Easy magic tricks for kids

Peabody · checked 2026-10-28

44 of Peabody's 80 magic tricks for kids are level 1: they work by themselves, or with one simple move, the very first time you try. Most take under five minutes to learn, and every one uses something already in the house. Each page has the secret, picture steps read aloud, and the words to say.

The easiest magic tricks, quickest first

- Trick: The Rubber Pencil Trick · What they see: Transformation · Level: 1 Apprentice · Ages: 5 to 9 · You need: pencil · To learn: 1 minute
- Trick: The Hole in Your Hand Illusion · What they see: Penetration · Level: 1 Apprentice · Ages: 5 to 9 · You need: paper · To learn: 1 minute
- Trick: The Forehead Coin Trick · What they see: Vanish · Level: 1 Apprentice · Ages: 5 to 10 · You need: coin · To learn: 2 minutes
- Trick: Think of a Number · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 11 · You need: nothing · To learn: 2 minutes
- Trick: The Pepper and Soap Trick · What they see: Transformation · Level: 1 Apprentice · Ages: 5 to 9 · You need: bowl, water, pepper, dish soap · To learn: 2 minutes
- Trick: The Arrow Flip Trick · What they see: Transformation · Level: 1 Apprentice · Ages: 5 to 9 · You need: glass, water, paper, marker · To learn: 2 minutes
- Trick: The Disappearing Coin in Water · What they see: Vanish · Level: 1 Apprentice · Ages: 5 to 10 · You need: glass, water, coin, saucer · To learn: 2 minutes
- Trick: The Glowing Water Trick · What they see: Transformation · Level: 1 Apprentice · Ages: 6 to 11 · You need: glass, water, tonic water, UV light · To learn: 2 minutes
- Trick: The Linking Paper Clips · What they see: Transposition · Level: 1 Apprentice · Ages: 5 to 10 · You need: paper strip, paperclips · To learn: 2 minutes
- Trick: The Bending Spoon · What they see: Transformation · Level: 1 Apprentice · Ages: 5 to 10 · You need: spoon · To learn: 3 minutes
- Trick: The Stretching Finger · What they see: Transformation · Level: 1 Apprentice · Ages: 5 to 9 · You need: nothing · To learn: 3 minutes
- Trick: Eleven Fingers · What they see: Production · Level: 1 Apprentice · Ages: 5 to 9 · You need: nothing · To learn: 3 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 X-Ray Dice Trick · What they see: Prediction · Level: 1 Apprentice · Ages: 5 to 10 · You need: dice · To learn: 3 minutes
- Trick: The Grey Elephant in Denmark · What they see: Prediction · Level: 1 Apprentice · Ages: 7 to 12 · You need: nothing · To learn: 3 minutes

• Trick: The Calculator Trick · What they see: Transformation · Level: 1 Apprentice · Ages: 6 to 11 · You need: calculator · To learn: 3 minutes
• Trick: The Floating Pencil Trick · What they see: Levitation · Level: 1 Apprentice · Ages: 5 to 9 · You need: pencil · To learn: 5 minutes
• Trick: The Ghost Pencil Trick · What they see: Levitation · Level: 1 Apprentice · Ages: 5 to 10 · You need: pencil, short pencil, hair tie · To learn: 5 minutes
• Trick: The Thumb Off Trick · What they see: Restoration · Level: 1 Apprentice · Ages: 5 to 8 · You need: nothing · To learn: 5 minutes
• Trick: The Salt Shaker Balance · What they see: Levitation · Level: 1 Apprentice · Ages: 5 to 10 · You need: salt shaker, salt · To learn: 5 minutes
• Trick: The Spooky Floating Cup · What they see: Levitation · Level: 1 Apprentice · Ages: 5 to 10 · You need: cup, scissors · To learn: 5 minutes
• Trick: The Vanishing Pencil · What they see: Vanish · Level: 1 Apprentice · Ages: 5 to 9 · You need: pencil · To learn: 5 minutes
• Trick: The Crayon Mind Reader · What they see: Prediction · Level: 1 Apprentice · Ages: 5 to 9 · You need: crayons · To learn: 5 minutes
• 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 Four Aces Trick · What they see: Production · Level: 1 Apprentice · Ages: 6 to 11 · You need: deck · To learn: 5 minutes
• Trick: The Countdown Card · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 11 · You need: deck · To learn: 5 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: Three Friends, Three Cards · What they see: Prediction · Level: 1 Apprentice · Ages: 7 to 11 · You need: deck · To learn: 5 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: Which Hand? Coin Trick · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 11 · You need: coin · To learn: 5 minutes
• Trick: The Warm Coin · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 10 · You need: coin, cup · To learn: 5 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 1089 Trick · What they see: Prediction · Level: 1 Apprentice · Ages: 7 to 12 · You need: paper, pencil, envelope · To learn: 5 minutes

• Trick: The Nine Times Fingers · What they see: Prediction · Level: 1 Apprentice · Ages: 7 to 11 · You need: nothing · To learn: 5 minutes
• Trick: The Knuckle Calendar · What they see: Prediction · Level: 1 Apprentice · Ages: 6 to 10 · You need: nothing · To learn: 5 minutes
• Trick: The Upside-Down Water Card · What they see: Levitation · Level: 1 Apprentice · Ages: 6 to 11 · You need: glass, water, index card · To learn: 5 minutes
• Trick: The Balloon Static Wand · What they see: Levitation · Level: 1 Apprentice · Ages: 5 to 10 · You need: balloon, paper strip · To learn: 5 minutes
• Trick: The Obedient Egg · What they see: Levitation · Level: 1 Apprentice · Ages: 6 to 11 · You need: egg, glass, water, salt · To learn: 5 minutes
• Trick: The Floating Paperclip · What they see: Levitation · Level: 1 Apprentice · Ages: 6 to 11 · You need: paperclips, bowl, water, dish soap · To learn: 5 minutes
• Trick: The Instant Knot · What they see: Production · Level: 1 Apprentice · Ages: 6 to 11 · You need: string · 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 Secret Number Cards · What they see: Prediction · Level: 1 Apprentice · Ages: 7 to 12 · You need: index card, marker · To learn: 10 minutes
• Trick: Invisible Ink · What they see: Production · Level: 1 Apprentice · Ages: 5 to 10 · You need: white paper, baking soda, water, cotton swab, grape juice, paintbrush · To learn: 10 minutes

Easy magic tricks by age

• Ages 5 to 7. Visual tricks with nothing to remember, and a grown-up in the room: the rubber pencil trick, the floating pencil trick, the ghost pencil trick, the thumb off trick, the salt shaker balance and the spooky floating cup.
• Ages 7 to 9. First card tricks, first coin trick, first mind reading: the 21 card trick, the four aces trick, the countdown card, the rising card, the levitating card and three friends, three cards.
• Ages 9 to 12. Tricks with real setting up, and a routine to practise over days: the jumping rubber band trick, the haunted rubber band, the broken toothpick restored, easy cups and balls and race to 100.

Magic tricks by what's in your hand

• If you've got…: a pencil · You can do: the rubber pencil trick, the floating pencil trick, the ghost pencil trick, the vanishing pencil, race to 100, the 1089 trick, the book test, the instant magic square, the missing digit and the answer in advance
• If you've got…: a coin · You can do: the coin fold, the coin through a small hole, the forehead coin trick, which hand? coin trick, the vanishing coin, the elbow vanish, the coin

from behind your ear, the glass vanish, the heads or tails mind reader, the two-coin jump, the warm coin, the flying coin, odd or even, the ten coin jump and the disappearing coin in water

• If you've got…: a deck of cards · You can do: the key card trick, the 21 card trick, the four aces trick, the spelling card trick, the upside-down card, the crystal ball prediction, the card sandwich, the countdown card, do as i do, the rising card, the levitating card, the four burglars, the card that keeps coming back, three friends, three cards, the card that counts and gathering the kings

• If you've got…: a rubber band · You can do: the jumping rubber band trick and the haunted rubber band

• If you've got…: paper and scissors · You can do: race to 100, the crystal ball prediction, the coin fold, the coin through a small hole, the 1089 trick, the secret number cards, the lightning calendar, the magic clock, the book test, the instant magic square, the missing digit, the answer in advance, the arrow flip trick, the upside-down water card, the balloon static wand, the hole in your hand illusion, the linking paper clips, walk through a piece of paper and the loop of mystery

• If you've got…: a glass of water · You can do: the pepper and soap trick, the arrow flip trick, the disappearing coin in water, the glowing water trick, invisible ink, the upside-down water card, the balloon static wand, the colour-changing potion, the obedient egg and the floating paperclip

• If you've got…: nothing at all · You can do: the thumb off trick, the stretching finger, eleven fingers, think of a number, the grey elephant in denmark, the secret partner code, the nine times fingers and the knuckle calendar

How a trick page works

1. What your audience sees. Two or three sentences, read aloud, so a child knows what they're aiming at before they learn anything.
2. The secret, behind one tap. Opening it is the moment a child joins the shop, and the page then asks them to keep it.
3. The steps, one at a time, with a drawn picture that loops and one short sentence read aloud. A grown-up step says so out loud first and its button reads "A grown-up helped".
4. The words to say, the pro tips, and an "out" for when it goes wrong.
5. Did you show somebody? Three taps: still practising, I can do it, I showed somebody. The third one earns a badge, and it's the only one that counts.

Maths and science hiding in the tricks

The 16 mind-reading tricks are arithmetic in a cape — place value, the nine times table, binary, and the fact that opposite faces of a die always add up to seven — and each one carries a "why it works" box for older children. The 10 kitchen-science tricks each carry a "science

behind the spell" box: surface tension, air pressure, refraction, static, fluorescence. Every number trick in the shop was checked by running the maths over every possible input.

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.

Questions parents ask

What's the easiest magic trick for a child to learn?

The Rubber Pencil. Hold a pencil loosely near one end, wiggle your hand, and it looks bendy. A minute to learn, and it works the first time.

How long does it take to learn a magic trick?

Five to ten minutes for a level 1 trick, fifteen or twenty for a level 2, and days of practice for a level 3. The rule magicians use: practise until you can do it ten times in a row without looking at your hands, and then perform it.

My child gets frustrated when a trick fails.

Start with the level 1 tricks, which work straight away, and read the "if something goes wrong" line before performing, not after. Every trick in the shop has one, because having a line ready is the actual skill.

Are the tricks free?

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/easy-magic-tricks-for-kids