Coin tricks for kids

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Peabody's Coin Counter has 14 coin tricks for kids, from ones that work the first try to the French drop, the first real sleight every magician learns. You need one coin and your hands. Each page has the secret, picture steps read aloud, and how long it honestly takes to learn.

All 14 coin tricks for kids

- Trick: The Coin Fold · What they see: Vanish · Level: 2 Conjurer · Ages: 7 to 12 · You need: coin, square of paper · To learn: 15 minutes
- Trick: The Coin Through a Small Hole · What they see: Penetration · Level: 1 Apprentice · Ages: 6 to 11 · You need: paper, dime, quarter, scissors · To learn: 5 minutes
- Trick: The Forehead Coin Trick · What they see: Vanish · Level: 1 Apprentice · Ages: 5 to 10 · You need: coin · To learn: 2 minutes
- Trick: Which Hand? Coin Trick · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 11 · You need: coin · To learn: 5 minutes
- Trick: The Vanishing Coin · What they see: Vanish · Level: 3 Wizard · Ages: 8 to 13 · You need: coin · To learn: 3 to 5 days
- Trick: The Elbow Vanish · What they see: Vanish · Level: 2 Conjurer · Ages: 7 to 12 · You need: coin · To learn: 15 minutes
- Trick: The Coin From Behind Your Ear · What they see: Production · Level: 3 Wizard · Ages: 8 to 13 · You need: coin · To learn: 2 to 4 days
- Trick: The Glass Vanish · What they see: Vanish · Level: 2 Conjurer · Ages: 7 to 12 · You need: coin, glass, napkin · To learn: 15 minutes
- Trick: The Heads or Tails Mind Reader · What they see: Prediction · Level: 2 Conjurer · Ages: 7 to 12 · You need: coin · To learn: 10 minutes
- Trick: The Two-Coin Jump · What they see: Transposition · Level: 3 Wizard · Ages: 10 to 13 · You need: quarter · To learn: 3 to 5 days
- Trick: The Warm Coin · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 10 · You need: coin, cup · To learn: 5 minutes
- Trick: The Flying Coin · What they see: Transposition · Level: 2 Conjurer · Ages: 8 to 13 · You need: coin · To learn: 20 minutes
- Trick: Odd or Even · What they see: Prediction · Level: 1 Apprentice · Ages: 7 to 11 · You need: coin, cup · To learn: 5 minutes
- Trick: The Ten Coin Jump · What they see: Transformation · Level: 2 Conjurer · Ages: 8 to 13 · You need: coin · To learn: 10 minutes

Start with these

- The Coin Through a Small Hole. There's a hole in a piece of paper exactly the size of a small coin. 5 minutes to learn, for ages 6 to 11.
- The Forehead Coin Trick. You press a coin onto your friend's forehead and challenge them to wiggle it off without using their hands. 2 minutes to learn, for ages 5 to 10.
- Which Hand? Coin Trick. Your friend hides a coin in one fist behind their back while you look away. 5 minutes to learn, for ages 6 to 11.

What you need, and what a grown-up does

- Trick: The Coin Fold · You need: coin, square of paper · A grown-up does: nothing
- Trick: The Coin Through a Small Hole · You need: paper, dime, quarter, scissors · A grown-up does: a hot or bright-light step
- Trick: The Forehead Coin Trick · You need: coin · A grown-up does: nothing
- Trick: Which Hand? Coin Trick · You need: coin · A grown-up does: nothing
- Trick: The Vanishing Coin · You need: coin · A grown-up does: nothing
- Trick: The Elbow Vanish · You need: coin · A grown-up does: nothing
- Trick: The Coin From Behind Your Ear · You need: coin · A grown-up does: nothing
- Trick: The Glass Vanish · You need: coin, glass, napkin · A grown-up does: nothing
- Trick: The Heads or Tails Mind Reader · You need: coin · A grown-up does: nothing
- Trick: The Two-Coin Jump · You need: quarter · A grown-up does: nothing
- Trick: The Warm Coin · You need: coin, cup · A grown-up does: nothing
- Trick: The Flying Coin · You need: coin · A grown-up does: nothing
- Trick: Odd or Even · You need: coin, cup · A grown-up does: nothing
- Trick: The Ten Coin Jump · You need: coin · A grown-up does: nothing

How long a coin trick really takes

Most of this shelf works the first try. Two do not: The Vanishing Coin and The Coin From Behind Your Ear are real sleight of hand and take a few days of short practice, which their pages say plainly rather than promising a first-try miracle. Start with The Forehead Coin and The Impossible Hole.

A note on coins and little ones

Every coin trick in the shop carries the AAP's choking note: coins are a risk for children under 4, so they are kept off the floor and out of small hands, and no coin trick is offered below kindergarten.

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/coin-tricks-for-kids