Magic tricks for kids

Peabody · checked 2026-10-28

Peabody's Magic Shop has 80 free magic tricks for kids, all done with things that are already in the house: a pencil, a coin, a deck of cards, a rubber band, a cup, some paper. Each trick page shows the effect, the secret, numbered picture steps read aloud by Flick the rabbit, the words to say while performing, and what to do when it goes wrong.

All 80 magic tricks for kids

- 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 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 Jumping Rubber Band Trick · What they see: Transposition · Level: 2 Conjurer · Ages: 6 to 11 · You need: rubber band · To learn: 15 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 Haunted Rubber Band · What they see: Penetration · Level: 2 Conjurer · Ages: 6 to 11 · You need: rubber band · To learn: 10 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 Bending Spoon · What they see: Transformation · Level: 1 Apprentice · Ages: 5 to 10 · You need: spoon · To learn: 3 minutes
- Trick: The Broken Toothpick Restored · What they see: Restoration · Level: 2 Conjurer · Ages: 7 to 11 · You need: napkin, toothpick, scissors · To learn: 15 minutes
- Trick: Easy Cups and Balls · What they see: Transposition · Level: 3 Wizard · Ages: 7 to 12 · You need: cup, pom-poms · To learn: 3 to 5 days
- 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 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: Race to 100 · What they see: Prediction · Level: 2 Conjurer · Ages: 7 to 12 · You need: paper, pencil · To learn: 10 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 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
• 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
• 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 1089 Trick · What they see: Prediction · Level: 1 Apprentice · Ages: 7 to 12 · You need: paper, pencil, envelope · To learn: 5 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 Birthday Mind Reader · What they see: Prediction · Level: 2 Conjurer · Ages: 8 to 13 · You need: calculator · 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: The Lightning Calendar · What they see: Prediction · Level: 2 Conjurer · Ages: 8 to 13 · You need: paper, marker · To learn: 15 minutes
• Trick: The Secret Partner Code · What they see: Prediction · Level: 2 Conjurer · Ages: 7 to 12 · You need: nothing · To learn: 15 minutes
• Trick: The Magic Clock · What they see: Prediction · Level: 2 Conjurer · Ages: 7 to 12 · You need: paper, marker · To learn: 10 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 Book Test · What they see: Prediction · Level: 2 Conjurer · Ages: 10 to 13 · You need: book, paper, pencil, envelope · To learn: 15 minutes
• Trick: The Instant Magic Square · What they see: Prediction · Level: 2 Conjurer · Ages: 10 to 13 · You need: paper, pencil · To learn: 20 minutes
• Trick: The Missing Digit · What they see: Prediction · Level: 2 Conjurer · Ages: 9 to 13 · You need: paper, pencil, calculator · To learn: 15 minutes
• Trick: The Answer in Advance · What they see: Prediction · Level: 2 Conjurer · Ages: 8 to 13 · You need: paper, pencil · To learn: 15 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: 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
• 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 Colour-Changing Potion · What they see: Transformation · Level: 2 Conjurer · Ages: 6 to 11 · You need: grape juice, baking soda, glass, water · To learn: 10 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 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 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 Instant Knot · What they see: Production · Level: 1 Apprentice · Ages: 6 to 11 · You need: string · To learn: 5 minutes
• Trick: Walk Through a Piece of Paper · What they see: Penetration · Level: 2 Conjurer · Ages: 7 to 12 · You need: index card, scissors · To learn: 15 minutes
• Trick: The Torn and Restored Napkin · What they see: Restoration · Level: 3 Wizard · Ages: 8 to 13 · You need: napkin · To learn: 2 to 4 days
• Trick: The Loop of Mystery · What they see: Transformation · Level: 2 Conjurer · Ages: 7 to 12 · You need: paper strip, scissors · To learn: 15 minutes
• Trick: The Cut and Restored String · What they see: Restoration · Level: 3 Wizard · Ages: 8 to 13 · You need: string, scissors · To learn: 2 to 4 days
• Trick: The Escape Loops · What they see: Penetration · Level: 2 Conjurer · Ages: 7 to 12 · You need: string · To learn: 15 minutes

The six shelves of the shop

• The Everyday Shelf (16 tricks). Tricks with things around the house: pencils, cups, rubber bands, spoons. Start with the rubber pencil trick, the floating pencil trick and the ghost pencil trick.
• The Card Cabinet (16 tricks). Easy card tricks that find, predict and switch cards. Start with the key card trick, the 21 card trick and the four aces trick.
• The Coin Counter (14 tricks). Make coins vanish, appear and jump. Start with the coin through a small hole, the forehead coin trick and which hand? coin trick.
• The Mind Reader's Corner (16 tricks). Guess numbers, predict choices and read minds, with maths doing the work. Start with think of a number, the 1089 trick and the x-ray dice trick.
• The Potion Lab (10 tricks). Kitchen science that looks exactly like magic. Start with the pepper and soap trick, the arrow flip trick and the disappearing coin in water.
• The Paper and String Drawer (8 tricks). Folding, tearing, looping and knot tricks. Start with the hole in your hand illusion, the linking paper clips and the instant knot.

What the levels mean

• Level: 1 · Name: Apprentice · What it means: Works by itself, or one simple move. It works the first try. · Typical ages: 5 to 8 · How many: 44
• Level: 2 · Name: Conjurer · What it means: A bit of setting up, or ten to twenty minutes of practice. · Typical ages: 7 to 10 · How many: 29
• Level: 3 · Name: Wizard · What it means: A real secret move, or a longer routine.

Practise over days. · Typical ages: 9 to 13 · How many: 7

A level 1 trick works the first try, which is the whole point: all a child's attention can go on performing instead of on their hands. 44 of the 80 tricks here are level 1.

Magic tricks with no props at all

8 of these need nothing but your voice and your hands, which makes them the ones to learn for a car journey, a queue or a dinner table: 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.

What to learn next, in order

- Your first five minutes. Three tricks you can do before tea. the rubber pencil trick ? the hole in your hand illusion ? the pepper and soap trick
- First card tricks. Learn the key card, then build on it. the key card trick ? the four aces trick ? the 21 card trick ? the spelling card trick
- The coin ladder. From a two-minute prank to a real vanish. the forehead coin trick ? which hand? coin trick ? the coin through a small hole ? the coin fold
- The mind reader's path. Maths doing all the work, hardest last. think of a number ? the grey elephant in denmark ? the x-ray dice trick ? the calculator trick ? the 1089 trick
- The science show. Four potions in a row, lights down at the end. the arrow flip trick ? the disappearing coin in water ? the pepper and soap trick ? the glowing water trick
- Show closers. The strongest finishers in the shop. the spelling card trick ? walk through a piece of paper ? the glowing water trick ? the coin fold

Safety in the Magic Shop

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

Are the magic 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.

What age can a child start doing magic tricks?

About five, with a grown-up nearby. 22 of these tricks start at kindergarten or below, and the easiest of them — the rubber pencil trick, the hole in your hand illusion and the forehead coin trick — take under five minutes. By seven or eight most children can manage card and coin tricks, and by about ten a real secret move.

Do we need to buy a magic set?

No. Every trick here is done with a pencil, a coin, a deck of cards, a rubber band, a cup, paper, string, dice, a calculator or a few kitchen things. If your child still loves magic after a few weeks, a kit or a magic book from the library is a good next step.

Which trick should a beginner learn first?

The Rubber Pencil, which takes a minute and needs only a pencil. Then Pepper Scatter, which works every single time, and the key card trick, the first secret most card magicians ever learn.

Is it bad for children to learn that magic isn't real?

Magic is a performance art, and that is how the whole shop talks about it. Nothing here claims to be a power. What a child gets instead is a secret worth keeping, something to practise, and a reason to stand up in front of people — and the wonder on the other side of it is real enough.

More: easy magic tricks for kids by age, Ask the Magician with 40 questions answered, Magic School, and how to put on a magic show.

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