

duck plush



WITH turtle duck OPTION

A FREE SEWING PATTERN BY



duck & turtle duck plush

This pattern is for a classic duck plush in a sweet rubber-duck style pose -- you can't go wrong! It has tiny feet, a big round head, and a tiny chubby body.

But as an extra treat, you can also use this pattern to make a turtle duck! These are the cute animal hybrids found on Avatar: The Last Airbender and Legend of Korra. To make these cuties you only need to swap out the head, add two more feet and a shell!

DIFFICULTY:



The gusset used in the head of the turtle duck is a little challenging, so you have the option of switching to the much easier classic duck.

The body also has a gusset that's a little easier to manage, especially if you follow the tips explained later.

SKILLS USED:

- Fusible web applique
- Curved sewing
- Basting
- Darts
- Ladder stitch
- Sewing small pieces
- Y-seams

MAKES:

One plush: about 6½" tall, 4½" wide, and 5" long.

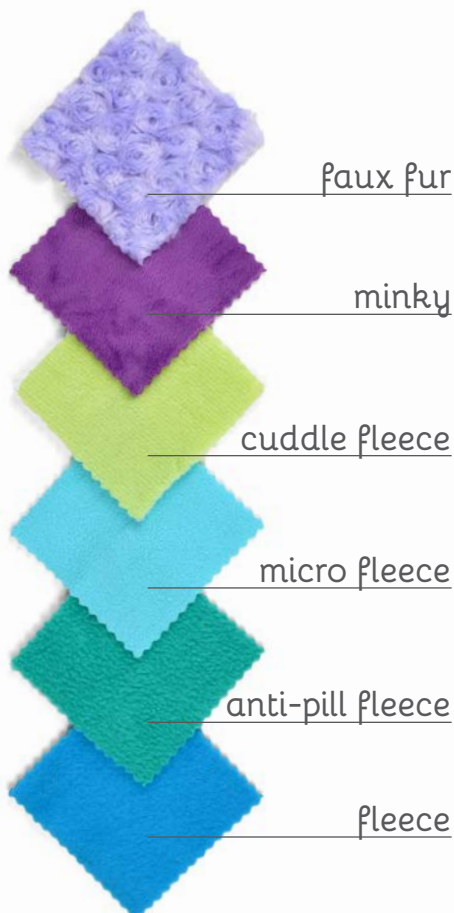


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materials & tools:

- 1/3 yd. of fabric for main body and head
- 1/8 yd. or 7" x 4" of accent fabric for bill
- 1/8 yd. of accent fabric for feet
- 5" x 9" of scrap fabric for poly pellet pouch
- 3" x 3" piece of black applique fabric for eyes
- 2" x 2" piece of white applique fabric for eye shines
- 5" x 5" piece of light or heavy duty fusible web
- **FOR TURTLE DUCK:**
- 1/3 yd. of or 4" x 10" of fabric for head stripe
- 1/8 yd. or 10" x 5" of accent fabric for shell
- sewing thread to match main fabric and applique fabrics
- poly-fil stuffing
- poly pellets for weight
- spoon or funnel for filling poly pellets
- basic sewing tools (sewing machine, scissors, iron, needles, pins, fabric marker, seam ripper)



SUGGESTED FABRICS:

Plush, stretchy fabrics such as fleece or minky are suggested. The variations of fleece and minky mentioned to the left would work well, but really any plushy fabric with a bit of stretch on the cross-wise grain would be well-suited. Stretch fabrics like **FLEECE** or **MINKY** will create a more squat, round shape when stuffed. Non-stretchy fabrics, like **FELT** or **COTTON**, won't stretch when stuffed so the resulting plush will look elongated as shown.

MINKY

VS.

FELT

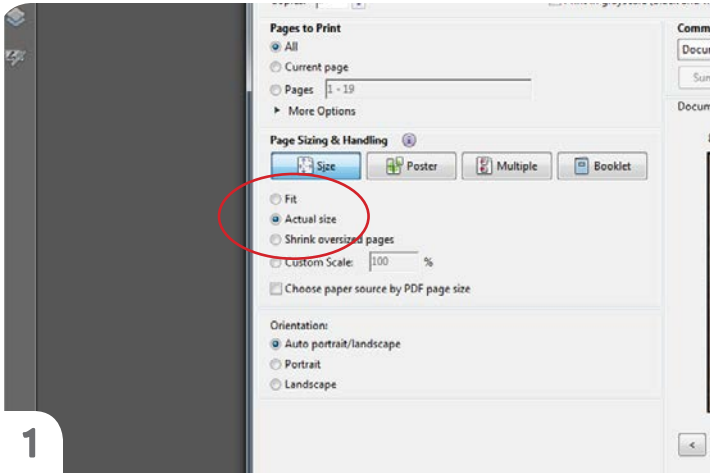


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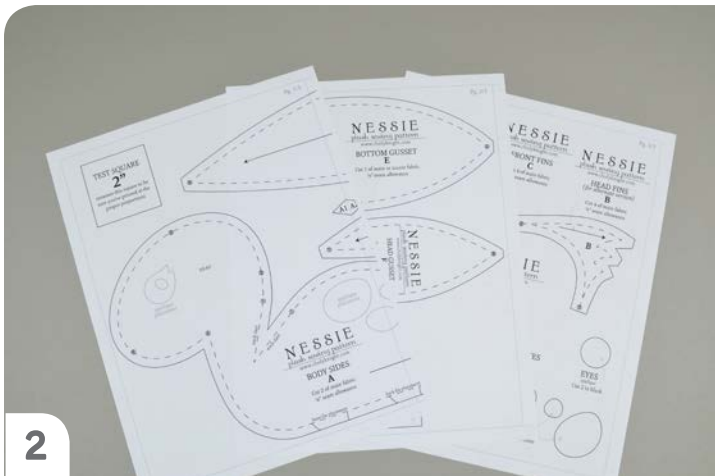
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printing the pattern:

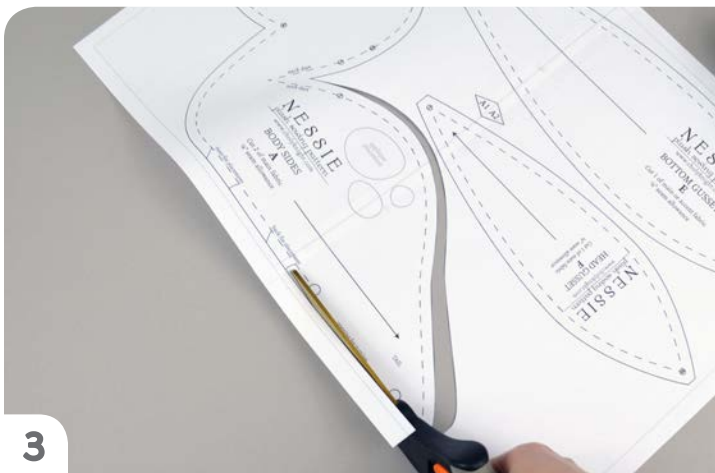
To print the pattern, set your computer to print **PAGES 24-27**. If you're unfamiliar with printing and assembling a .pdf pattern, read the steps below.



At the print dialog box, check the box that says print at “Actual Size” or 100%. Any other selection (such as “Fit to page”) will distort the pattern so it's slightly larger or smaller and we don't want that.



Print the pages needed for the file. You might have one or more. Either way, be sure you have the full collection by noting the page numbers in the corner.



You can trace the patterns onto a different paper, or you can also just cut them straight from the printer paper. They might be a little hard to pin through, so you might want to use your longest pins. But you could also use pattern weights or trace the outlines onto the fabric with a washable marker and cut them out from there.

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cutting the fabric:



1 Place pattern on the fabric, and make sure the stretch line matches the stretch of the fabric. The nap line should go in the direction of the fur.

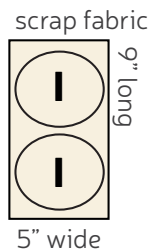
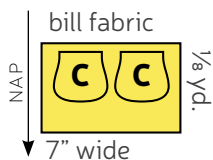
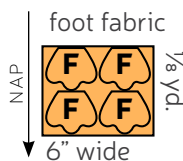
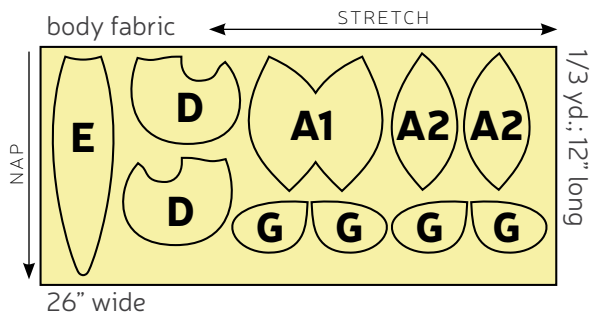
2 Pin the pattern in place, use pattern weights, or trace the outline of the pattern with a washable marker.

3 Using the paper as a template, cut out the fabric. Cut the required amount according to the pattern.

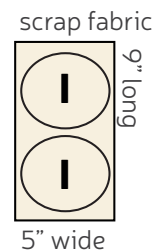
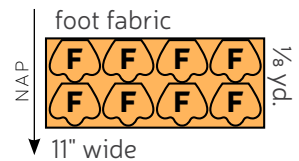
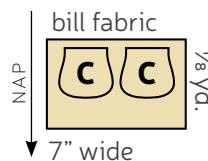
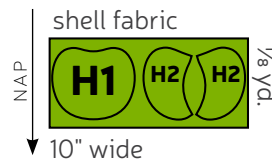
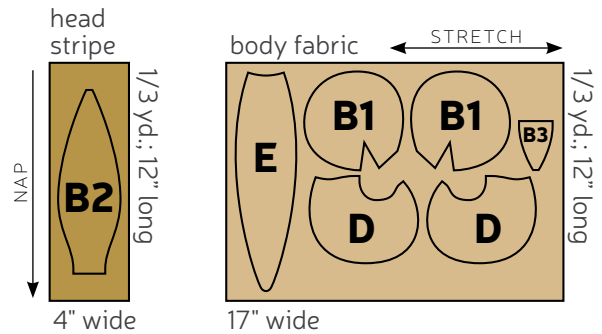
4 For all fur fabrics, shake the excess fuzz away.

cutting layout:

CLASSIC DUCK



TURTLE DUCK

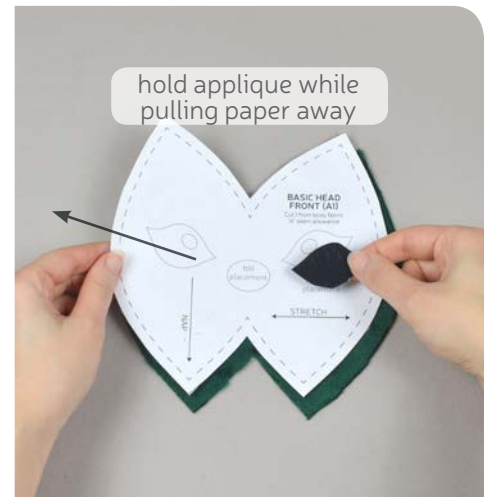


BEFORE YOU BEGIN:

- Briefly read the project instructions so you know what to expect.
- If desired, mark the cut fabric pieces with the markings and symbols from the pattern. Or wait until the applicable step before transferring.
- Note that a 1/4" seam allowance is used throughout the project.

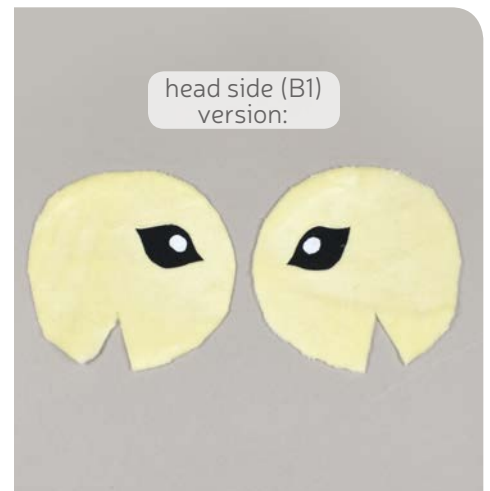
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1. PREPARE THE FACE APPLIQUE

- Grab your fusible web and trace all the applique pieces onto the smooth (paper) side. You should have at least two eyes and two eye shines.
- Fuse the bumpy (adhesive) side onto the wrong side of your applique fabric. The eyes should go on black and the eye shines on white.
- Cut out the eyes and arrange them on the **HEAD FRONT/SIDE** (A1 or B1) piece. Set your paper pattern on top of the fabric piece (right sides up). Align the eye piece on top where the placement markings are. Then carefully pull the paper pattern away while holding the applique piece in place.

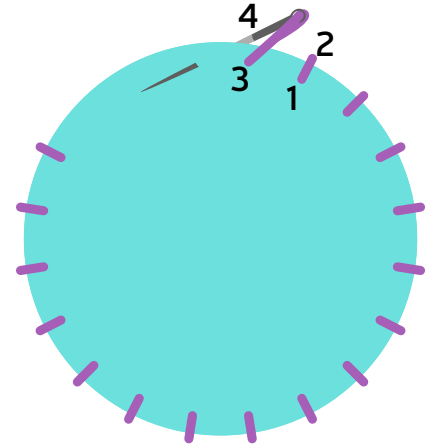
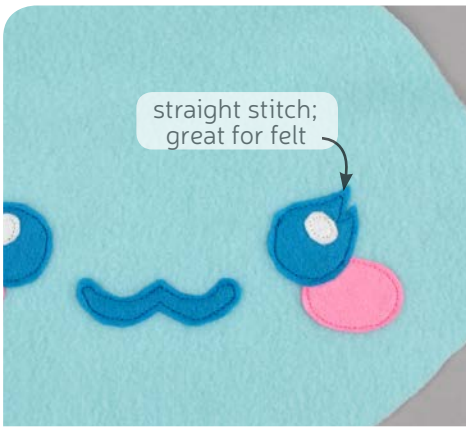


2. FUSE THE APPLIQUE

- Fuse the **eye** piece in place with your iron. Use a press cloth if you're using a polyester or fuzzy fabric like minky.
- Next, move onto the smaller **eye shine** pieces. Fuse them the same way as you did the eyes, using the paper pattern and photos as a guide.
If you used heavy duty fusible web, you can keep the pieces fused without sewing, or you can sew them in place a number of ways. I've used a zigzag stitch here.
→ Refer to the next step for some other applique options.
- If you're making a turtle duck, note that you'll have two **HEAD SIDE** (B1) pieces. Each piece gets one eye.

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2a. OTHER APPLIQUE OPTIONS

- Other good options for applique include a straight stitch, which involves sewing around the edge of the applique pieces with a straight stitch using matching thread -- about 1/8" in from the edge.
- You can also applique by hand; I prefer a whipstitch. Thread a hand-sewing needle with some matching thread and knot it. Bring the thread up from the back of the project; about 1/8" in from the edge of the applique shape. Bring it down perpendicular from the curve, just outside of the applique shape. This completes one stitch.
- For the next stitch, bring the needle back up about 1/8" away from the previous stitch and 1/8" in from the edge just as in the first stitch. Once again, bring it down just outside the applique shape. Continue this way until you've sewn around the shape.



3. SEW THE DARTS

- Locate the open wedges found on the bottom of the **HEAD FRONT/SIDE** (A1 or B1) piece -- these are the **darts**. To sew them, start by folding the front piece in half along the point of the dart and match up the slanted lines that make the wedge shape.
- Sew the **dart** by starting at the opening and moving down to the point. Try to blend the seam into the fold for a smooth transition and a rounder finished plush. For the **HEAD FRONT** (A1), sew the dart at the top in addition to the bottom.
- For the **HEAD SIDE** (B1), you only have one dart along the bottom. Repeat this step with the other head side piece.

darts:

A wedge-shaped gap found in a pattern. When sewn in fabric, it creates a tuck in the fabric and develops a 3D shape. The diagonal sides of the wedge are the **LEGS**; these are matched up and sewn to the **POINT** of the dart.

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- a. Open up your **HEAD FRONT/SIDE** (A1 or B1) pieces when the darts from step 3 are complete.
- b. **FOR A CLASSIC DUCK:** continue on to step 5.
- c. **FOR A TURTLE DUCK:** skip ahead to step 7.

4. OPEN UP THE PIECES



5. for a classic duck: SEW THE HEAD BACK

- a. Grab your two **HEAD BACK** pieces (A2). Align them together with right sides facing and raw edges matching up. The side with the **notches** is what we'll be sewing next.
- b. If you haven't already, locate the **opening for turning** markings found on the paper pattern for the head back. Transfer them over to the wrong side of the fabric. Sew along the **notched** edge of the **HEAD BACK** pieces only, but be sure to leave the opening for turning that you marked.
- c. Open up your **HEAD BACK** piece.

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6. for a classic duck: SEW THE HEAD

- Grab the **HEAD FRONT** (A1) piece you have so far. Align it to the **HEAD BACK** (A2) with right sides facing. The **back seam** should match up with the **center top and bottom dart** on the front.
- Sew around the perimeter of the head completely.
- Turn the head right side out through the opening you left in the back. Skip ahead to step 11 for stuffing and closing the head.

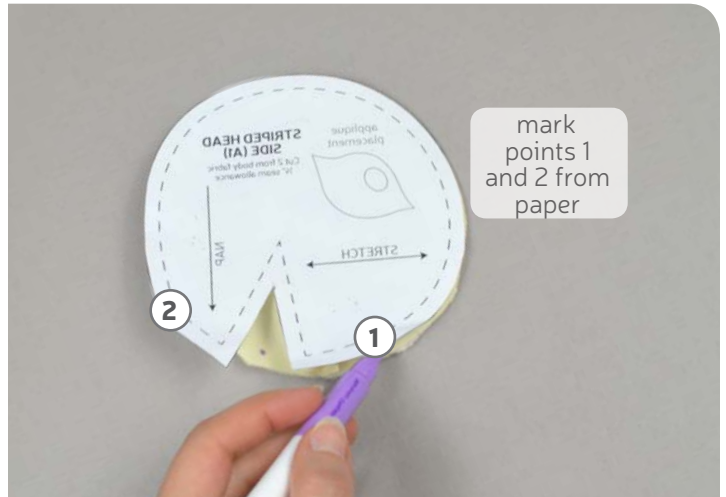


- Grab your **HEAD GUSSET** and **HEAD POINT** pieces (B2/3). Line up the straight edges on each piece with right sides facing and raw edges aligning.
- Sew the gusset to the point along the straight edge only.

7. for a turtle duck: SEW THE HEAD POINT

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8. MARK THE GUSSET POINTS

- In the following steps we'll be sewing the **HEAD GUSSET** piece (B2/3) around the top edge of the **HEAD SIDE** (B1). There will be a small gap at the bottom where the **dart** is.
- To line up the head gusset (B2/3) precisely with the head side (B1), begin by transferring the **alignment numbers** from the paper pattern. Mark a small dot on **point 1** and **point 2** on the right side of the fabric using a water-soluble fabric marker.



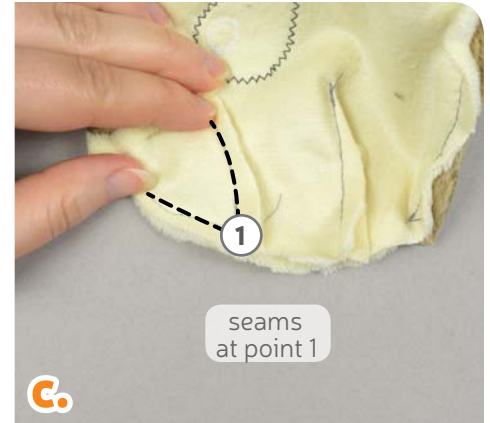
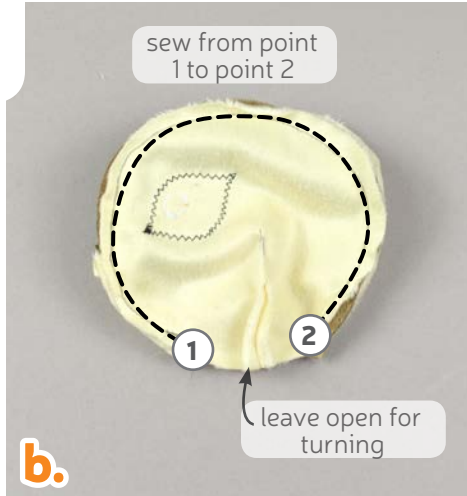
9. SEW THE GUSSET

- The **HEAD GUSSET** piece (B2/3) also has a **point 1 and 2**. Line up the tip that has **point 2** (on the accent fabric) with the **point 2** on the head side. Pin these points together.
- While holding onto **point 2**, wrap the gusset around the top of the **HEAD SIDE** (the side without the **dart**). Keep pinning as you go. When complete, **point 1** from both the head side and the gusset should line up. If the gusset fabric doesn't quite reach, you can stretch it a little to make it work.
- Sew from **point 1** to **point 2** to secure the gusset. For best results, stop right at the point and don't sew any further.

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10. for a turtle duck: FINISH THE GUSSET



- Repeat step 8 with the other side of your **GUSSET** and the remaining **HEAD SIDE** piece. Match up **points 1 and 2** from the gusset to the head side and pin the fabrics together.
- Sew the gusset to the head side from **points 1 to 2**. Stop precisely at **points 1 and 2** for the best results.
- When complete, your seams from steps 9-10 should meet together to make a V-shape at each end of the gusset.



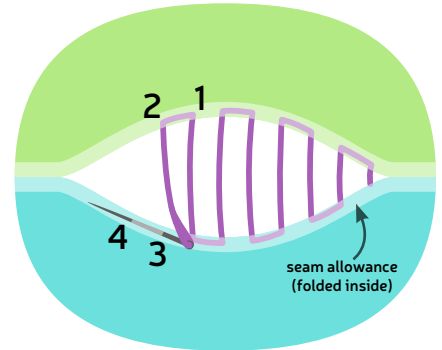
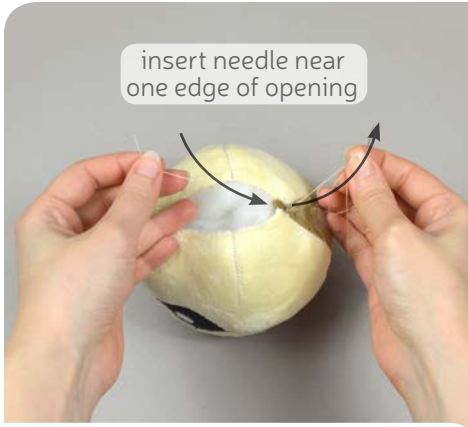
11. STUFF THE HEAD



- Turn the head right side out through the opening in the bottom (the edge with the **darts**).
- Stuff the head fully with stuffing so it looks nice and round. Be sure to get plenty in the areas with the darts and the seams so they fill up and the fabric no longer looks wrinkly.

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12. SEW UP THE HEAD

- Once the plush is stuffed, make sure the seam allowances in the opening are tucked inside and prepare to ladder stitch it closed. **FOR A TURTLE DUCK:** this will be the area between the **GUSSET** points. Thread a hand-sewing needle and knot it at the end. Insert the needle from the inside of the opening and out of the plush near one edge of the opening. This will leave the knot inside the plush.
- Continue from here doing a ladder stitch. Take a $\frac{1}{8}$ " stitch into the fold of one side of the opening, then go across and take another. Keep going down the opening and stop when you're about $\frac{1}{2}$ of the way.

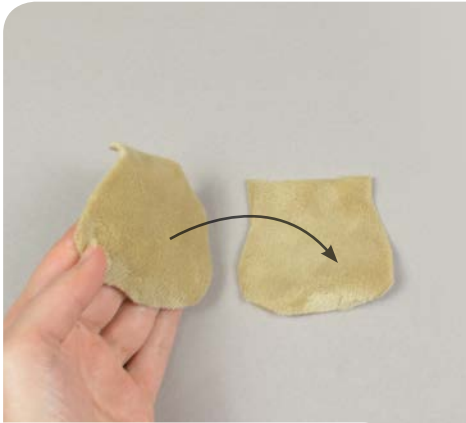


13. CLIP THE THREADS

- The **TURTLE DUCK** head really benefits from some extra stuffing in the bottom. So before you finish your ladder stitch, tuck in some extra stuffing into the small opening. Make sure the bottom is nice and full before you stop your ladder stitching.
- When you're finished, stitch a knot into the end of the seam. Then insert the needle near the finished knot and out of the plush about 1-2" away.
- Pull the thread through and hold it taut while snipping the thread. The excess thread should sink back inside the plush -- all hidden!

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14. SEW THE BILL



- Grab your **BILL** pieces (C). Align them with right sides facing and raw edges matching up.
- Sew them together along the curved edge. Leave the straight edge free for turning it right side out.
- Turn the bill right side out through the opening.



15. CINCH UP THE BILL



- Stuff the bill semi-firmly with stuffing so it takes shape.
- Thread a hand sewing needle with thread and knot the end. Sew a long gathering stitch around the opening of the **BILL**, about $\frac{1}{4}$ " away from the edge.

Once finished, pull at the thread to gather the fabric and cinch up the opening. Sew a few knots at this opening to hold it closed. If you have a lot of thread left, consider leaving it attached for adding to the head.

gathering:

The process of shortening the length of a piece of fabric by sewing long stitches through it. When the thread is pulled, it forms small folds that ruffle the fabric.

gathering stitch:

A long version of the running stitch, which is a stitch done by weaving the needle in and out of a length of fabric going along a line. The long stitches (about $\frac{1}{4}$ "- $\frac{1}{2}$ " long) gather the fabric when pulled later.

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16. ATTACH THE BILL

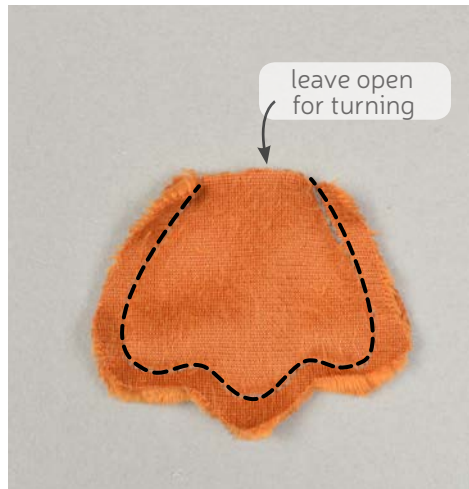
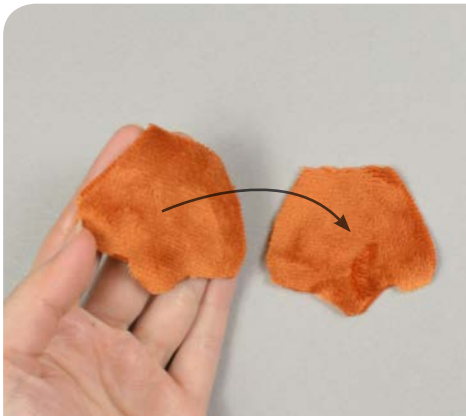
a. Take your cinched up **BILL** and place the cinched end on the face of your duck. The seam should be running horizontally.

The **CLASSIC DUCK** has a placement guide that's right beneath the eye corners. But you can also place it where you think it looks best.

For the **TURTLE DUCK**, place the bill right along the seam from the gusset (in step 7).

b. Stitch the bill to the duck's head using a ladder stitch around the base of the bill.

→ Set the head aside for a moment while we work on the body.



17. SEW THE FEET

a. Grab your **FEET** pieces (F). Take two of them and align them with right sides facing and raw edges matching up.

b. Sew the feet together along the curved edge with the toes. Leave the straight edge free for turning the foot right side out later.

c. Trim the excess seam allowance between the toes. This will reduce bulk and increase flexibility when the foot is turned later. Turn the foot right side out through the opening. Repeat this step with your remaining feet pieces. You'll need 2 finished feet for a **CLASSIC DUCK** and 4 for a **TURTLE DUCK**.

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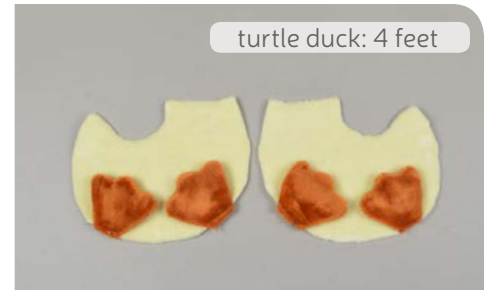


- Grab your **BODY SIDE** piece (D). Placing the feet on the body correctly is pretty crucial for a symmetrical plush, so take this time to copy over the **feet placement lines** found on the paper pattern for the body. Mark them on the right side of the fabric.
- Place the open end of the foot within these **placement lines** so they point toward the middle of the body as shown. Note that the placement is different depending on whether you're making a **CLASSIC DUCK** or a **TURTLE DUCK**.

18. ALIGN THE FEET



19. BASTE THE FEET



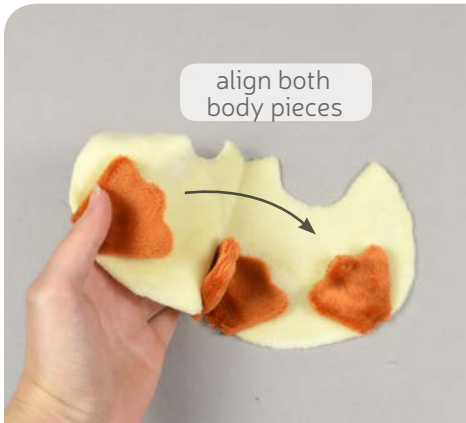
- Baste the **FEET** to the body within the seam allowance to hold it for future steps.
- For the other side of the **BODY**, trace the placement using your first body piece as a guide. Stack them on top of each other and mark where the first feet are.
- Repeat basting the feet for the other body side piece so you have a pair of body sides.

basting:

A form of temporary sewing meant to hold pieces in place. A long stitch length is often used for this reason. The finished result is not meant to be seen and sometimes is even removed later (depending on your project).

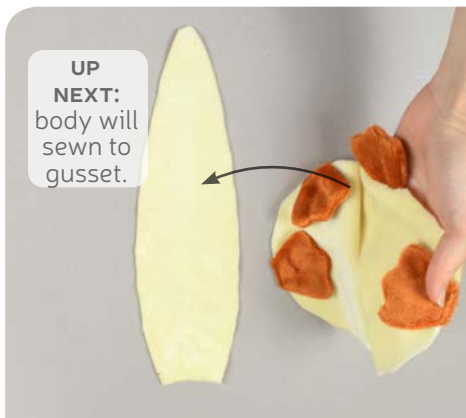
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20. SEW THE BODY SIDES

- Grab your two **BODY** pieces and align them with right sides facing and raw edges matching up.
- Sew them together along the back edge -- this is the tiny inner curve along the top.
- When complete, clip the seam allowance of this seam so it's more flexible when the piece is turned later.



21. ALIGN THE BODY GUSSET

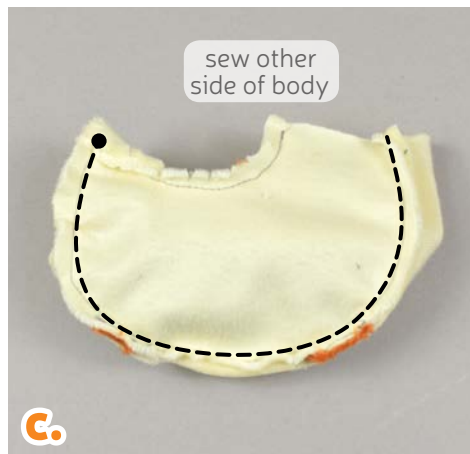
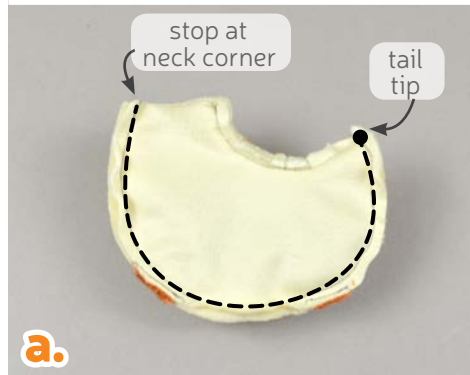
- Grab your **BODY GUSSET** piece (E). In this next step we'll be attaching the long curved edge of the **BODY** sides (the edge with the feet) to the gusset.
- To begin, start by lining up the seam at the corner of the body (where it makes a point) to the tip of the body gusset. These areas are marked with a **circle** on the paper pattern for extra help. Pin these points together first. This will later become your duck's tail.
- While holding on to the **tail point**, bend the body side so it curves around the edge of the gusset. Keep pinning as you go until you reach the corner. This corner is the neck edge.

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- a. Sew from the **tail tip** around the **BODY** to the neck edge as shown. The feet should be trapped inside.
- b. Flip the body so the gusset side is up. To ensure symmetry, take a moment to mark where the **FEET** were sewn. Go across the **GUSSET** and mark where the feet line up on the other side.
- c. Repeat step 22 with your other body side piece and the other side of the gusset. Try to line up the markings you made with the basted feet. Sew the other side of the gusset, starting at the tail tip and working toward the neck corner again.
- d. When complete, the feet should be symmetrical and the gusset should be fully sewn!

22. SEW THE BODY GUSSET

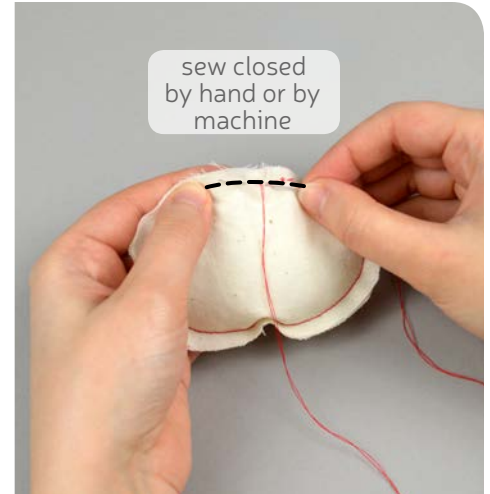
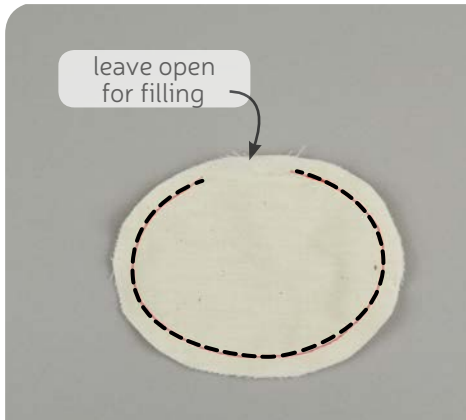


23. TURN THE BODY

- a. Clip the excess seam allowance at the tail tip to reduce bulk. Turn the body right side out through the opening in the neck.

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24. SEW THE POLY PELLET POUCH

- Grab your **POLY PELLET POUCH** pieces (1) from your scrap fabric. Align the two pieces together with either side facing (doesn't matter). Sew the pieces together around the edge, leaving a 1-2" opening (also marked on the paper pattern) for filling the pouch.
- Get your poly pellets and a funnel (I prefer a spoon, but both work). Fill the pouch with poly pellets until it's not quite full.
- Stitch the pouch closed by hand using a back stitch for extra safety, or take it to your machine. Stitch it closed very slowly, using only the hand wheel if necessary. Sewing over a pellet will very likely break a needle.

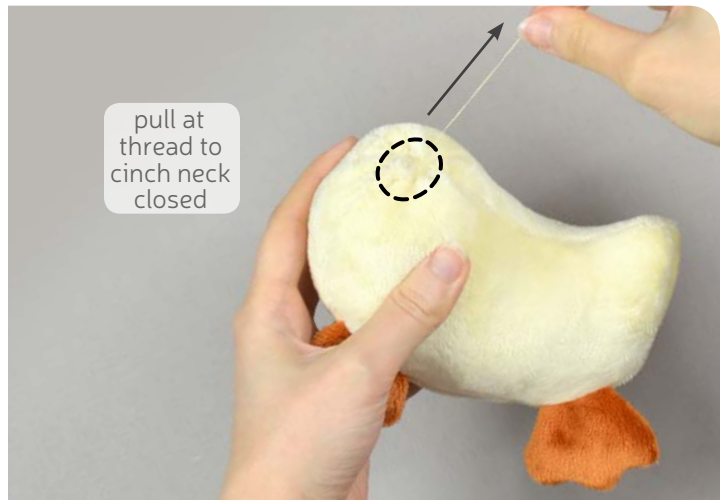


25. STUFF THE BODY

- Place the pellet pouch into the body through the opening in the neck.
- Arrange the pouch so the length is going down the body as far as it can go without distorting the tail. If you're making a turtle duck, it will be between the back legs.
- Stuff the rest of the body with stuffing. Get plenty around the pellet pouch so you can't tell it's there through the fabric.

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26. CINCH THE NECK CLOSED

- Sew a gathering stitch around the opening of the **BODY**, about ¼" away from the edge.
- Once finished, pull at the thread to gather the fabric and cinch up the opening. Sew a few knots at this opening to hold it closed. If you have a lot of thread left, consider leaving it attached for adding to the head.



27. ATTACH THE HEAD

- Align the **HEAD** over the **BODY** so they're both facing forward. The **back point of the head** should also match up with the **back seam on the body**.
- Ladder stitch the head to the body, going around the opening in the neck. Stitch a wide circle to ensure the neck is secure and not wobbly.
 - *TIP: take big basting stitches for the first pass to make sure the head placement is right. Check to see that you like it, then go around again with neater, tinier stitches for the second pass.*

FOR A CLASSIC DUCK: skip ahead to step 32 for adding the wings.

FOR A TURTLE DUCK: continue onto the next step for adding the shell.

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for a turtle duck: 28. SEW THE SHELL BOTTOM

- Grab your **SHELL BOTTOM** pieces (H2). Align them with right sides facing and raw edges matching up.
- If you haven't already, locate the **opening for turning markings** found on the paper pattern for the shell bottom. Transfer them over to the wrong side of the stacked fabrics. Or just eyeball about a 1½" space in the middle of the inner curved edge.
Sew the shell pieces together along this edge, but leave the opening that you marked.
- Open up the shell pieces when complete.



for a turtle duck: 29. SEW THE SHELL

- Grab your **SHELL TOP** piece (H1). Align it over the open **SHELL BOTTOM** pieces (H2) so right sides are facing and raw edges match up.
- Sew around the entire perimeter of the shell. Trim the seam allowance near the inner curve to help it turn better next.
- Turn the shell right side out through the opening in the bottom.

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- Stuff the shell lightly with stuffing -- just enough so it's a little thicker.
- Take this to your machine and top stitch around the edge of the shell -- about $\frac{1}{4}$ " away from the seam.
- For the other turtle shell lines, use the guidelines found on the paper pattern. Cut them out of the paper and trace them onto the fabric.
- Stitch along the traced lines to complete the top stitching.

top stitching:

One or several lines of stitching done on the right side of a project to serve a decorative purpose. A slightly longer than average stitch length is often used so the result is more visible.

30. for a turtle duck: TOP STITCH THE SHELL



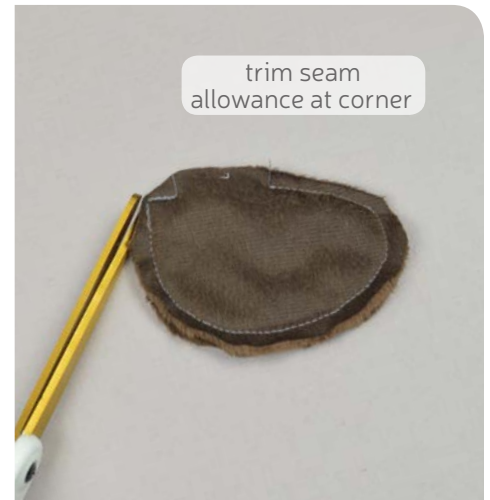
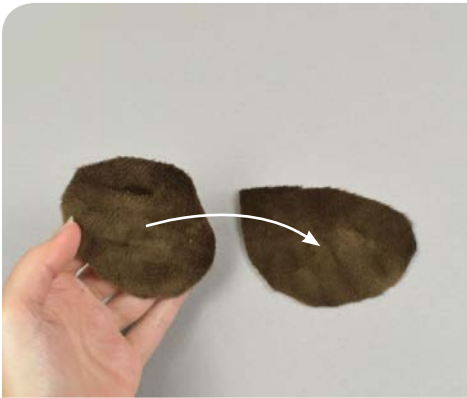
31. for a turtle duck: ATTACH THE SHELL



- Take your shell so far and place it over the back of your duck. The inner curve should nestle into the back of the neck.
- Hold the shell in place by sticking pins into the shell through the body.
- Stitch the shell to the body around the outer edge using a ladder stitch.

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32. for a classic duck: SEW THE WINGS

- Grab your **WING** pieces (G). Take two of them and align them with right sides facing and raw edges matching up.
- If you haven't already, locate the **opening for turning markings** found on the paper pattern for the wing. Transfer them over to the wrong side of the fabric, or just eyeball a 1½" space near the corner. Sew the pieces together around the edge, but leave the opening that you marked.
- Trim the excess seam allowance at the corner of the wing to reduce bulk for later. Repeat this step with your remaining wing pieces so you have two sewn wings.



- Turn the wing right side out through the opening. You should have two complete wings total.
- Tuck in the seam allowance from the opening and ladder stitch the wing closed, similar to back in step 12.

33. for a classic duck: CLOSE THE WINGS

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for a classic duck: 34. ATTACH THE WINGS

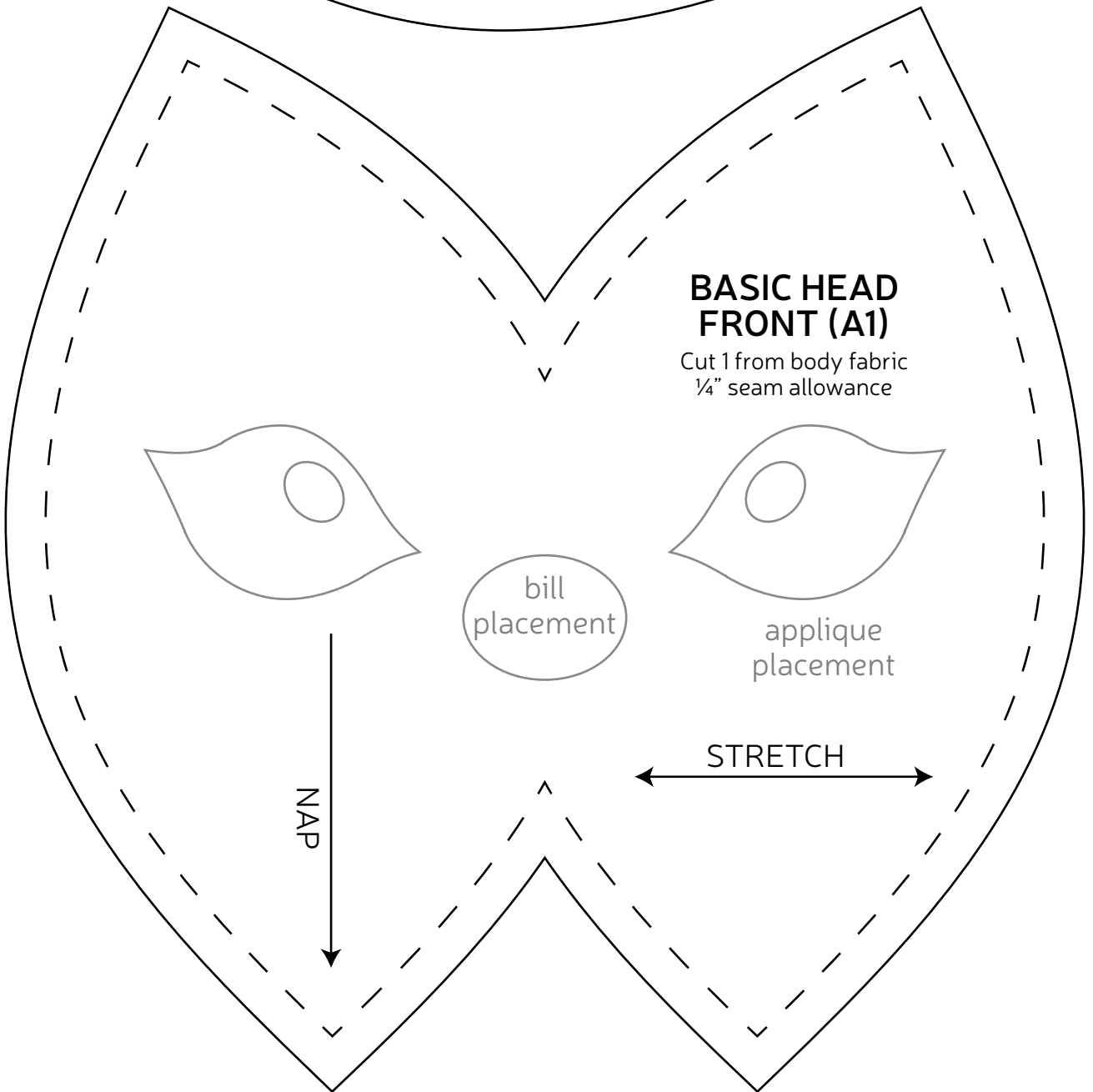
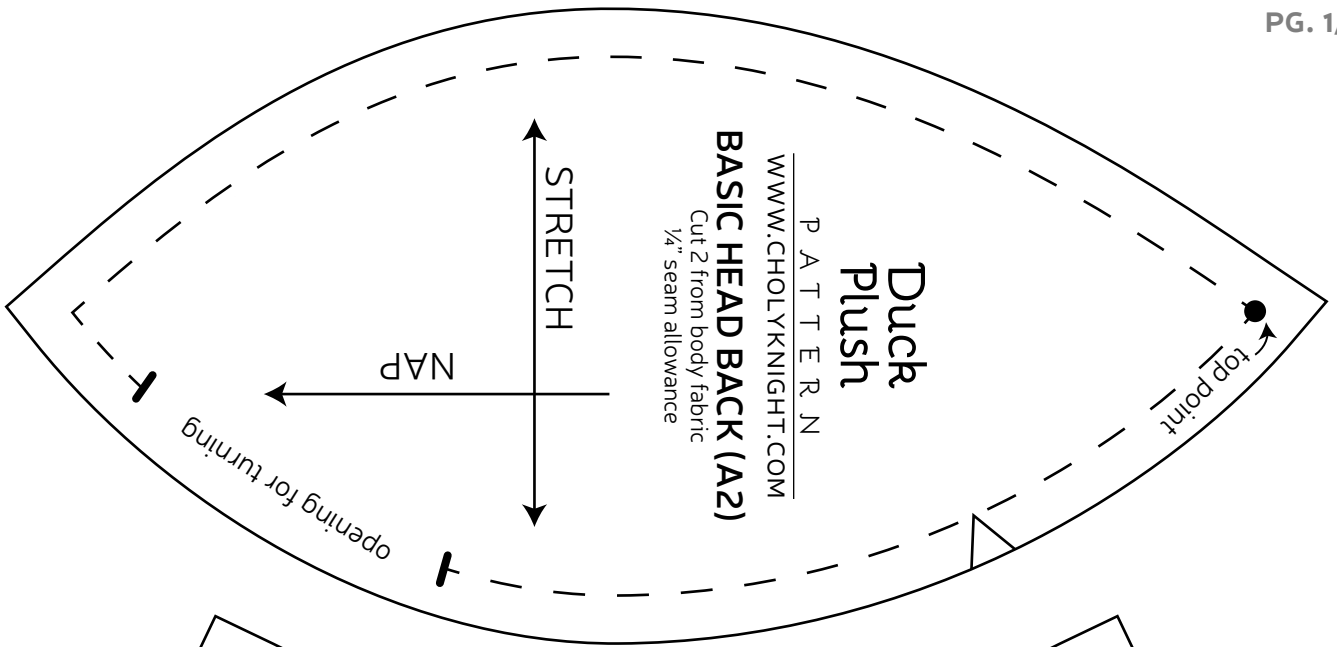
- Take your finished wing and place the side with the corner near the gusset seam, about $\frac{3}{8}$ " away from the seam and $\frac{3}{8}$ " down from the head. There's also a guide on the paper pattern for extra help.
- Ladder stitch the top edge of the wing to the body.
- For an extra strong hold, flip the wing up and stitch the underside of the wing to the body too. Repeat this step on the other side of your duck's body with the remaining wing piece.

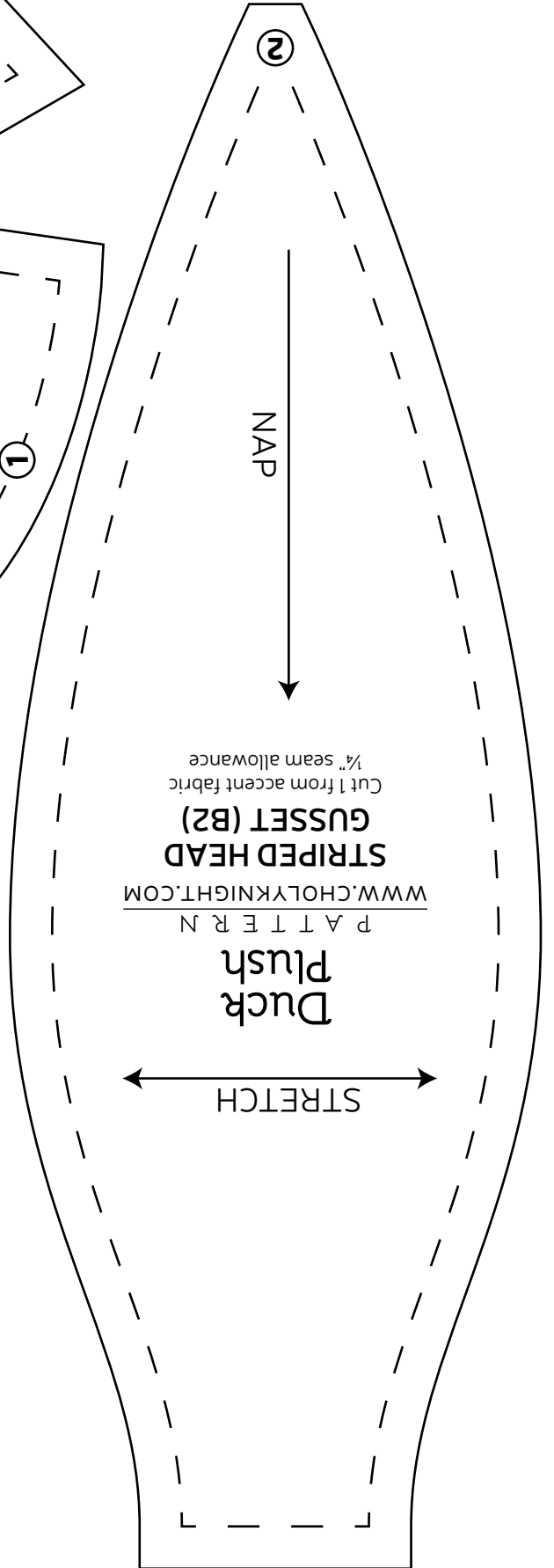
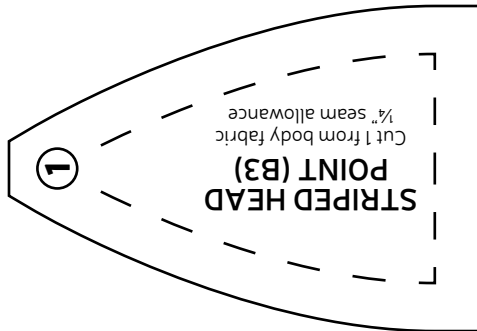
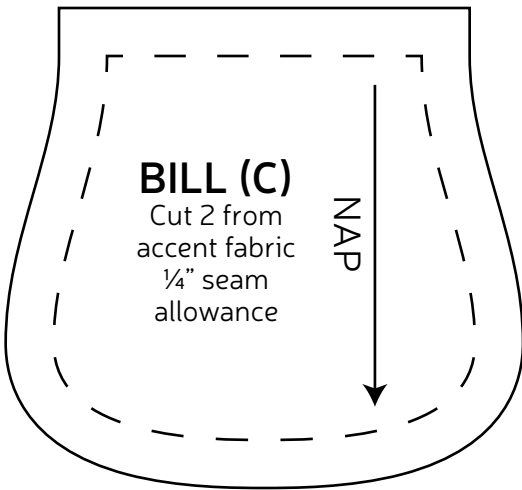
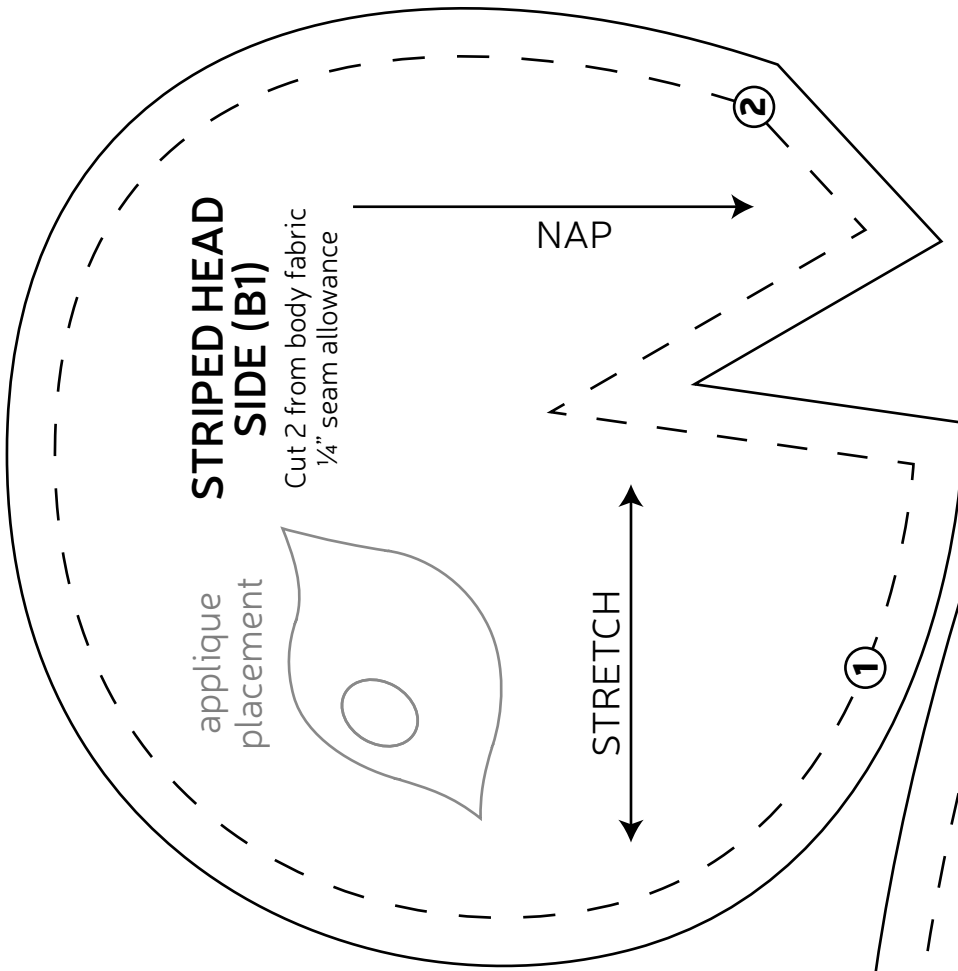
congrats!
this completes
your plush! Now
give it a big
hug!



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