level: 1 Apprentice · Ages: 6 to 11 · You need: deck · To learn: 5 minutes
- Trick: The Four Burglars · What they see: Transposition · Level: 2 Conjurer · Ages: 6 to 11 · You need: deck · To learn: 10 minutes
- Trick: The Card That Keeps Coming Back · What they see: Transposition · Level: 3 Wizard · Ages: 10 to 13 · You need: deck · To learn: 3 to 6 days
- Trick: Three Friends, Three Cards · What they see: Prediction · Level: 1 Apprentice · Ages: 7 to 11 · You need: deck · To learn: 5 minutes
- Trick: The Card That Counts · What they see: Prediction · Level: 2 Conjurer · Ages: 8 to 13 · You need: deck · To learn: 15 minutes

• Trick: Gathering the Kings · What they see: Transposition · Level: 2 Conjurer · Ages: 7 to 13 · You need: deck · To learn: 15 minutes

Start with these

• The Key Card Trick. Your friend takes any card they like, shows it to everybody except you, and buries it in the deck. 5 minutes to learn, for ages 5 to 11.
• The 21 Card Trick. You deal twenty-one cards into three columns, three times over. 10 minutes to learn, for ages 6 to 11.
• The Four Aces Trick. Your friend cuts the deck into four piles and does all the mixing themselves, following your instructions. 5 minutes to learn, for ages 6 to 11.

What you need, and what a grown-up does

• Trick: The Key Card Trick · You need: deck · A grown-up does: nothing
• Trick: The 21 Card Trick · You need: deck · A grown-up does: nothing
• Trick: The Four Aces Trick · You need: deck · A grown-up does: nothing
• Trick: The Spelling Card Trick · You need: thirteen cards · A grown-up does: nothing
• Trick: The Upside-Down Card · You need: deck · A grown-up does: nothing
• Trick: The Crystal Ball Prediction · You need: deck, paper, marker · A grown-up does: nothing
• Trick: The Card Sandwich · You need: deck · A grown-up does: nothing
• Trick: The Countdown Card · You need: deck · A grown-up does: nothing
• Trick: Do As I Do · You need: deck · A grown-up does: nothing
• Trick: The Rising Card · You need: deck · A grown-up does: nothing
• Trick: The Levitating Card · You need: deck · A grown-up does: nothing
• Trick: The Four Burglars · You need: deck · A grown-up does: nothing
• Trick: The Card That Keeps Coming Back · You need: deck · A grown-up does: nothing
• Trick: Three Friends, Three Cards · You need: deck · A grown-up does: nothing
• Trick: The Card That Counts · You need: deck · A grown-up does: nothing
• Trick: Gathering the Kings · You need: deck · A grown-up does: nothing

Self-working, and why that matters

A self-working card trick needs no sleight of hand at all: the maths or the setting up does the work, so it cannot go wrong in a child's hands. That is why they are the right first tricks. The Magic Mind Reader is the one to learn first, because Do As I Do and others are built on the same idea of a card you secretly know.

Safety

Every step that uses something hot or a bright light is a grown-up's step, whatever the child's age, and Flick says so out loud before it. There is no fire, no flame and nothing sharp in a child's hand anywhere in the shop: scissors cut paper, card and string only, and a cutting step says to ask a grown-up. No trick asks a child to put anything in a mouth, a nose or an ear. Tricks with coins, dice, paperclips or pom-poms carry the AAP's choking note for brothers and sisters under 4, and none of them is offered below kindergarten. The kitchen-science tricks use only food-safe things, and a potion is always for looking at, not for drinking.

The Magic Shop is free, with no ads and no sign-up. What your child has, has learned and has performed stays on their own device and is never sent anywhere, so there is nothing to lose and no account to make.

More: all 80 magic tricks for kids, Magic School and how to put on a magic show.

Free at peabody.kids/card-tricks-for-kids