

Think of a number. Have a friend think of a number between one and fifteen. Show him four rows of numbers and ask him if his number is in each row. Once he answers for each row you are able to tell him what his number is! As long as you arrange the numbers exactly as shown here, all you have to do is add the last number of each row that his number is in together. The sum will be the number he chose.

For example, let's pretend he's thinking of the number 12. Twelve appears in columns A and B. The last number in column A is eight. The last number in column B is 4. Eight plus four equals 12. This works every time!

For the numbers, simply copy these on to a sheet of paper. Make sure you copy them exactly as you see them here!

A: 9 13 12 10 15 11 14 8

B: 7 14 6 13 5 12 15 4

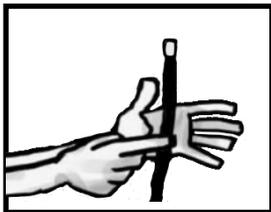
C: 3 7 15 10 14 6 11 2

D: 15 5 3 13 11 9 7 1



The Magnetic Wand (or pen, or pencil). This classic magic trick was originally done with a magic wand, but you can use an ordinary pencil or pen! You grasp the pen in your hand and tell your audience that you will make it stick to your hand magnetically. Brace your wrist and pretend to concentrate very hard, but secretly slide the finger of your

hand holding your wrist in to your other hand and use it to hold the pen in place. When you open your hand it looks like the pen is floating by itself! Just don't let your friends see the other side of your hand.



Want to learn more magic? Join the Matt The Balloon Man Fan Club and download a FREE magic learning comic book you can read on your tablet or computer. With a parent, go to www.MattTheBalloonMan.com, click on FAN CLUB and enter the password "workshop" to get access!

Matt The Balloon Man Presents...



**the
Magic Workshop**

www.MattTheBalloonMan.com

The Smelly Card. Have a friend pick a card from the deck and turn your back while she looks at it. While your back is turned, lift up half the deck and look at the card on the bottom of the top pile. When you turn around, have your friend put her card in to the deck. When you put the top pile down, the card you peeked at will go ON TOP of the card she picked. Now, pretend to smell the cards to find the one your friend touched, but secretly look for the card UNDERNEATH the card you peeked at earlier. That will be your friend's card!

Houdini's Knot. Introduce a piece of rope with a knot tied in the top end. Secretly hide the knot behind your hand. Now, jerk your fist up to catch the other end of the rope in your hand. Shake the rope around and drop the part with the knot already tied. It will look like you magically tied a knot in the end of the rope!

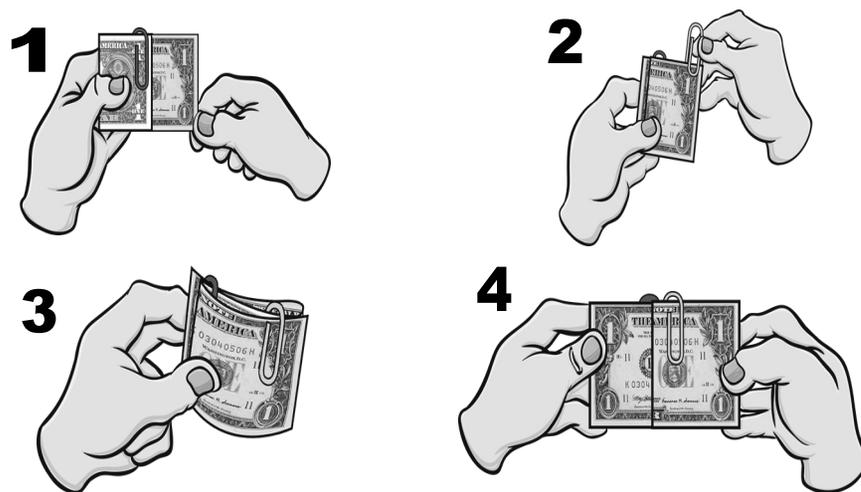
Not a Knot. This trick begins where Houdini's Knot left off. Before you begin, you'll need to have a piece of rope tied in to a knot in your pocket. Hand a friend the large piece of rope and have him untie the original knot. While he is doing that, take the piece of knot out of your pocket and hide in your palm. When you take the rope back from your friend, tie a SLIP KNOT in the tope. (If you don't know how to tie a slip knot, ask a grownup to help you find a video online teaching it). Pretend to slide the knot out of the rope by pulling on the slip knot. You end by showing the hidden knot from your pocket!

Psychic Crayons. Ask your friend to choose a crayon from the pack and put it in your hand while your back is turned. Have her hold the rest behind her back so you can't see them when you turn around. Turn around and secretly scrape your fingernail against the tip of the crayon. This will get some of the wax under your nail. Bring your hand forward as you gesture to read her mind, but secretly look at the color of the wax under your finger nail. That's the color of the crayon she chose!

The Magic Paddle. This trick uses a secret move called the "paddle move." Hold the paddle between your thumb and index finger. Twist it left and right while you rotate your wrist up and down. This creates the illusion of showing two different sides, even though you always show the same side.



The Linking Paper Clips. This trick uses a dollar bill and two paperclips. Begin by folding one third of the dollar in toward you. Place a paperclip over the folded end, near the center of the bill. Turn the bill around and fold the other side in toward you. Now, place a paperclip on that side of the bill, but only to the two front parts (do not slide the paperclip over the back side of the bill). Now, just pull the two ends of the bill away and the paperclips will shoot off the bill and link together!



The Next Card Is... Before your perform this trick you need to have a grown-up help you prepare your deck by cutting a small square out of the bottom of the deck using a box cutter or X-Acto blade. Once you do this, you'll be able to secretly peek at the bottom card on the deck. Just keep this opening hidden from your audience and you'll always be able to predict the next card you pull out of the box!



The Dr. Seuss Guessing Game. Before you begin, secretly write "The Grinch" on a piece of paper and put it in an envelope. With a pad of paper and a hat, ask your friends to start calling out the names of Dr. Seuss characters. Pretend to write the names they call out, but always write "the Grinch." Crumple the pieces of paper up and throw them in the hat. After enough names have been called (and someone has said "the Grinch," have one friend pull one name from the hat. Tell her that the name will match your prediction. Every name in the hat says "the Grinch," so it always matches the name in the envelope! (you can do this with anything, not just Dr. Seuss. Just make sure the name in the envelope is common enough that someone will say it!)

Parents: Inside this bag are the materials for the magic workshop. You will also find an instructional pamphlet. **Please remove the instructional pamphlet BEFORE giving it to your kids.** Let them have the instructions after the workshop is over. This way they can try and guess how the tricks are done before they know the right answer.

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