

EI-5166
Ages 6+
Grades 1+

Magic Show!

Amazingly Easy Magic Tricks for Children



Magic School Textbook



Begin
magic school
here!



WARNING:

CHOKING HAZARD—Small parts.
Not for children under three (3) years.

Educational
Insights®



Welcome to the Magic Show!


You have just entered the exciting, magical world of illusion. Spend some time studying steps 1-5 to understand how this book works. Then turn the page to begin your magic schooling. Soon, everyone will be yelling, "How did you do that?"

Becoming a Magician

1 Become familiar with your props.

Here are the magical items included in this kit. Study the pictures and their names below. If you are learning a trick and do not know what an item is, refer back to these pictures.



This kit contains most of the equipment required to perform the activities described. In addition, you will need some common household objects listed below. Don't worry if you can't find all of them. If you see this symbol  pictured before a trick, that means you need one or more of the items from the following list.

- a handkerchief (substitute a paper towel, bandana, napkin, washcloth or any cloth)
- coins
- clear tape
- toothpicks
- paper clips
- clear plastic cup or glass
- food coloring (yellow, red, blue)
- needle
- thread (black and white)
- 5 envelopes
- a key (with a large hole) OR a key chain
- potato
- banana
- beads (with holes in them to make a necklace)
- salt and pepper
- comb
- felt pen
- telephone book
- pencil
- dollar bill
- small ruler
- an old change purse, opaque pencil case OR a playing card box
- 2 candlesticks
- paper
- hat (or a basket or bag)
- spare rubber bands
- calculator

2 Choose a trick to perform.

The number of stars next to the title of each trick indicates how easy a trick is to learn and perform. Start with the ★ tricks. They are easy to learn and do not require much practice. The ★★ tricks are easy, but require more practice. The ★★★ tricks require more time to learn and some more practice to get the illusion just right. Study the diagram below to understand the format for the tricks.

Vanishing and Reappearing Water I ★

To do this trick, you will also need a plastic glass. Very slowly fill up the magic water vase until the water level is just below the secret hole at the top of the back of the vase. (If you want, you can fill the vase in front of your audience.) Pick up the vase with your finger over the secret hole and pour some water into the glass...very little will come out. Say, "Look, there is no water here." Put the vase down and remove your finger from the hole. Wait for a few seconds, say, "Abracadabra, make water appear," and then pour some water again without covering the hole. The water will really pour out this time because you are not covering the hole.

Skill Level: ★ Amazingly easy
★★ Easy with practice
★★★ Challenging, but real showstoppers

Written Instructions

Materials needed

Preparation

How to perform the trick

3 Practice your tricks.

Before the day of your big performance, practice, practice, practice! Memorize the tricks you plan to perform. You don't want to be looking at this guide during your show. It's a good idea to practice in front of a mirror, too. If you plan to perform in front of a large audience, first practice in front of your family and friends at home.

4 Set the stage.

As a magician, your appearance is important. Wear a fun costume – perhaps the classic tuxedo with white gloves and a top hat or a fancy dress. Long sleeves, for hiding things in, are always a good idea. It's also helpful to wear a dark-colored shirt and pants or a skirt with pockets. Playing music during your show helps to disguise noises. Find a table for displaying your props and cover it with an eye-catching tablecloth. Remember that magic is about illusion, so how things look is as important as what you do.

5 Put on a magic show.

After all this preparation, it's time to display your talents. Decide on your audience – your friends, family, the school talent show, a local seniors' home – be creative! Almost everyone loves to watch a magician.

Finally, don't forget to get your audience involved during the performance. People like to draw cards, produce coins, or even answer questions. This makes them feel in control and part of the show. When you involve the audience, they will be all the more surprised when you pull a trick on them!

Begin your magic schooling now.
Abracadabra...you're a magician!

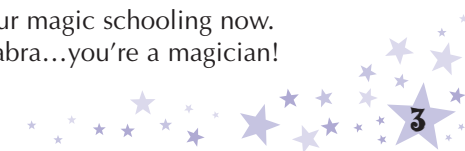


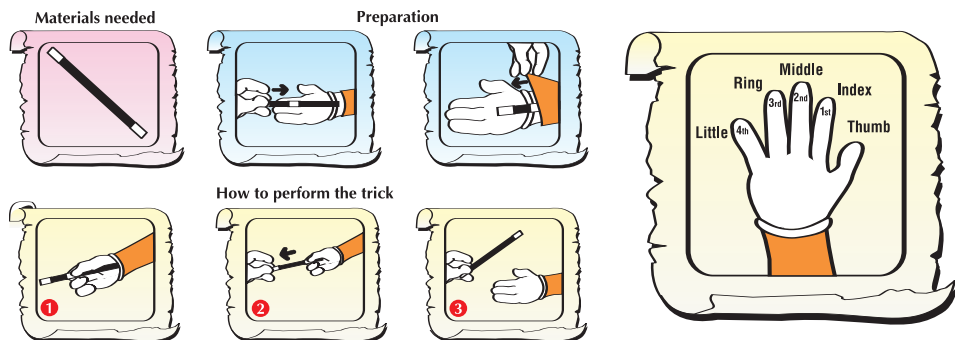
Table of Contents

★ Growing Wand	6
★ The Floating Wand	6
★ Soft Wand.....	6
★★ The Rising Wand	7
★ One Red Ball Becomes Two	7
★ A Ball that Changes Color	7
★ Vanishing and Reappearing Water I	8
★★★ Colored Water	8
★ Vanishing and Reappearing Water II	8
★ A Thimble Passes Through a Handkerchief	9
★ The Color-Changing Thimble in a Handkerchief	9
★ One Thimble to Two	9
★★ Jumping Thimble	10
★★★ The Really Jumping Thimble.....	10
★ Baffling Boomerangs.....	11
★ The Houdini Coin	11
★ Which Name Remains?	11
★★★ The Moving Metal Ring	12
★ The Ring and Spring.....	12
★ The Ring that Changes Color	12
★ The Disappearing Ring	13
★ The Professional Card Box.....	13
★★★ The Telephone Directory Prediction	13
★ The Magic Card	14
★ The Dice Tunnel	14
★ Where is the Egg?	15
★ The Jumping Ring	15
★★ Ghost in the Bottle	15
★ The Escaping Ring	16
★ A Mysterious Guess.....	16
★ The Disappearing Owl in the Box	17
★ Where Did the Little Owl Go?	17
★★ Where Did the Knot Go?	18
★★ The Cards Change Place.....	18
★ The Owl Cage.....	19
★ The Unbreakable Toothpick	19
★ Devaluation	20

★★★ The Rising Ring.....	20
★★★ Rising Wand II	21
★ Thimble in Vase	21
★★★ Thimbles Disappearing from the Right Hand and Reappearing on the Left	22
★★ Which Thimble is Chosen?	23
★ Dotty Dots	23
★★ Disappearing Die	24
★★ The Spooky Die	24
★★ Roving Rubber Band.....	25
★★ The Jumping Ball	25
★★ Another Ball that Changes Color	25
★★ The Three Magic Knots	26
★★ Flash Knot.....	26
★★ The Disappearing Knot	27
★★ The Key and the Rope	27
★ It's "Knot" a Problem	28
★★★ The Balancing Ball	28
★★★ Who Has the Ball?	28
★★ The Appearing Wand	29
★ OAR	29
★★ The Floating Magic Wand	30
★★★ X-Ray Eyes	30
★★ How to Paralyze a Spectator	30
★★★ The Ghost Wand	31
★★ Appearing Pencil	31
★ A Five Plays Jokes	31
★★★ Karate with a Dollar Bill.....	32
★★ How Old Are You?	32
★★ The Enchanted Necklace.....	33
★★ The Magic Envelopes.....	33
★★ The Salt and Pepper Trick	34
★★ The Banana Trick.....	34
★ The Sloppy Surgeon	35
★★ The Vanishing Coin.....	35
★★ Heads or Tails	36
★ The Magic Paper Clips	36
★ Mind Reading	37
★★ Mind Reading II.....	37

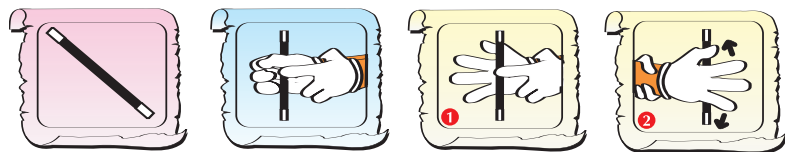
Growing Wand

Make a small wand magically grow and grow to normal length. This is a very good trick to open your magic show. Slide one of the white ends along the wand and hold the wand in your closed fists. The remainder of the wand should be hidden in your fist, and partly under your shirt sleeve if necessary. Gradually separate your hands, holding on to the two white ends until the wand has reached a normal length.



The Floating Wand

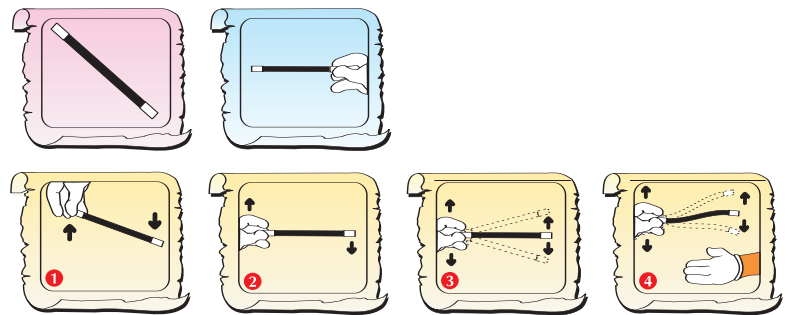
Grasp the wand in your left hand and grip your left wrist with your right hand. Tell your audience that to execute this trick you need a very steady hand and for this reason you are holding your wrist with your right hand. Announce that you are going to magnetize your hand. Then, secretly press your right-hand index finger against the wand. The wand is now supported, and when you straighten your fingers it will appear to float. Move your hands to make the illusion even more effective.



Soft Wand

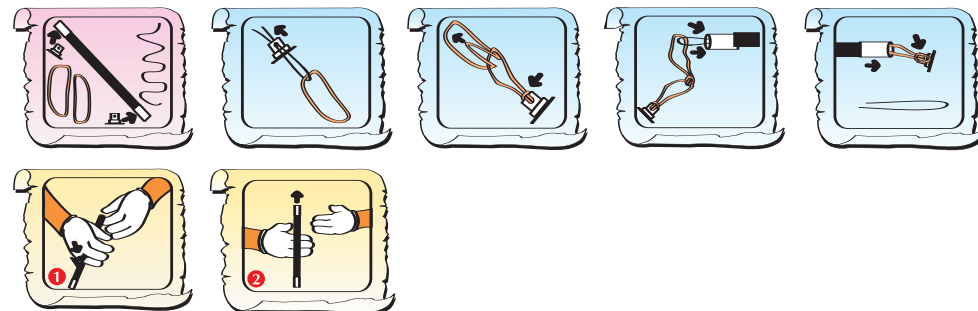
Effect: The magic wand, held in your hand, suddenly becomes soft!

Performance: Hold the wand loosely at one end, between the tips of your thumb and first finger. Then, quickly, move your hand up and down. This will create the illusion that the wand is soft and flexible.



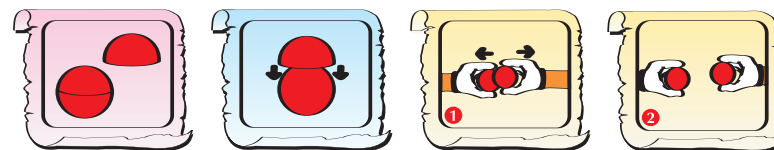
The Rising Wand

Thread a piece of rubber band through the wand and secure it with a white bead to either end. (You may need to use two rubber bands; see blue diagram.) Secretly, take the bead between two fingers (make sure that the audience sees the palm side of your hand and not the side where the bead is hidden) and push the wand down, holding it firmly between your thumb and fingers. When you loosen your grip slightly, the wand will mysteriously rise.



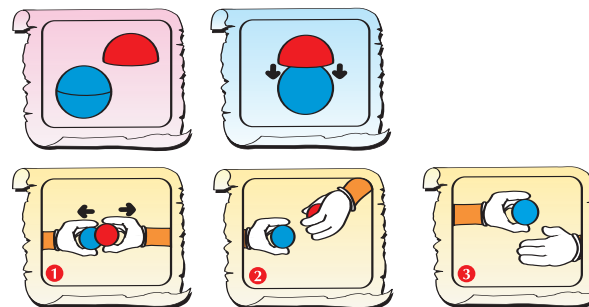
One Red Ball Becomes Two

Take the red half-ball; place it over the top of the whole red ball. When you hold it in your fingers, it will look like one ball. To do the trick, show it as one and quickly remove the real ball from behind it. It's best to hold both balls in front of your body (not off to the side) so the audience doesn't see that the half-ball looks more translucent (lighter).



A Ball that Changes Color

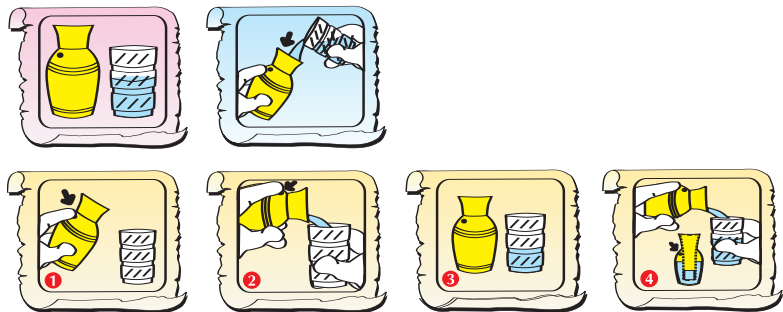
Place the red half-ball over the whole blue ball and hold it in your right hand so that the audience can only see the red half-ball. (It will look like you are holding a red ball.) Pass your left hand over the balls as if you are secretly doing a magic spell (say something like "Presto Change-o") and secretly remove the red half-ball. Hide the red half-ball in the palm of your left hand. When you move your hand away, the audience will think you magically changed the red ball into a blue one. You can pass the blue ball around for them to examine.



Remove the red half-ball. Then, hide it in your hand.

★ Vanishing and Reappearing Water I ★

To do this trick, you will also need a plastic glass. Very slowly fill up the magic water vase until the water level is just below the secret hole at the top of the back of the vase. (If you want, you can fill the vase in front of your audience.) Pick up the vase with your finger over the secret hole and pour some water into the glass...very little will come out. Say, "Look, there is no water here." Put the vase down and remove your finger from the hole. Wait for a few seconds, say, "Abracadabra, make water appear," and then pour some water again without covering the hole. The water will really pour out this time because you are not covering the hole.



★ Colored Water ★★★

Effect: This trick is similar to the previous trick but this time the water will appear to change color as well.

Performance: Before the performance, secretly fill the vanishing water vase with water mixed with blue food coloring. During the performance, have a glass of water dyed red on the table and pour that into the vase. The red dye will mix with the blue and turn purple. Then, when you pour the water out, it will look like purple is coming out even though the audience saw you pour in red! You can do the same trick with yellow and red to make orange or yellow and blue to make green.

Tip: Experiment to find the perfect amount of food coloring and water so that the water noticeably changes color.

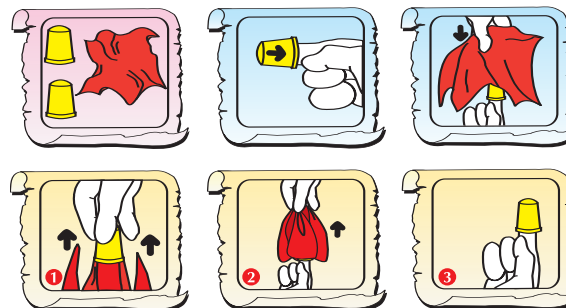
★ Vanishing and Reappearing Water II ★

Set up this trick in the same way as in the Vanishing and Reappearing Water I Trick. Tell your audience that you are going to make the water vanish. Hold up the vase to your mouth and make it appear as though you are drinking the water (make sure you secretly keep your thumb over the hole at the top so that very little water actually goes into your mouth). After "appearing" to drink the water, hold it upside down (with your thumb over the hole) and say, "See, it's gone!" The audience will laugh.

Next, tell the audience that the water is passing from your body back inside the vase. Turn the vase upside down without covering the hole. Water will come out and the audience will wonder how water could have passed from your body into an apparently empty vase.

★ A Thimble Passes Through a Handkerchief ★

Secretly place the small yellow thimble on your right index finger, cover it with your handkerchief, and place the large thimble on top of the handkerchief making sure that the small thimble is underneath. Show the audience a thimble on a handkerchief, gather up the four corners with your left hand and pull. This will reveal the small thimble underneath! (Note: See page 2 for some ideas to use in place of the handkerchief.)



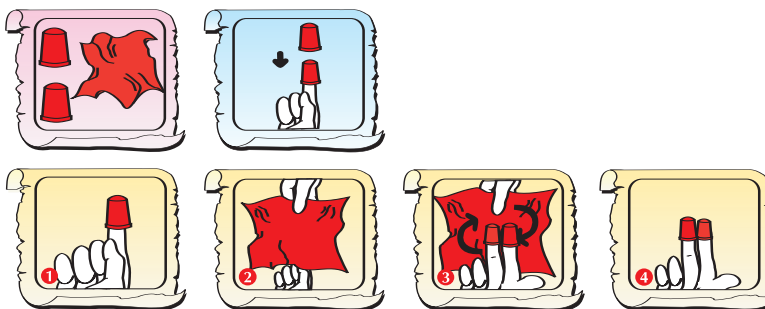
★ The Color-Changing Thimble in a Handkerchief ★

Cover your left fist with a handkerchief and secretly tuck the large red thimble into your fist. Show the audience the small yellow thimble on the index finger of your right hand. Place it into the handkerchief (which contains the red thimble). Remove the handkerchief to show the thimble is now red! (See page 2 for items you can use in place of a handkerchief.)



★ One Thimble to Two ★

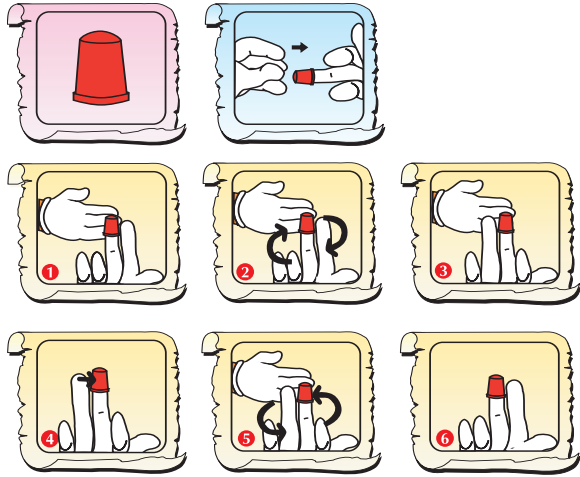
Start with a small red thimble on your right index finger and large red thimble on top of this. (Your audience should think you have just one.) Take the handkerchief in your left hand. Hold up your left hand so the audience can see that you are only holding the handkerchief (and that no thimbles are hidden in your left hand). Now, hold the handkerchief in front of your right hand. Use your left hand to quickly and quietly remove the larger thimble and place it on your right middle finger. (It may help to play music in the background so the audience doesn't hear you sliding the top thimble off your finger.) Take away the handkerchief and the audience now sees two thimbles on your right hand!



Jumping Thimble

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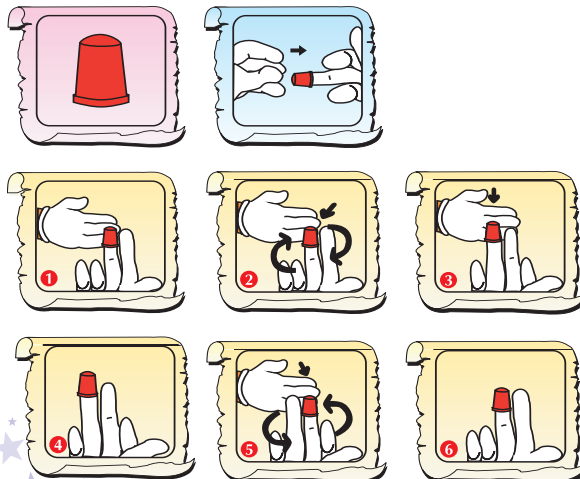
With the thimble on your right middle finger, extend your left hand palm upwards. Place your right ring finger and middle finger flat onto the palm of the left hand. Now, very quickly raise your right hand and slap your left palm with your right fingers; at the same time, bend your ring finger and extend your middle finger. Do it again, reversing the action of the fingers, and the thimble APPEARS to jump from one finger to another and back again.



The Really Jumping Thimble

★★★

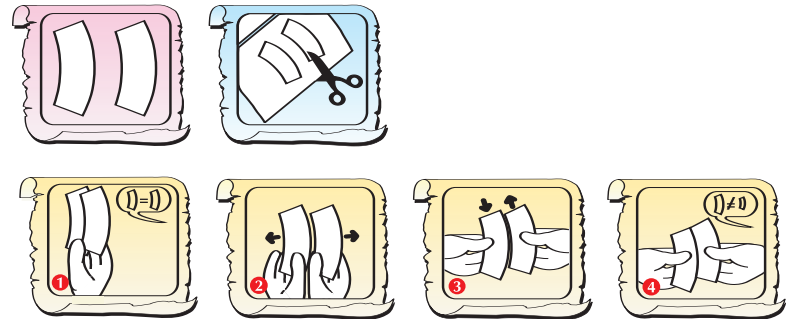
Although the previous trick can be very deceptive, you should really use it as an introduction to this effect. You will be able to deceive even those who guess how the previous trick was done. Have the thimble on the middle finger as before, but this time as you raise and lower your right hand grip the sides of the thimble with your third finger and thumb. Now you will be able to remove the thimble from your middle finger and insert it onto your ring finger. Now the thimble is REALLY on another finger. You can make the thimble jump onto all your fingers if you spend some time practicing gripping the thimble in all sorts of different ways. Don't forget in all this jumping that you can still make the thimble appear to jump onto a different finger using the previous trick. (Note: If even the small thimble is too big for your hand, fill the thimble with clay, putty, or dough for a tighter fit.)



Baffling Boomerangs

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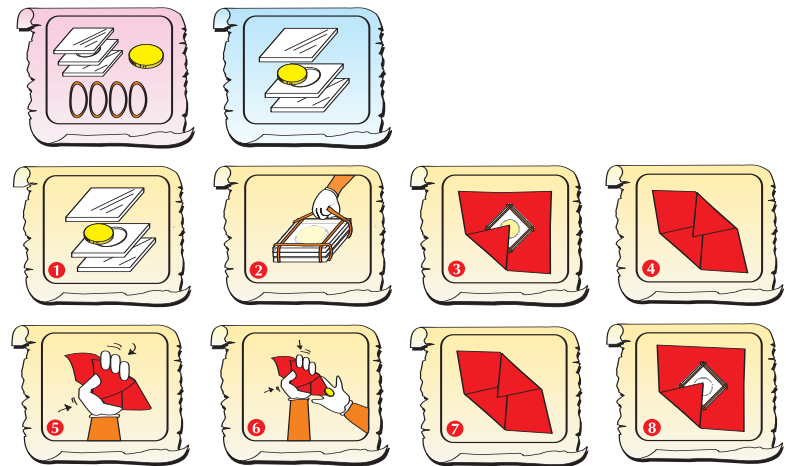
Take the card with the two boomerangs on it and cut them out. If you hold them up (as shown in figure 1), the audience will see that they are the same size. Blow on the pieces and then hold them next to each other (as shown in figure 4). This is an optical illusion, because it will seem that one piece is larger than the other.



The Houdini Coin

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Place a penny (or any coin) on one of the plastic windows, surround it with the red plastic square with the hole, put the other plastic window on top and secure your "money sandwich" with the four rubber bands provided. Hold it by two edges between the index finger and thumb of your right hand. Cover your hand and the coin with the handkerchief, squeeze the plastic windows, and the coin will secretly drop into your hand. Remove the handkerchief and the coin is gone.



Which Name Remains?

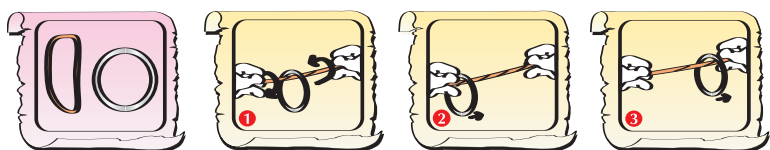
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Ask your audience to name twelve famous movie stars and write each one down on a piece of paper. Fold each paper and put them into a hat. Then ask to be blindfolded. Take a piece of paper out of the hat and ask the audience to hide the remaining eleven. You know exactly which name is on the paper. Solution: You write the same name on all the papers, but pretend to write a different name on each paper. All you have to do is to remember the name and as the other papers have been hidden, nobody can find out the secret of the trick. Of course, you have to take care that nobody sees the hidden papers afterward.

The Moving Metal Ring

★★★

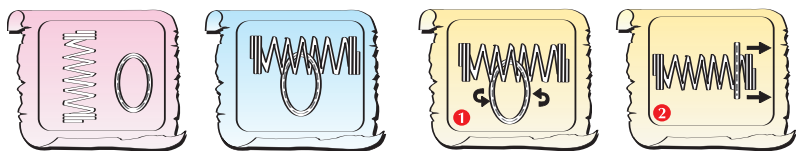
Get an additional long rubber band (or, if your rubber band is short, cut it so that it makes one long piece of elastic). Slide the metal ring over the rubber band. Twist the rubber band fairly tightly (figure 1) and then conceal a part of the band in your left hand. Tip the band so that the ring falls to touch the left fingers. Now, hold the rubber band so that the right hand is slightly higher than the left (although the rubber band should appear level to the audience). Slowly allow the concealed length of band to slip from your left fingers (figure 2). It is important that you keep your hands the same distance apart as you do this. It appears that the ring is moving along the band but, although your audience will not realize this, it is really the band that is moving.



The Ring and Spring

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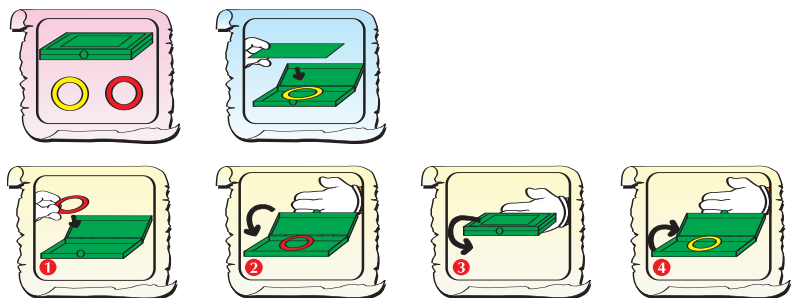
Before you start this trick, push the spring through the metal ring and let the ring drop onto the middle. Give the ring a sharp twist to the right until you feel it click into position. To perform the trick, ask an audience member to remove the ring from the spring in under five seconds...it's impossible. Take it back, give it a secret twist in the opposite direction, and simply slide the ring off the spring.



The Ring that Changes Color

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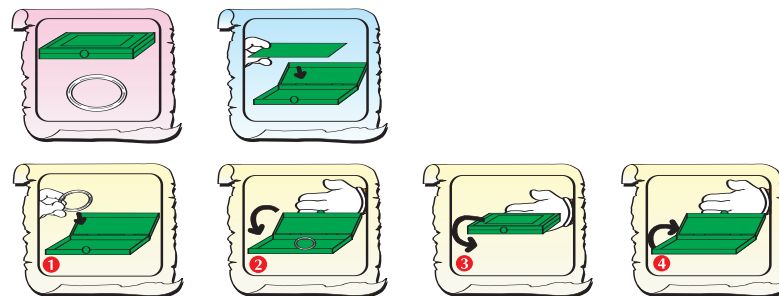
Before the magic show, slide a yellow ring into your green trick box under the loose partition. During the show, open the box to show your audience that it is empty. Place a red plastic ring into the empty part. Close the box and turn it over without being seen. Then open it again. The red ring has become a yellow ring!



The Disappearing Ring

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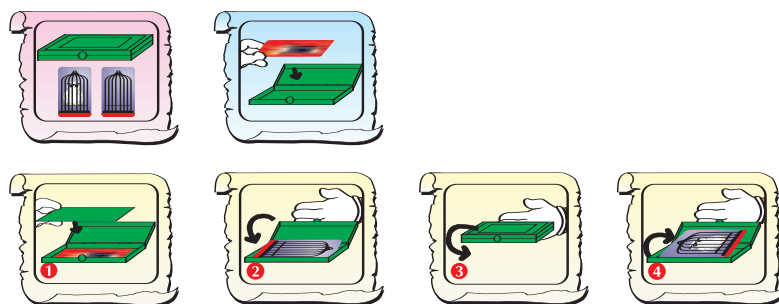
Take the green trick box with the loose partition and the small metal ring. Place the ring inside the box on top of the partition, telling the audience you are going to make it disappear. Close the box and secretly turn the box over so that the loose partition covers the ring. Open the box and show that the ring has disappeared.



The Professional Card Box

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Take your magic green trick box with the loose partition, and secretly place a playing card inside and then turn it over. (Notice that if you open the other side it looks empty.) Now ask a member of the audience to choose any card she/he likes from the complete pack. With the picture side up in the "empty side" of the box, close the magic box and make some fancy magic movements to distract the audience while you turn the box over to the other side. Then open the box and show that the card has changed. Make sure you don't forget where you have put the first card.



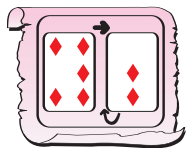
The Telephone Directory Prediction

★★★

Ask a volunteer to write down a three-figure number with three different digits (but not '0'). Then give the following instruction to the volunteer: "Reverse the order of the digits in the number and subtract the smaller number from the larger, e.g. $521 - 125 = 396$. Now add up the digits and tell me the result, e.g. $3 + 9 = 12$, $12 + 6 = 18$. Open the telephone directory to page 18. Add the digits of the page number, e.g. $1 + 8 = 9$. Now look in the first column of page 18 in the directory to find the ninth name in the column. Read out the name, address, and telephone number." Then take an envelope from your pocket and explain that you have already predicted the result. Open the envelope and show a piece of paper with the correct name, address, and telephone number written on it; you will always be right!

The Magic Card

Hold up the trick card with the diamonds on it and say, "This is a magic card. On one side it has a one and on the other side a four, but sometimes it has a three on one side and on the other side a six!" The trick depends on how you hold the card. (Study the figures below.) Learn to change hands and grip smoothly as you turn the card over. Do the trick once through quickly for the audience and then put the card away before they can examine it.



When your hands are like this the audience sees a one.



Here the audience sees a four.



In this case, the audience believes the card is a three because they assume there is a diamond below your hand.



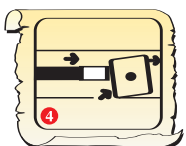
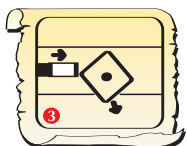
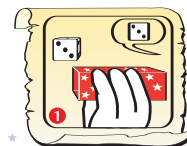
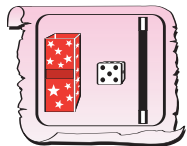
Here, the audience believes the card is a six because they assume there is a sixth diamond beneath your fingers.

The Dice Tunnel

Effect: You, the magician, will mysteriously change the number of a die by passing it through a magic tunnel.

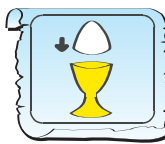
Performance: To do this, take the dice tunnel cardboard assembly, flatten it, and show it to your audience. Fold the assembly back into a tunnel. You will see that there is a hole in the center of the dice tunnel. Always keep this hole on the bottom side of the tunnel and hide it with your thumb. Now, take a die and place it in the tunnel with, for example, the 5 facing forward. Using a pencil, carefully push the die through the tunnel. Remove your thumb from the hole. The die will topple over when it hits the hole in the center. As a result, the 4 will now be showing on the die. Finally, flatten the tunnel again and show it to your audience so they see there is nothing inside the tunnel.

Note: Whatever number is on top of the die will end up facing forward from the tumbling action. Be sure to hide the hole in the tunnel with your thumb to conceal it from the audience.



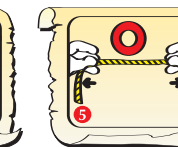
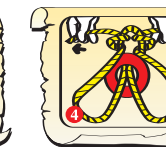
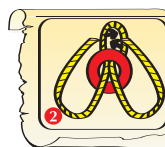
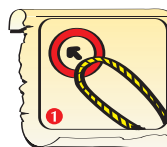
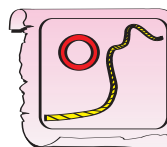
Where is the Egg?

Place the half-egg on top of the plastic stand so that it appears to be a whole egg. Cover the half-egg with the palm of your hand. With a quick movement, turn the half-egg over and drop it upside down into the stand so that it looks as if it has disappeared.



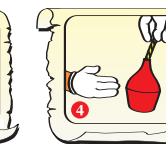
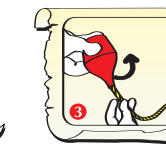
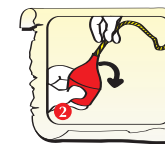
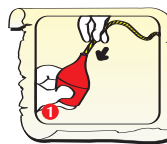
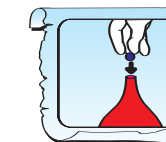
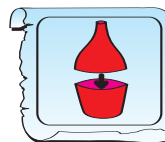
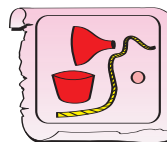
The Jumping Ring

Take a length of rope and one of the rings. Hold the rope in the middle and pass the looped end through the hole in the ring. Following the drawings, pass the ends of the rope through the loop twice and then pull on the ends. The ring will mysteriously let loose from the rope.



Ghost in the Bottle

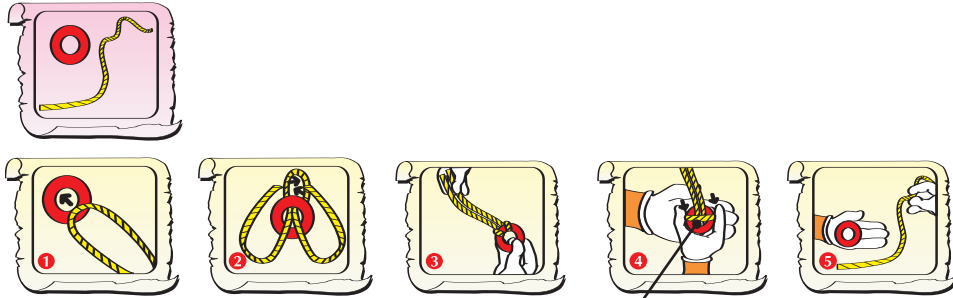
Before the performance, put the little pink bead into the surprise bottle. Next, put one end of the rope in the bottle and move the rope around to show the audience that it is loose inside the bottle. Turn the bottle upside-down and pull a little on the rope so that it gets stuck. Then, let go of the bottle and it will appear to float! After the trick, turn the bottle upside-down again and gently pull the rope out of the bottle (the bead will drop into your hand at the same time). Pass the bottle around for the audience to examine. Don't let the audience see the bead concealed in your hand.



The Escaping Ring

Effect: Show the audience that you have knotted a ring onto a rope. Then make the ring magically separate from the knotted rope.

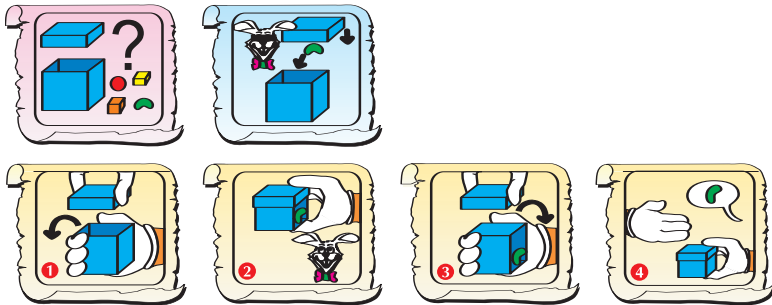
Performance: Take a ring and the rope from your kit. Make a loop in the rope and pass it through the ring (see figure 1). Take the ends of the rope and pass them through the loop (figure 2). Show the audience that the ring is knotted onto the rope (figure 3). Say, "Now I am going to magically separate the ring from this rope." Pass your hand over the ring and pull down on the part of the rope that stretches horizontally across the ring (figure 4) while saying, "Hocus pocus." The ring will easily separate from the rope. Show your audience that they are separated (figure 5).



Pull down on this part of the rope.

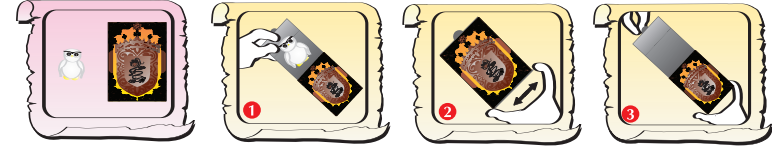
A Mysterious Guess

Taking the blue trick box with the lid, ask a member of the audience to choose a small object, such as a ring, that will fit in the box. Instruct them to put the lid on the box while you are looking in another direction. Tell the audience you are going to guess the object chosen. Place the closed box behind your back and quickly take off the lid and place it on the side panel of the box. Take the box from behind your back and show the end with the lid on to the audience with the open part facing toward you. You can see the chosen object while the audience thinks the box is still intact. Now put the box behind your back and close it completely. Bring the closed box into the view of the audience again and tell them the chosen object.



The Disappearing Owl in the Box

With this trick, you can make the owl appear and disappear in your magic box. Put the toy owl inside the magic box. Hold the box on the back side so that you can feel that the back wall of the box can slide very slightly to one side. By sliding the back wall of the box to the right with your thumb and opening the box with your other hand, you can make the owl disappear. (If you close the box and then slide the back wall of the box left to its original position, the owl will appear again.)



Where Did the Little Owl Go?

Effect: In this trick you will make it appear as if the little owl escaped from the card cage, and appeared in the magic box!

Performance: Before starting, secretly hide the toy owl in the magic box (do so by sliding the back wall of the box to the left with your thumb while opening it to get to the secret compartment; put the owl inside and close the box). Show the audience the cage in the frame; they should see that it's empty. Then, slide the picture out of the frame so that the audience sees the owl in the cage. Put the picture back in the frame so the audience sees the owl disappear again. Next, show that your box is empty (slide the back of the box to the right when you open the box, so that they don't see the owl inside). Then, wave your wand over the back and open it again (slide the back wall to the left) and the audience will be amazed to see that the two dimensional owl in the cage has now appeared in your box in three dimensions!



Where Did the Knot Go? ★★

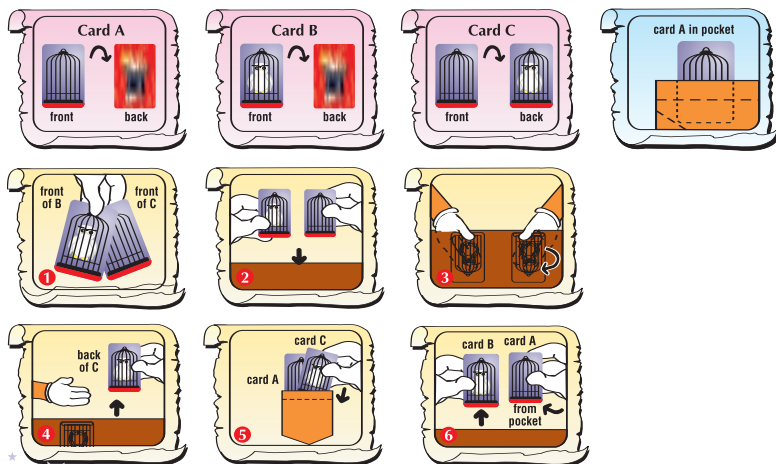
Take the cardboard dice tunnel from your box and tie the rope around it loosely. Now take one of the ends and thread it through the tube. Push the knot off the box and put this inside as well. Now move the cardboard tube backward and forward along the rope several times...the knot has disappeared!



The Cards Change Place ★★

You need the card with only the cage (A), the card with the owl-in-the-cage (and nothing on the back) (B), and the double-faced card with a cage on one side and the owl-in-the-cage on the other side (C).

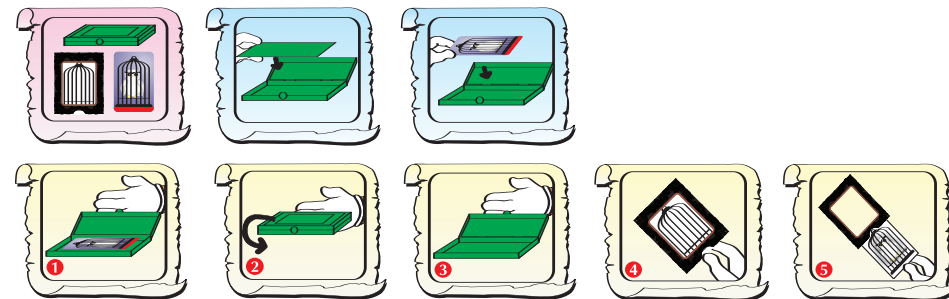
For this trick you use three cards (but the audience believes you use only two). Place the cage card (card A) into your jacket pocket before the trick starts so no one will know it is there. When you are ready to perform, use the one-sided owl-in-the-cage card (card B) and the card that has the cage card on one side (showing) and an owl-in-the-cage card on the back (card C). Show the audience the owl inside the cage (front of card B) and the empty cage (front of card C) and then place them out of sight – under the table or behind your back. Turn the double-faced card (card C) over so that the owl-in-the-cage (secret back) side of the card shows; bring it out and display this face only to the audience. Put it into the same pocket that has card A in it. Ask the audience, “Where is the owl card and where is the cage card?” (They will think the owl card is in your pocket and the cage card is hidden). They will be surprised when the cards are in different places when you remove the owl in the cage (card B) from under the table and the empty cage card (card A) from your pocket. The two cards may now be passed around as they are both one-sided. (Card C is hidden in your pocket).



The Owl Cage ★

Effect: Make it appear as though a two-dimensional owl magically jumps from the green trick box to the frame

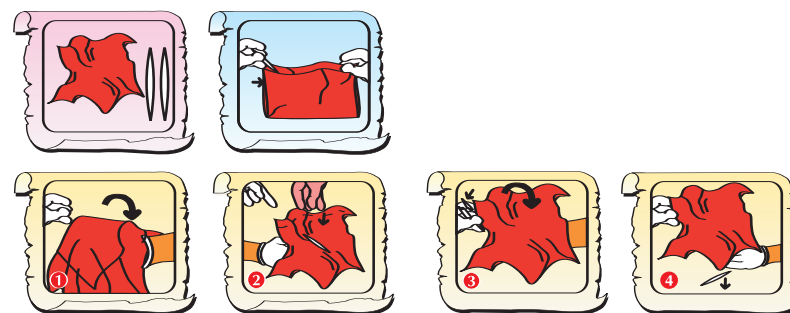
Performance: Take the cage in the frame with the enclosed owl picture and put it on the table. Put the trick card with the owl in the green trick box and let the little owl disappear by turning the trick box. Now take the frame with the picture of the cage and show it to your audience. Take the picture out of the frame and show that the little owl now appears in the cage.



The Unbreakable Toothpick ★

Effect: An audience member breaks a toothpick and the magician makes it whole again! To do this experiment, you'll need to get a handkerchief with a hem. Or, simply take a paper towel and fold over the edge (about 1 inch) and tape down the “hem.” Then hide a toothpick in the hem.

Performance: Hold up a second toothpick and the handkerchief. Show the audience both sides of the handkerchief so they don't think you are hiding a toothpick in your hand. Place the second toothpick in the middle of the handkerchief. Fold the handkerchief and ask an audience member to break the toothpick, ensuring that he/she breaks the toothpick in the hem. When you shake the handkerchief, take the broken toothpick between your fingers and let the intact toothpick fall out into an audience member's hand.



Hide the whole toothpick in the center of the handkerchief

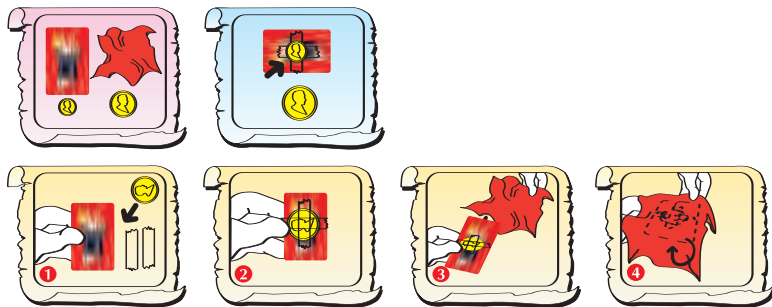
The toothpick in the hem is broken.

When the handkerchief is shaken, the broken toothpick remains stuck in the hem.

Devaluation

Before doing this trick, secretly tape a penny on one side of the double-back card from your magic box. Keep the penny side of the card out of the sight of your audience when you show them the card. Now ask a member of the audience for a coin (other than a penny). Let them watch you tape this to the other side of the card. Cover the card with a handkerchief and, under protection of this handkerchief, turn the card rapidly. Remove the card with the penny side facing the audience. The audience member's money lost part of its value!

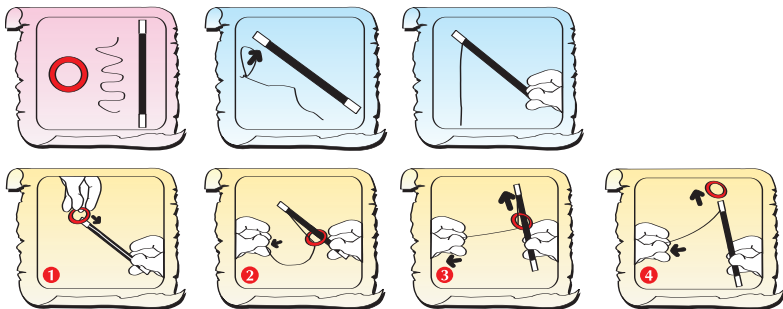
You can do this trick without a handkerchief by turning the card rapidly under the table.



The Rising Ring

For this trick you need your magic wand, one of the small red rings, and a length of thin black thread, about 3 times the length of the wand.

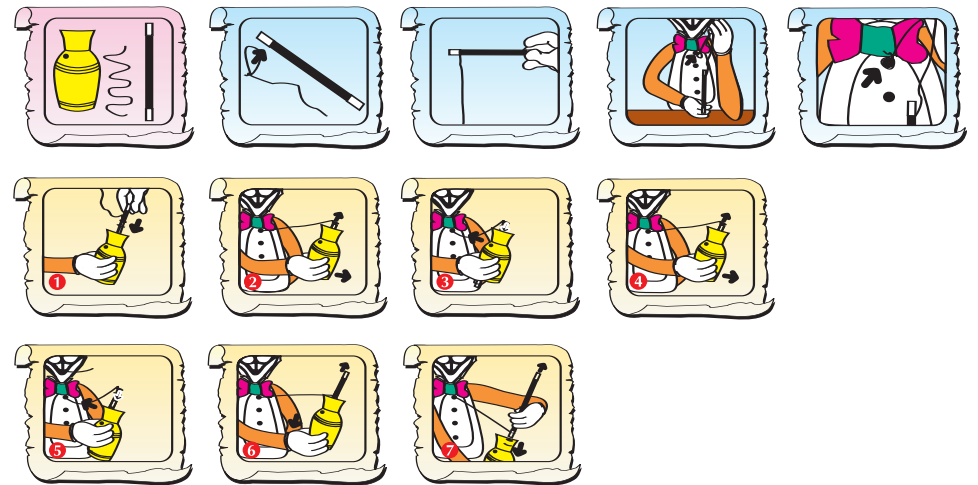
To set up, remove one of the white tips from the wand, lay the end of the black thread across the top of the black wand and replace the white tip. This will trap the thread onto the wand. Now tie the other end of the thread onto one of the buttons of your shirt or jacket. To perform the trick, slide the ring onto the wand (it should go over the thread too). As you pull the wand away from your shirt, the taut thread will make the ring rise on the wand.



Rising Wand II

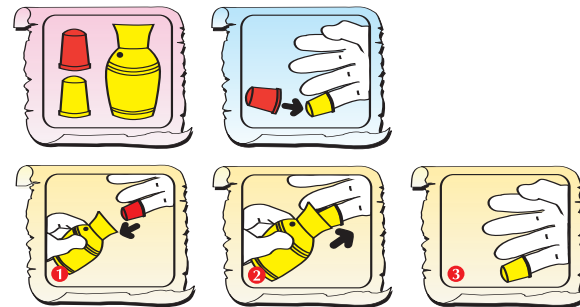
Take a piece of thin thread and trap it under one of the removable ends of your wand. Tie the other end of the thread to one of the lower buttons on your shirt or jacket. You will have to rehearse to find the correct length; it may help if you wear dark patterned clothing to camouflage the thread so the audience will not see it.

Drop the wand (thread end down) into your fist. By moving your fist away from your body (or vice versa) the wand will rise. You can drop the wand in the magic water vase and do the same trick. You can also press down on the thread between the magic water vase and your body while making a magic gesture and the wand will rise or even jump out of the vase. In view of the audience, pull the wand apart and hand out all the parts for examination. (The thread will have fallen away and just hang down from your button where no one should notice it.)



Thimble in Vase

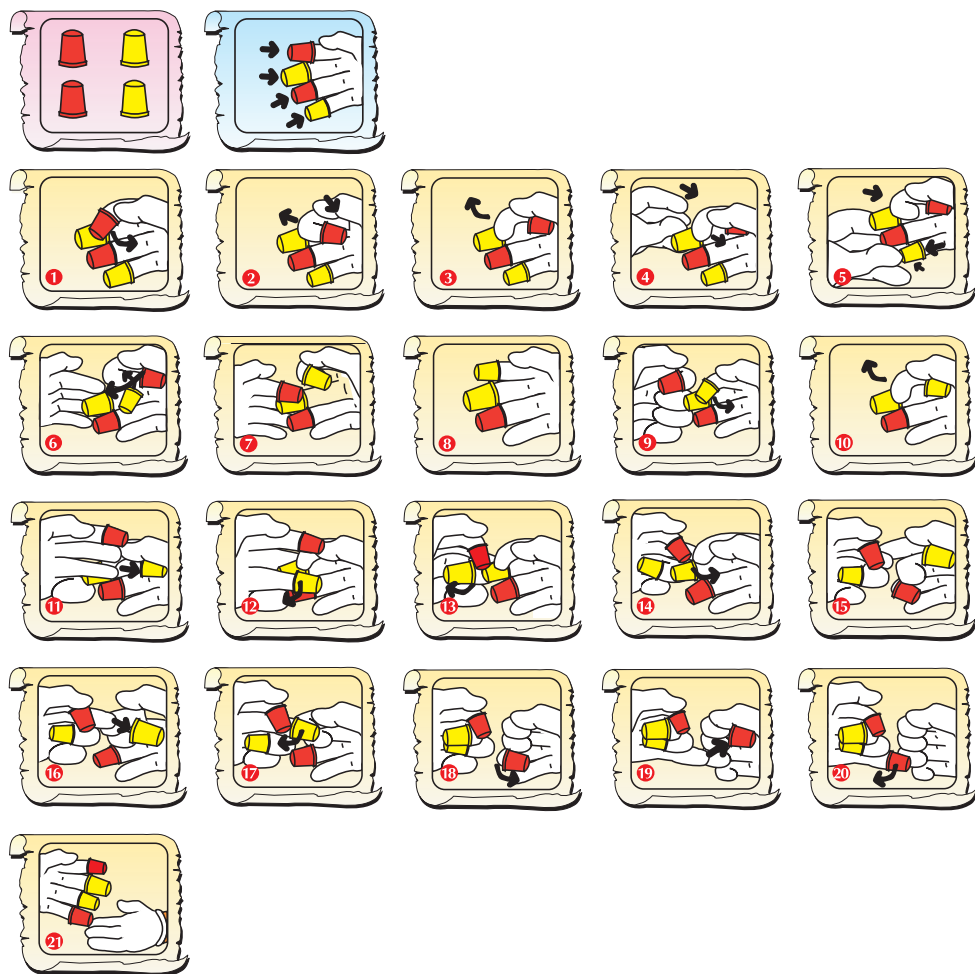
Tell your audience that the vase has other magic powers (other than making water vanish) and you can make a thimble change color from red to yellow inside the vase! Secretly place the small yellow thimble on your right first finger and cover it with the large red thimble. With the yellow vase in your left hand, tip it sideways and push both thimbles inside. When you take your finger out, the red one will stay wedged inside and the yellow thimble will emerge on your finger. (Note: if the small thimble is too big for you to successfully do this trick, fill it with clay, putty, or dough for a tighter fit.)



Thimbles Disappearing from the Right Hand and Reappearing on the Left

★★★

This trick requires considerable practice. To start, place a thimble on each finger of your right hand (excluding the thumbs). Make the thimble vanish off the first finger by trapping it at the base of the thumb and first finger. Extend the first finger again, which is now empty (figures 2 and 3). Bring your left hand to your right hand and take the thimble off the little finger and place it on the first finger (figures 5 and 6). At the same time, slip your left first finger into the hidden thimble and steal it from the right hand (figure 7). You can now show the audience that you only have three thimbles on the right hand and you can show them the back of the left hand (figure 8). Now hide your right first finger again and put the thimble at the base of the thumb. Bring your left hand to your right hand and put the hidden thimble on your third finger (figures 11 and 12). Hide your third finger again, and put the thimble from your right second finger at the base of the thumb (figure 15). Then bring your left hand again and put the hidden thimble on your left second finger (figure 16). Hide the last thimble that you have in your right hand by making a trapping move (figure 18) and put it on the left little finger (figures 19 and 20). Now you can show the audience that all thimbles appear on your left fingers.



Which Thimble is Chosen?

★★

Prepare a small card beforehand by writing the word "YELLOW" on one side and on the other side the word "RED." Put this card in an opaque (non-transparent) envelope and remember which side is toward the flap. On another card, write the numbers 2-1-3-4. Take the four thimbles. Arrange the thimbles on the numbers: the red thimble on the 1 and the yellow thimble on the 4. It does not matter on which numbers you put the remaining two thimbles. Have someone say a number from 1 to 4. Let us look at the possibilities:

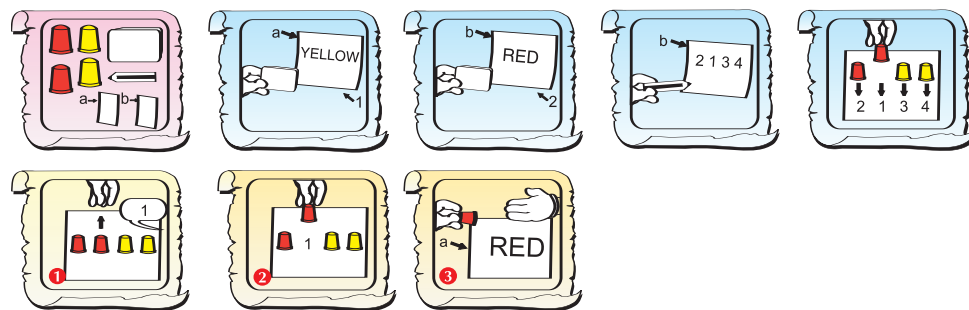
If she says "1," lift the red thimble and the number 1 written below will become visible.

If she says "2," start counting from the left and you will end on the red thimble.

If she says "3," start counting from the right and you will end on the red thimble.

If she says "4," start counting from the left and you end on the yellow thimble.

No matter which number is chosen, you are always able to end on the red or the yellow thimble. Now open the envelope with the chosen color facing toward the audience and remove the card showing your "prediction." Pretend to "fumble" inside the envelope as you remove the card and the audience will think there are more cards inside. Place it to one side and let them look at the card as you put the rest of your props away.

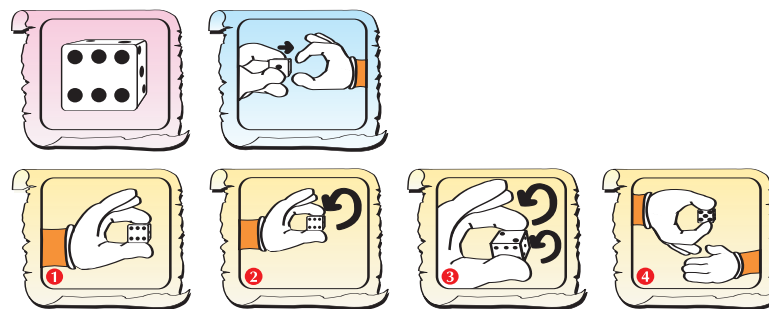


Dotty Dots

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Hold the playing die between your finger and thumb, displaying the number 6.

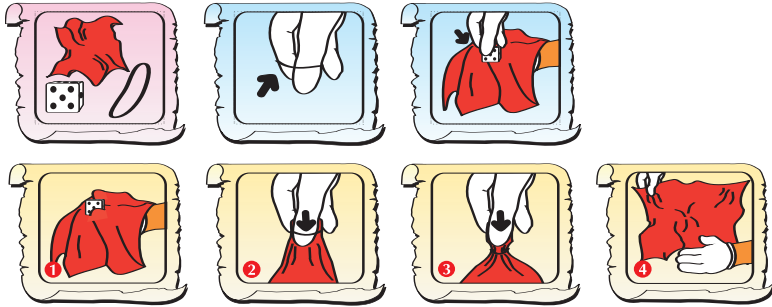
Now, turn your hand upside down to show the number 1 on the opposite side, and then turn your hand back again to show the number 6. When you turn your hand over again, this time twist the die between your finger and thumb and instead of the number 1, you will see the number 5! It has changed!



Disappearing Die

★★

Put a rubber band around the tips of your fingers. Cover them with a handkerchief (or a paper towel, napkin, bandana, wash cloth, or other piece of cloth). Put the die between your slightly opened fingers and inside the rubber band. Give the handkerchief a sharp pull with the other hand. The rubber band will tighten and the die will disappear. Shake the handkerchief to prove that the die has disappeared, but be careful not to allow the audience to see the die, trapped by the rubber band.

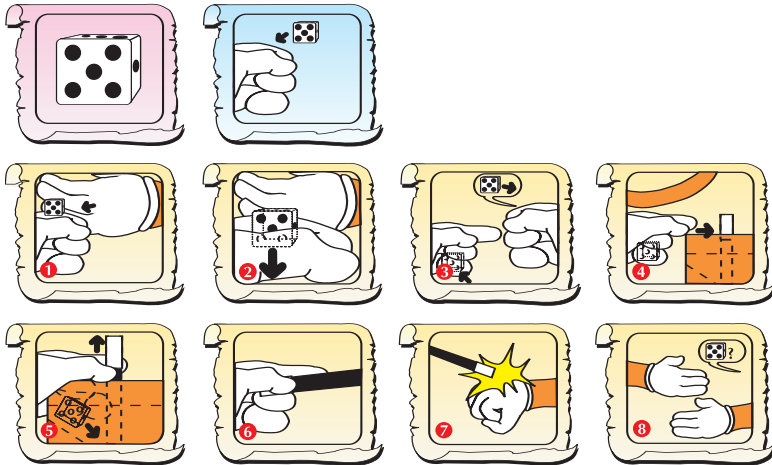


The Spooky Die

★★

Put a die on the top of your closed, left fist (thumb should remain on the outside of the fist). Pretend to take the die with your right hand (closed into a fist), but in reality you let it fall into the left fist (by opening it a bit). With two fingers of your left hand take the magic wand from your pocket and at the same time hide the die in the pocket.

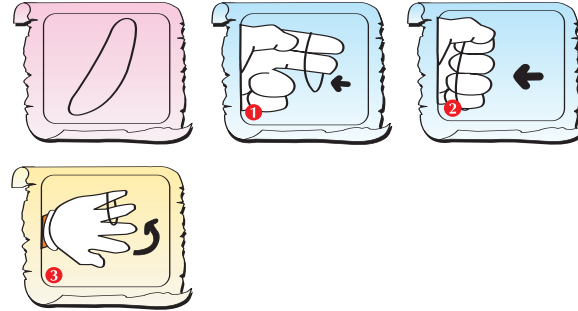
Tap your right fist with the wand, open your fists, and show both hands. They are empty — the die has disappeared and nobody understands how.



Roving Rubber Band

★★

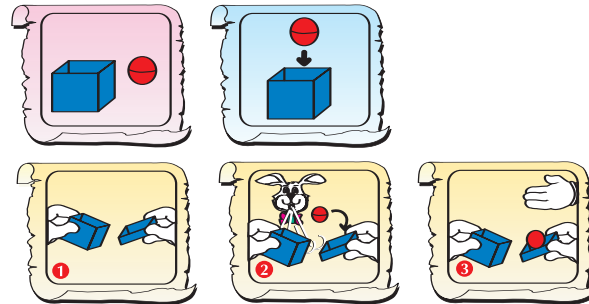
Put a rubber band over the first two fingers of your left hand (figure 1). Stretch the band with your right hand to show that it is over your fingers. Close your left hand and at the same time let the top of all your left fingers go into the band (figure 2). Now open your hand and turn your hand over; the rubber band will jump from the first two fingers to the third and fourth fingers (figure 3).



The Jumping Ball

★★

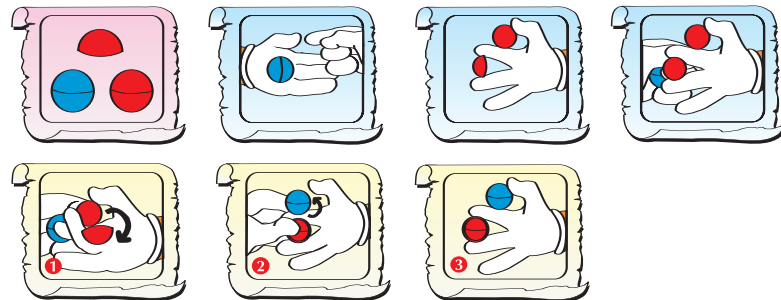
A ball leaps between the box and the lid. This is a great trick to get people laughing. Take the blue trick box with the lid and a ball from your magic box. Drop the ball into the box and hold the lid as the figure shows. Suddenly, blow really hard into the box that holds the ball. The ball will pop out and you can catch it in the lid.



Another Ball that Changes Color

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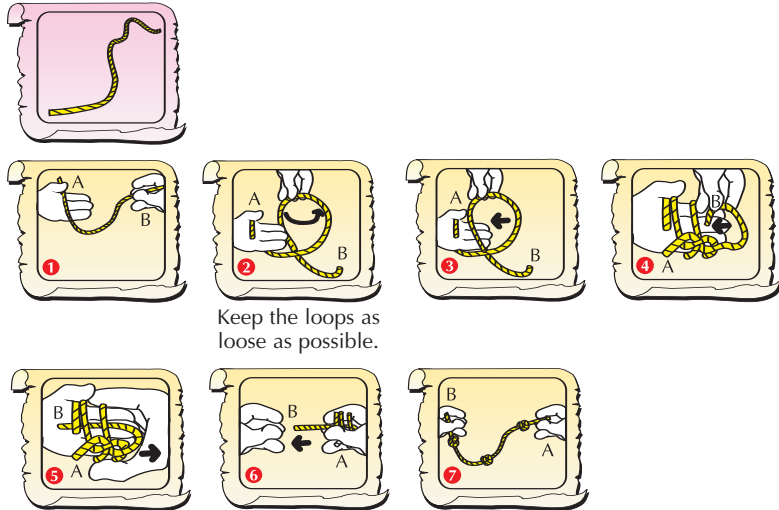
Show two balls between the fingers of your right hand (in reality the top ball is a whole one and the bottom ball is a half-ball). In the other hand, hide a whole ball of a different color. Hide your right hand behind your left and immediately push the top half ball into the bottom half and put the ball of the different color between the first and second finger of your right hand, in place of the first ball. It looks as if one of the balls has changed its color from red to blue.



The Three Magic Knots

★★

Hold the 'A' end of the rope in your left hand. Using your right hand, make a loop with the 'B' end of the rope (see figure 2). Loosely drape the loop onto your left hand (figure 3). Repeat the steps in figures 2 and 3 until you have three loops on your left hand. Using your right hand, feed the 'B' end of the rope through the loops (figure 5). Pull on the 'B' end with your right hand while making sure your left hand continues to tightly grip the 'A' end. Three knots appear along the rope.



Keep the loops as loose as possible.

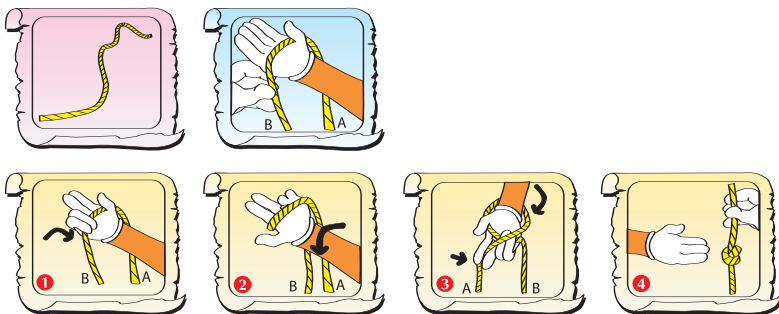
Flash Knot

★★

Effect: The magician makes a knot with one hand.

Performance: Place the center of the rope over the palm of your right hand. The hanging end of the rope close to the thumb we will call "A" and the hanging end close to the little finger, we will call "B." You are going to do two moves at the same time: close the little and ring fingers holding the rope against the palm of your hand. Turn your hand over palm down and with the index and middle fingers, catch the end of the rope "A." With your hand still palm down, release the little finger and ring finger and a knot will be made in the center.

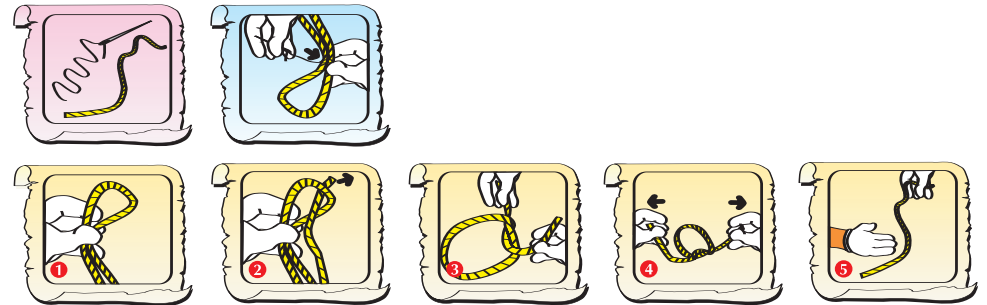
Tip: When you release the little and ring fingers, do a slight shake upwards with your hand so you help to make the knot.



The Disappearing Knot

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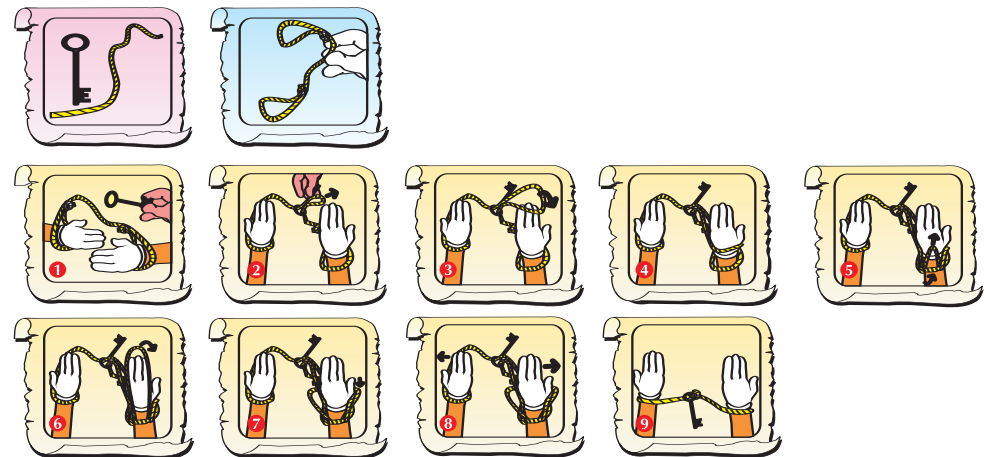
Before performing this trick, tie a piece of white thread around the rope so that a small loop is formed in the middle of the rope. Cover this thread with your fingers so the audience doesn't see the thread. Pass one end of the rope under the loop and then back through it (it will look as if you have tied a knot). If you pull on the two ends at the same time, the thread will break and the knot will disappear. Of course, you must make sure that your fingers cover the white thread when you pick up the rope to "tie the knot."



The Key and the Rope

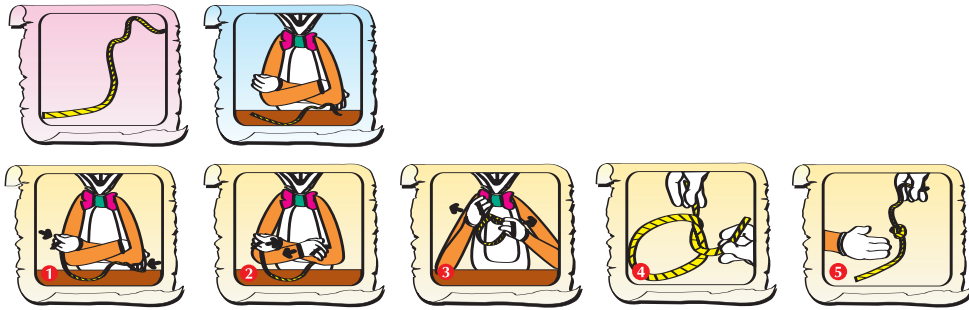
★★

You must practice this trick before the show – especially so that you are able to quickly and clearly direct your volunteer. Ask a volunteer to make two loops at the ends of the ropes and then pass them over your hands (in this way, the loops will not be too tight). The rest of the rope should hang between your hands (figure 1). Now, ask the volunteer to push the middle of the rope through the key (figure 2). This action will form a third loop (figure 3). Ask the volunteer to drape the third loop over your right hand (figure 4). Push the third loop through the loop that was originally on your right hand (figure 5). Take the loop that was originally on your right hand and pull it over your fingers and off your hand (figure 6 and 7). Gently pull your hands away from each other (figure 8) and the audience will see that the key is hanging from the rope (figure 9). (If you do not have a key with a large enough hole to fit the rope, use a key chain with a large loop instead.)



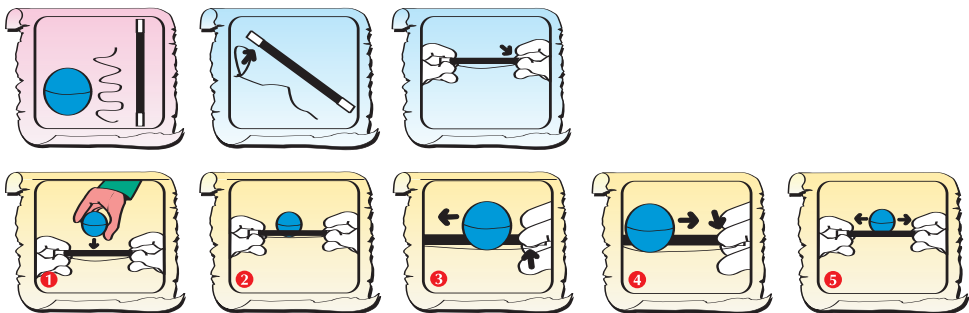
It's "Knot" a Problem

Bet your friends that they can't tie a knot in the rope without letting go of the ends! They won't be able to do it. Then announce, "It's not a problem." Lay the rope on a table and cross your arms. With your arms still folded, pick up the rope and without letting go of the ends, unfold your arms and...a knot will appear!



The Balancing Ball

You will need an assistant to perform this trick. Take a piece of black thread and attach it to one end of the magic wand. Put this end of the wand in your left hand. With your right hand, hold the other end of the wand and pull the thread taut with your right middle finger. Let your assistant put a ball on the magic wand: the ball can roll from one end to the other on the wand while it is supported by the thread from behind. The audience can't see the thread so they think you are magically balancing the ball on your wand.



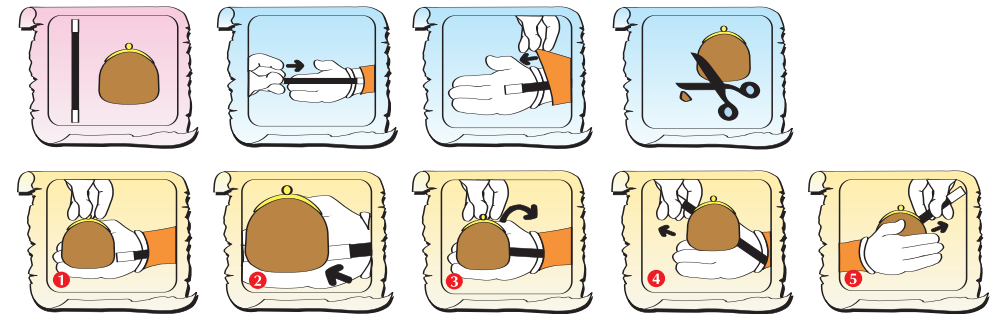
Who Has the Ball?

While you leave the room, one of the spectators must take a ball from the magic tricks box and hold it against his/her forehead for 30 seconds. Then all the spectators must put their fists on the table pretending to hold the ball. When you come back into the room, you'll know exactly who has the ball and in which hand! Here is the reason: the fist of the spectator who held the ball against his/her forehead during the 30 seconds is a little whiter than the fists of the others due to decreased blood circulation.



The Appearing Wand

Cut a small slit in the bottom of an old purse and have the wand hidden up your right sleeve, but have one end against the palm of your right hand. Show the purse to your audience and place it into your right hand so that the tip of the wand gets pushed into the small slit. Now open the purse, reach in with your left hand, and produce the wand. (Note: Instead of a purse, you can use an empty playing card box or an opaque pencil case.)

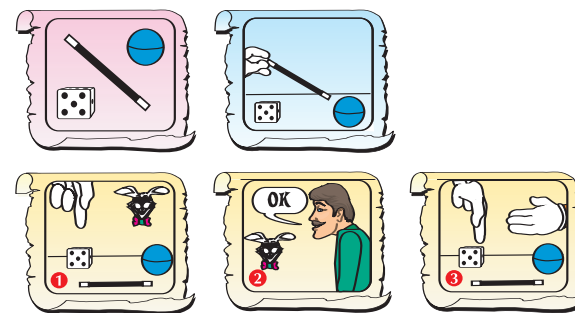


OAR

Effect: Take any three items from your box of tricks (for example the wand, the die, and a ball) and put them on a table or the floor. Leave the room. The audience chooses one of the three items and calls you back in. Waving your hands over the three items, you select the same one that they chose! This is one trick you can repeat, changing the "rule" each time. For example, the next time someone can go out with you to make sure you cannot see, another time the audience can change the position of the objects before or after choosing one.

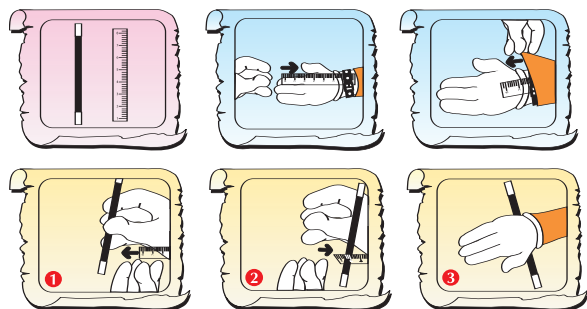
Performance: The secret to this trick is that the person who calls you back is your secret assistant. He or she knows a secret code called OAR. If the object on the left is chosen, the "assistant" calls you back shouting "OK." The O in O.K. means it's the object on the left. Use a word that begins with A to signify the middle object. So if the assistant says, "Alright," first when calling you back, then it's the middle object. "Ready" can be used to signal the right hand object because it begins with an R.

Tip: Make sure you agree which is left when facing in a particular direction and always add words like "OK, you can come back" or "Come back in - we are ready" to disguise the code.



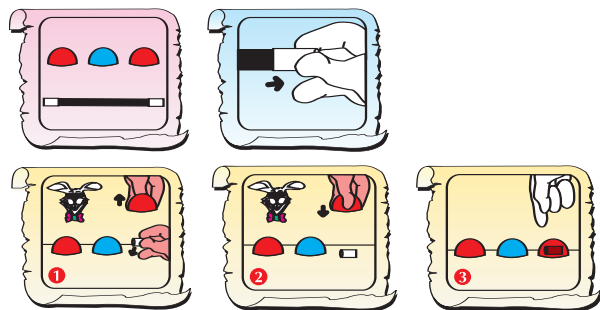
★ ★ The Floating Magic Wand

You'll need to wear long sleeves and a wristwatch to perform this trick. Before the show, wedge a small ruler between the wrist of your left hand and the strap of your wristwatch so that it lies along the inside of your wrist with a small amount of it on your palm. Make sure the audience never sees the ruler. To perform the trick, hold the wand in your left hand so that it is between the ruler and your palm (the back of your hand is facing the audience). Now open your fingers and the wand is stuck to your hand.



★ ★ ★ X-Ray Eyes

Put the removable top of your magic wand on the table. Turn your back to the audience and close your eyes. Ask a spectator to put the top of your magic wand under one of the three half-balls. Turn around toward the audience and immediately you can point to the half-ball that covers the top. It's simple: when you turn around and close your eyes, your eyes get accustomed to the darkness; so you can see, once you open your eyes, that the ball with the top under it is a bit whiter than the others. The audience will not notice a difference because they have been looking at the balls all the time.



★ ★ How to Paralyze a Spectator

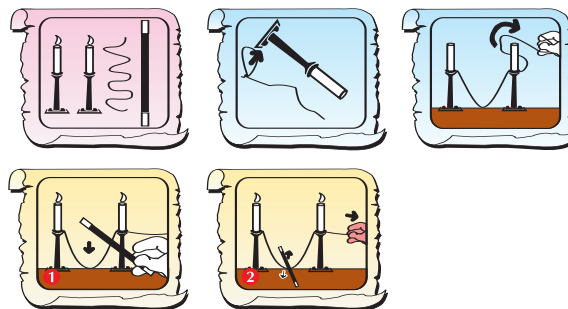
Announce that you can place a spectator in such a position that he will be unable to lift his left foot from the floor. Stand the volunteer against a wall with his right side and the side of his right foot touching the wall. Now ask the volunteer to lift his left foot. It's impossible!



★ ★ ★ The Ghost Wand

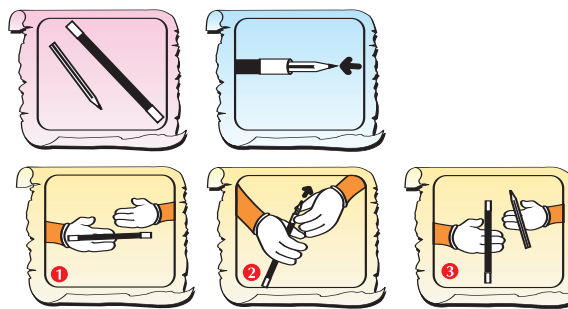
Effect: When the magician says some magic words, the wand will tap itself on the table!

Performance: You will need an assistant to do this trick. Secure a length of transparent nylon thread to two candles and place them in the candlestick. Lay the wand across the thread (figure 1). As soon as you say the magic words, your helper must pull on the thread; then the wand will move and tap on the table.



★ ★ Appearing Pencil

Before performing this trick, secretly put a small pencil inside your magic wand. Then, take the wand with your right hand and tap with it on your left hand so that the audience can see your empty left hand. Take the wand in the left hand and let the pencil slip into the palm of this hand. Show them your empty right hand; the audience has now seen both of your hands empty. Say some magic words and open your left hand, producing a pencil.



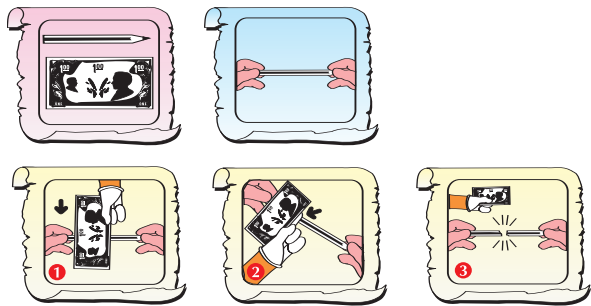
★ A Five Plays Jokes

Give a pencil and paper to a volunteer. Then give the following instructions: "Write down a number less than 10, double it, and add 10 to the result. Divide the answer by 2 and subtract the first number." You know that the answer will always be five.

$$\begin{aligned} \text{Number: } 8 & \quad 2 \times 8 = 16 \\ & \quad 16 + 10 = 26 \\ & \quad 26 \div 2 = 13 \\ & \quad 13 - 8 = 5 \end{aligned}$$

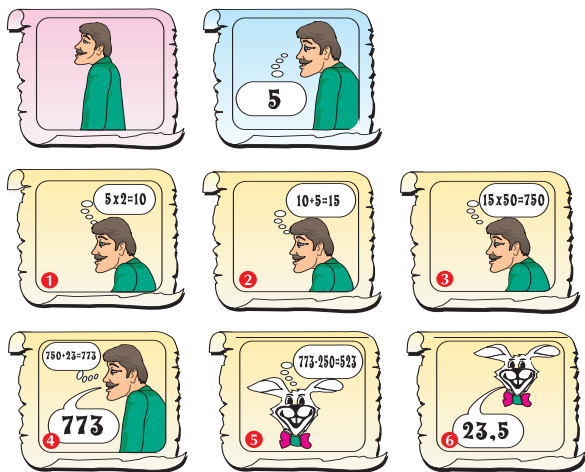
Karate with a Dollar Bill ★★★

You would never think that the edge of a folded dollar bill would snap a pencil in two, would you? That is exactly what happens. Begin by obtaining a dollar bill and a full-sized new pencil. Fold the bill in half, lengthwise and again so that you have a folded dollar bill about one inch wide. Have someone firmly grasp the pencil at each end. Now bring the dollar bill down in a brisk chopping movement onto the pencil. To everyone's surprise, the dollar passes completely through the pencil, breaking it in two. The real secret is to put out your forefinger at the precise moment when the money touches the pencil. It is your finger that actually breaks it. If you do it in one brisk downward sweep, it won't hurt a bit. Remember that the pencil must be held in a firm grip and only held at the extreme ends.



How Old Are You? ★★

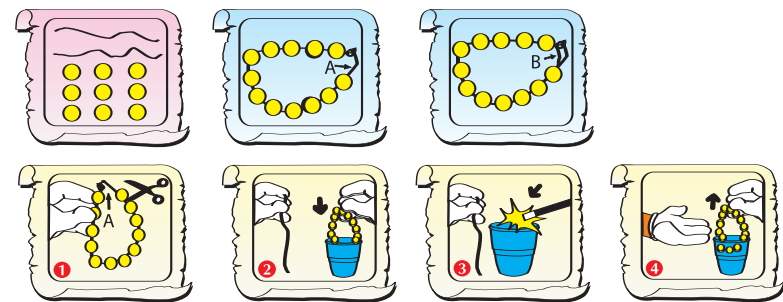
Ask a spectator to think of the numbers of her birth month (January 1, February 2, etc.). Then she must multiply these numbers by 2 and add 5 to the result. The result is multiplied by 50 and the spectator must add her age to the result. She should now tell you the result. Subtract 250 from it. The number you obtain consists of three or four figures: the last two will give you the age of the spectator and the first or the two first will be her birth month. Example: age 23 years, born in May (5). $5 \times 2 = 10 + 5 = 15 \times 50 = 750 + 23 = 773$. $773 - 250 = 523$. 23 = age; 5 = birth month.



The Enchanted Necklace ★★

Effect: Take a beaded necklace, hold it above a glass (or cup), cut the thread, and let the beads fall into the glass. You wave your magic wand over the glass, lift the necklace...and the audience will see that the beads are strung again!

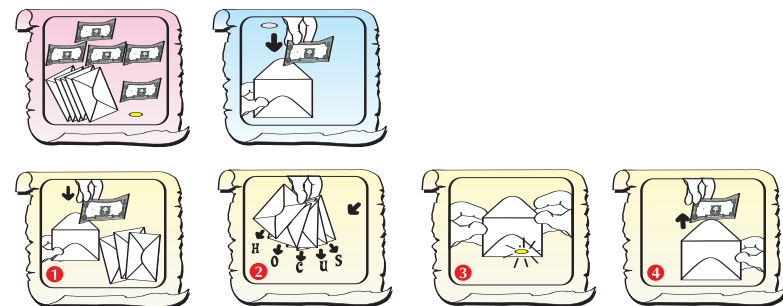
Performance: Take some beads and two pieces of thread (we'll call them thread A and thread B). Attach thread A to the first bead, string it through all the beads and then attach the other end to the last bead. Thread B should be strung through all the beads and the ends then knotted together (like an ordinary necklace). When you do the trick, cut thread B and put it in the glass as well. Remove the beads (try to grab the first and last beads with your hand when you do so) and the audience will see that the necklace is restrung.



The Magic Envelopes ★★

Effect: Get five envelopes. In four of them put a fake dollar bill and in the fifth put a real dollar bill. Having done this, ask a member of the audience to shuffle the envelopes. Then take the envelopes back and spell out, letter by letter, the word HOCUS POCUS; as you pronounce each letter, move one envelope from the top to the bottom. Give the last envelope (the "S" of HOCUS) to a member of the audience. The same procedure is repeated, but this time with the word POCUS and the last envelope is given to another spectator. Repeat until four spectators each have an envelope and you have one as well. It will be found that when the envelopes are opened, you are the one who has the envelope with the real dollar bill in it.

Secret: When you put the real dollar bill in the envelope, you also put a grain of rice in it. After a spectator has shuffled the envelopes, take them back and feel which one has the grain of rice in it. Quickly place the envelope with the grain of rice second from the top. After performing the trick, you will observe that the envelope with the real dollar bill remains with you.



The Salt and Pepper Trick

★★

Sprinkle some salt onto a piece of paper, and then sprinkle some pepper on top of the salt. Challenge the audience to separate the salt from the pepper! Nobody will offer an easy solution.

Secret: Remove a comb from your pocket and run it through your hair a few times, or rub it on a wool sweater. This will generate static electricity. Then hold the comb just over the pile of salt and pepper and the grains of pepper will jump up and cling to the teeth of the comb, leaving the salt on the table.

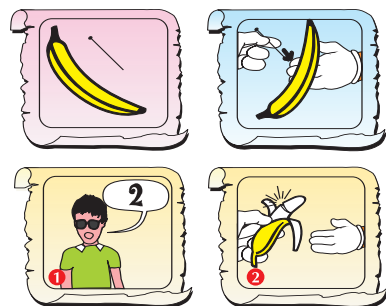


The Banana Trick

★★

Effect: Display a banana to the audience and then ask a volunteer to choose a number between 1 and 4. Peel the banana. If the volunteer says "2," show 2 pieces of banana, if the volunteer says "3," show three pieces of banana.

Performance: Before the show, take a needle and insert it in one of the dark patches on the banana skin. Once inside, you can slice the banana by moving the needle from side to side. Do this twice so that you can produce either two or three slices of banana.



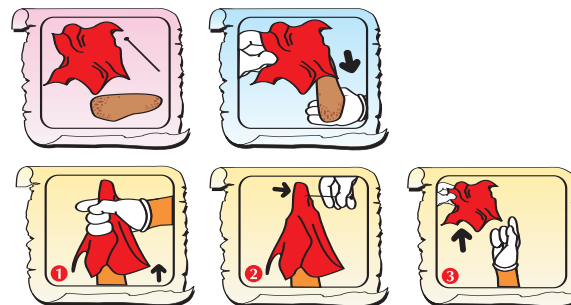
The Sloppy Surgeon

★

Effect: The Magician does not feel pain!

Performance: Take a potato and cut from it a piece about the thickness of your thumb. Place this piece underneath a handkerchief, as if it were your real thumb. Now push a needle through your "thumb" in front of the audience.

Make sure that you put the needle through the potato and NOT your real thumb!

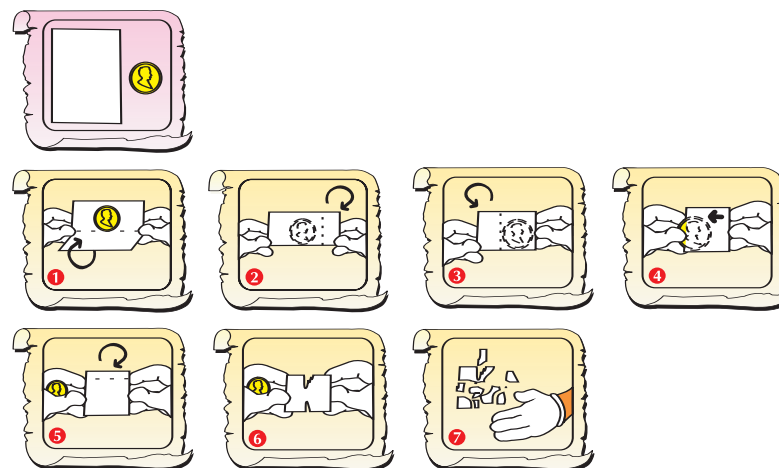


The Vanishing Coin

★★

Effect: Hold up a coin in a piece of paper, say the magic words, and the coin vanishes!

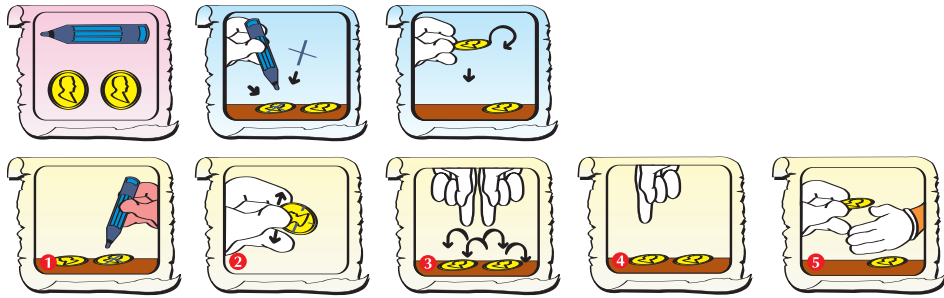
Performance: Take a piece of paper 3 in. x 2 in. and then borrow a coin and place it on the paper. Fold up the paper from the bottom covering the coin; do not let the edge meet the top of the paper. Pick up the paper in your left hand. Fold the right edge downward and back onto the coin. Then fold the left edge down and back. Finally, fold the top edge down and back, leaving a neat packet containing the coin. Press the paper down on to the coin, so that the shape of the coin becomes visible. Then turn the packet over so that the coin can slide secretly into your left hand. Continue to hold the paper as if it still contained the coin, and transfer it to your right hand. Meanwhile, let your left hand containing the coin casually drop into your pocket. Finally, tear up the paper to show that the coin has vanished.



Heads or Tails

★★

Take two coins and secretly draw an 'X' on one of them with a felt pen (see the first blue figure below). Place this coin on the table with the 'X' facing downward. Hand the other coin and the felt-tip pen to a volunteer and ask that person to draw an 'X' on it. While you place this coin on the table, you must quickly and secretly rub off the 'X' with your finger. The audience will think that you have placed the coin on the table with the 'X' face downward. Ask the audience if they know the position of the coin with the 'X;' as you do this, slowly move the coins around. Ask the audience again if they know the position of the coin with the 'X.' They will always be wrong. Be sure to conceal your ink-smudged finger(s).

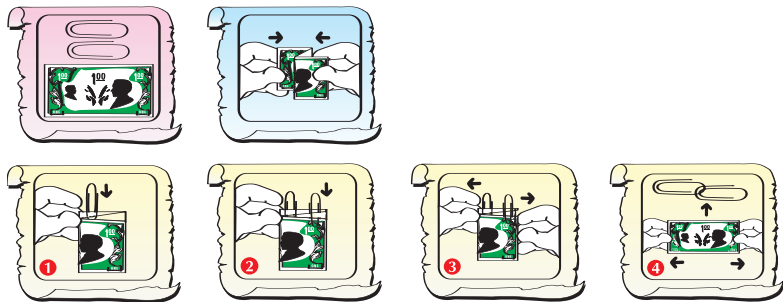


The Magic Paper Clips

★

Effect: Attach two paper clips to a dollar bill and fold the bill. Suddenly pull open the bill and the paper clips jump out clipped together!

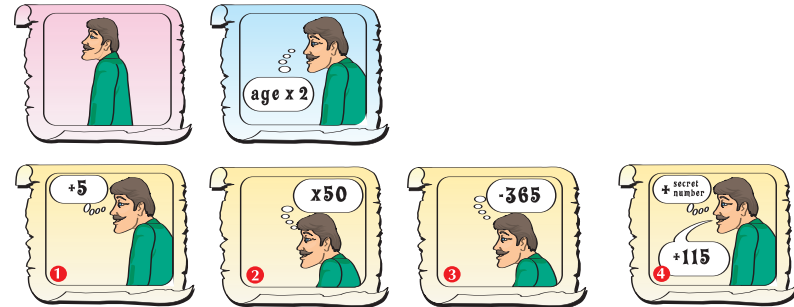
Performance: Fold a dollar bill lengthwise and slide two paper clips onto the bill about half an inch apart, making sure that they are correctly positioned. Fold the right end of the bill under the left paper clip. Turn over the dollar bill and repeat the action. (Observe the diagrams below.) Now pull the two ends of the bill and the paper clips will jump from the dollar bill and become linked together!



Mind Reading

★

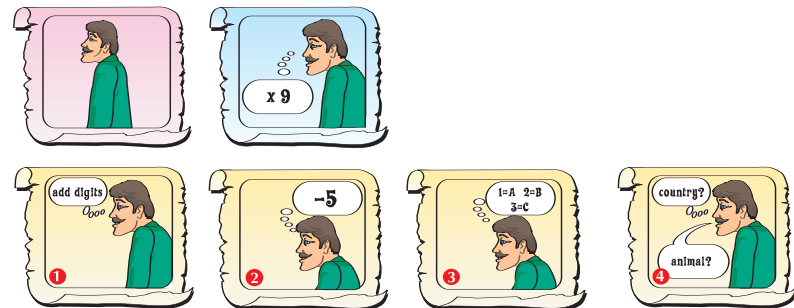
Ask a spectator to think of a number between 1 and 100, and to keep it a secret. Now, using a calculator, take your age, multiply by 2, add 5, multiply by 50, and subtract 365. Next, leaving that number from the last step on the calculator, hand the calculator to your volunteer, and tell that person to add the secret number, then add 115. The first part of the resulting number is your age, and the rest of the number is your friend's secret number!



Mind Reading II

★★

For this trick, choose a volunteer who you know is pretty good at math and geography. Ask a volunteer to secretly pick a number between 2 and 9. Then ask that person to multiply that number by 9. Next, tell the volunteer to add the two digits of the result, and then subtract 5. Tell the person to think of the letter of the alphabet that corresponds to that number (1 is A, 2 is B, etc.). Tell the person to think of a country that starts with that letter. Now tell him/her to pick the next letter of the alphabet, and an animal that starts with that letter. Finally, tell your volunteer you know what he/she is thinking, and that it is "Elephants in Denmark"...Most people will come up with that answer. If your volunteer somehow comes up with something else, tell the audience you clearly heard the person thinking of elephants in Denmark!



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