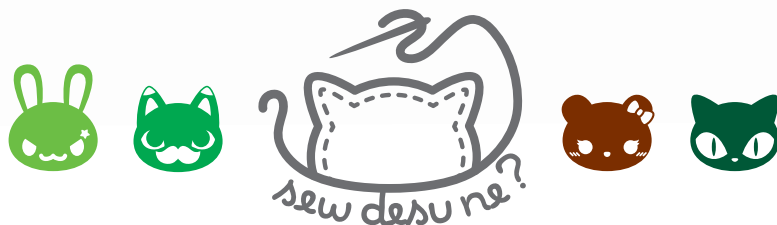


turtle plush



A FREE SEWING PATTERN BY



turtle plush

This cute and tiny turtle has all of the classic and lovable features, including a sweet little shell, stubby arms, legs, tail, and a lovable face. This pattern comes with options to make a typical land turtle with rounded arms and legs or a sea turtle with flippers instead.

DIFFICULTY:



The hardest part of this plush is likely attaching the shell edge, as that requires a lot of stretching and curved sewing. However, that part can be skipped entirely and the plush still looks great without it.

Attaching the head can also be tricky, but if you follow the stitching guides and baste it first it will go much more smoothly.

SKILLS USED:

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

MAKES:

One plush: about 4" tall, 7" long, and 5" wide

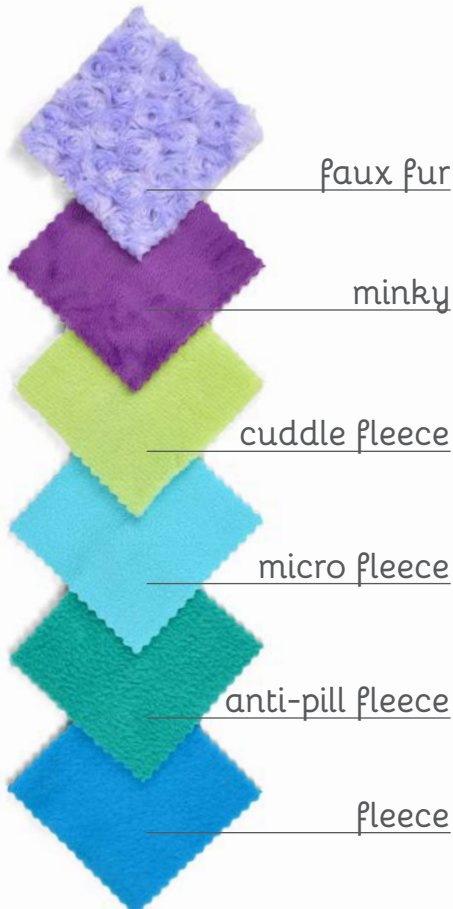


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materials & tools:

- ¼ yd. of fabric for main body
- ¼ yd. or 7" x 7" piece of accent fabric for belly
- 1/8 yd. or 10" x 10" piece of accent fabric for shell
- optional: ¼ yd. or 14" x 6" piece of accent fabric for shell edge
- 3" x 3" piece of black applique fabric (such as cotton, felt, or flannel) for eyes and nostrils
- 2" x 2" piece of white applique fabric for eye shines
- optional 2" x 2" piece of pink applique fabric for blush
- 6" x 6" piece of light or heavy duty fusible web
- sewing thread to match main fabric and applique fabrics
- poly-fil stuffing
- 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

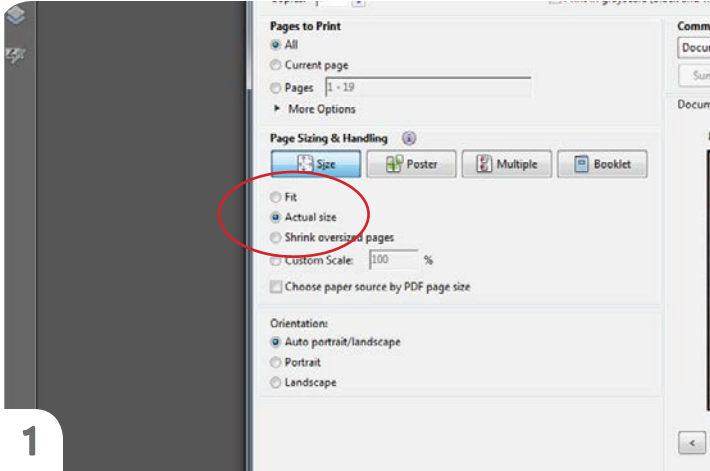


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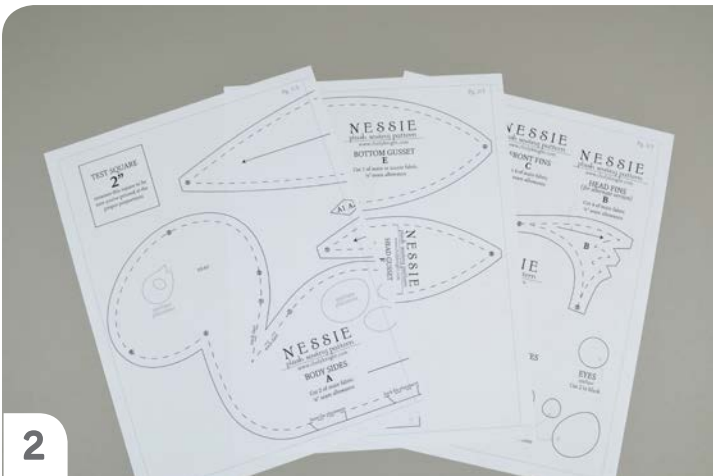
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printing the pattern:

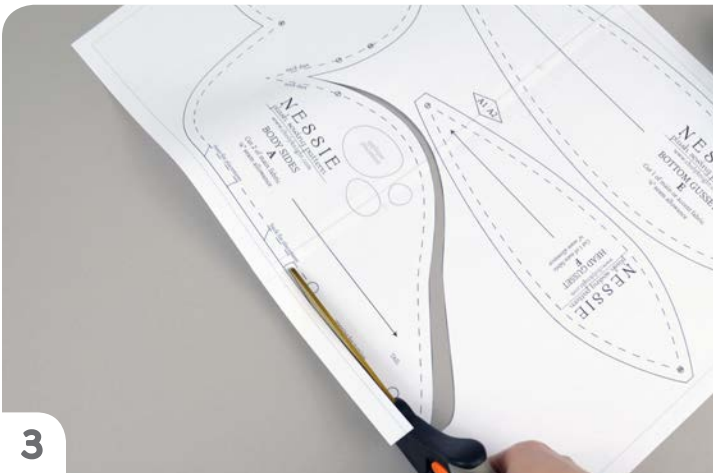
To print the pattern, set your computer to print **PAGES 17-18**. If you're unfamiliar with printing and assembling a .pdf pattern, read the steps below.



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.

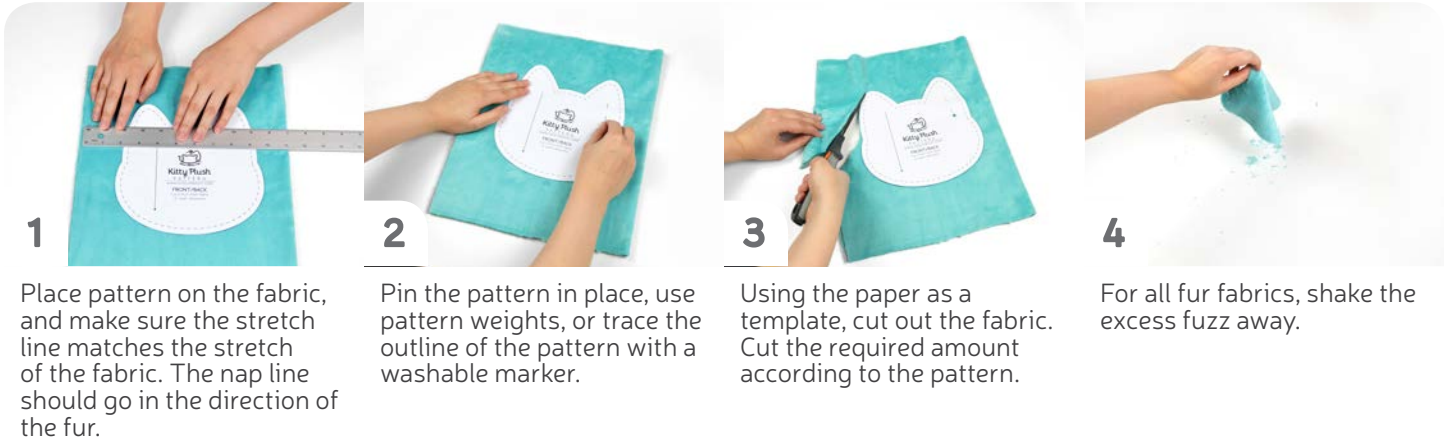


You can trace the patterns onto a different paper, or you can also just cut them straight from the printer paper. They might be a little hard to pin through, so you might want to use your longest pins. But you could also use pattern weights or trace the outlines onto the fabric with a washable marker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

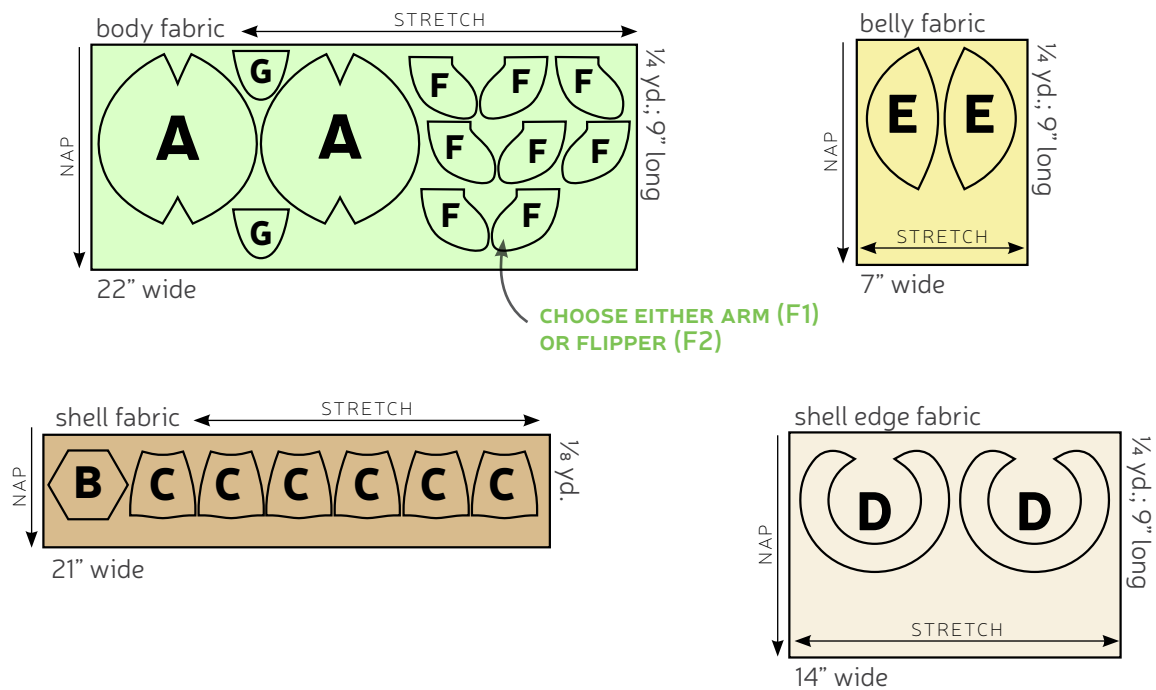
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cutting the fabric:



cutting layout:



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 the seam allowance used is 1/4" throughout the project.

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1. PREPARE THE FACE APPLIQUE

- Grab your fusible web and trace all of your applique pieces onto the smooth (paper) side. You should have two eyes, four eye shines, and two nostrils or a smile. Blush is optional.
- Fuse the bumpy (adhesive) side onto the wrong side of your applique fabric. The eyes and smile/nostrils should go onto black, the eye shines on white, and the blush (if using) on pink.
- Cut out the eyes and arrange them on the **HEAD (A)** 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.



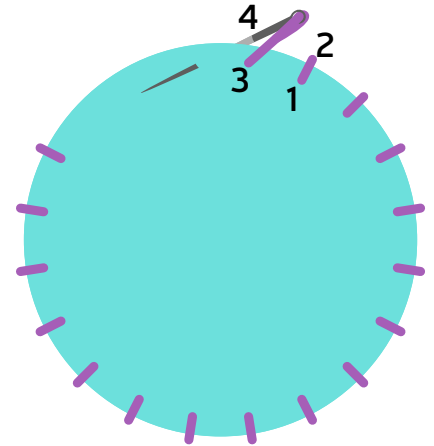
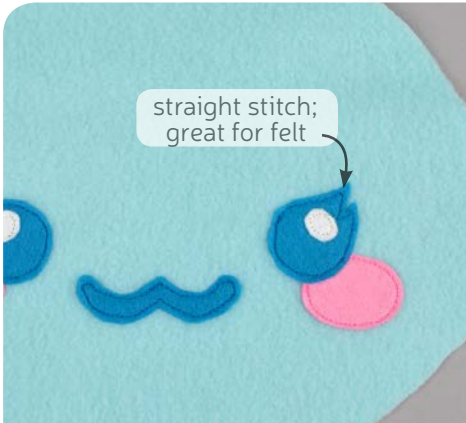
2. FUSE THE APPLIQUE

- Fuse the eye piece in place with your iron. If using blush, tuck the shapes underneath the eye first.
- Next, move onto the smaller 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.

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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 HEAD DART

- Find the small open wedge shape at the top of the **HEAD (A)** piece. This is a **dart**. To sew it, fold the body along the point of the wedge to match up the short slanted lines.
- Next, sew along this edge. Start at the opening of the dart and move down to the point. Try to blend the seam into the fold of the fabric for a smooth transition and a rounder finished plush.
- Repeat with the other dart on the top of the head so the head front has two complete darts.

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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4. SEW THE HEAD

- Repeat step 3 with your remaining **HEAD** piece (A). This is now your head back.
- Align the head back over the front with right sides facing and raw edges aligning. The **upper** and **lower darts** should also match up.
- If you haven't already, locate the **opening for turning markings** found on the paper pattern for the head. Transfer them over to the wrong side of the fabric. Sew the head pieces together around the whole shape, but leave the opening that you marked near the bottom.

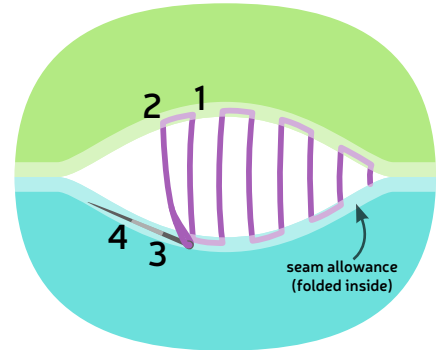


5. STUFF THE HEAD

- Turn the **HEAD** right side out through the opening.
- Stuff the whole head firmly with stuffing. Be sure to get lots in the face so it looks full and there are no wrinkles in the fabric.
- Make sure the seam allowances in the opening are tucked inside and prepare to ladder stitch it closed. 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.

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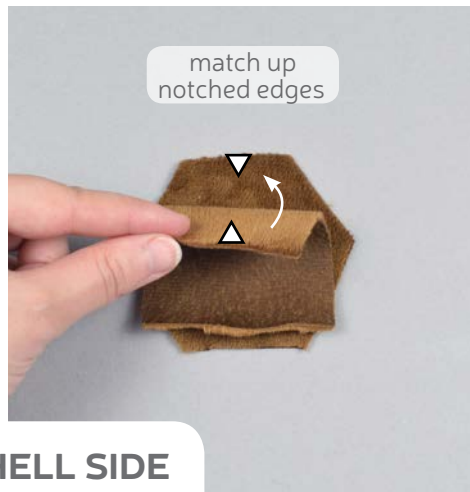
6. SEW THE HEAD CLOSED

- a.** Continue from here doing a ladder stitch. Take a 1/8" stitch into the fold of one side of the opening, then go across and take another. (See illustration at the right). Keep going down the opening until you reach the end.

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!

→ Set the head aside while we work on the body.

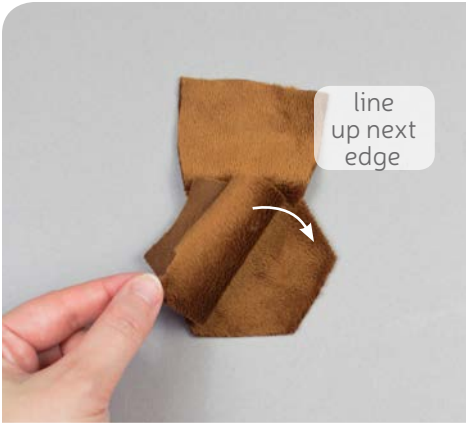


7. ATTACH THE FIRST SHELL SIDE

- a.** Grab all of your shell pieces, including the **CENTER** (B) and the **SIDES** (C). In the next steps we'll be attaching the 6 shell side pieces around the center piece, then joining the edges. This will create a dome shape for the full shell.
- b.** First, grab your shell center and just one side piece. Take the shorter curved edge and align it over one straight edge from the center. These sides are marked with **notches** on the paper pattern for extra guidance.
- c.** Sew the side to the center along this edge. For best results, start and stop 1/4" short on each side of this edge. This will make steps 9-10 easier.

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8. ATTACH THE REMAINING SHELL SIDES

- Repeat step 7 with the remaining **SHELL SIDE** pieces. Line up the next piece right beside the first. If you start your seam $\frac{1}{4}$ " away from the edge, it should join up nicely with the previous seam.
- Sew all the remaining shell sides to the **SHELL CENTER** in this manner. This should leave a full ring of stitching around the outside of the shell center piece.
- Flip your pieces over so they're right side up.



9. SEW THE SHELL SIDES

- Next is to sew in between the **SHELL SIDES**. Fold the piece you have so far in half.
- Match up the edges between the shell sides.
- Sew from the outside until you reach the **SHELL CENTER**. Your stitching should stop where the other previous stitching lines were. Try not to sew any farther than that stitching.

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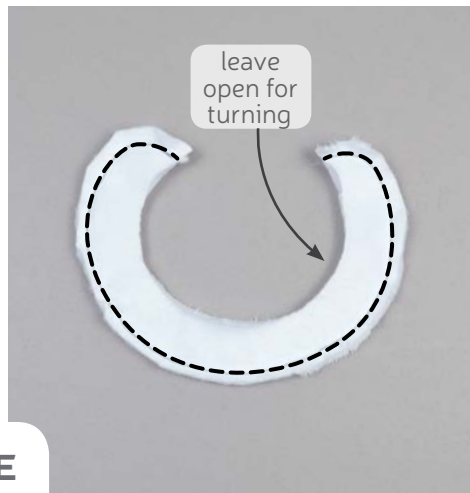


10. FINISH THE SHELL

- Open up the shell pieces when complete. Ideally, there should be no holes or puckers in the corners where the shapes meet. If you're using a fluffy fabric, it will help cover any mistakes.
- Repeat step 9 with the other shell sides until all the pieces are sewn together.
- When complete, you should have a dome shape when the shell is turned.

SHELL EDGE: OPTIONAL

The shell edge can be a little difficult to attach and requires a lot of stretching and knowledge of curved sewing. However, your turtle will still look fine without it so don't be afraid to skip it!

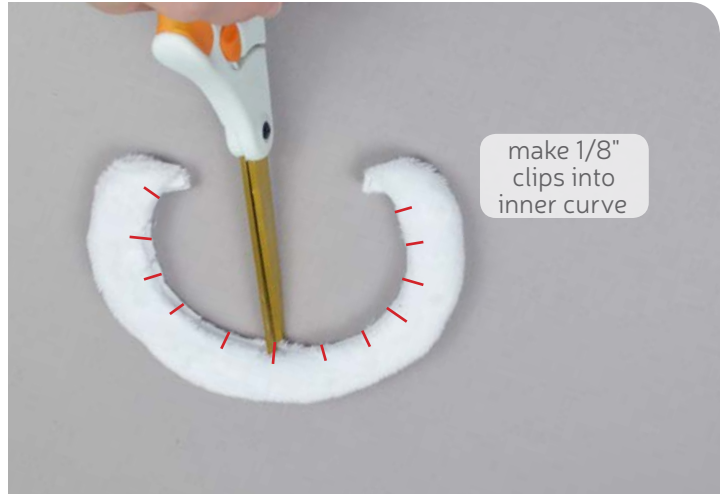


11. SEW THE SHELL EDGE

- Grab your **SHELL EDGE** pieces (D). Take them both and align them with right sides facing and raw edges matching up.
- Sew the edge pieces together along the outer curved edge. Leave the inner curved edge free for turning the piece later.
- Turn the edge piece right side out through the opening in the inner curve. Fold it in half and mark the middle point along the inner curve.

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12. PREP THE SHELL EDGE

- In the next step we'll be attaching the **SHELL EDGE** (D) to the outside of the shell. The piece should reach around the dome with a gap in the middle that's the width of one **SHELL SIDE** piece (C). The middle point you marked in the previous step should line up in the middle of one of the shell side pieces.
- To help achieve this, it's useful to make small clips into the inner curve of the shell edge. Make them 1/8" long and spaced about 1/2-1" apart. This will help this edge stretch around the shell better.

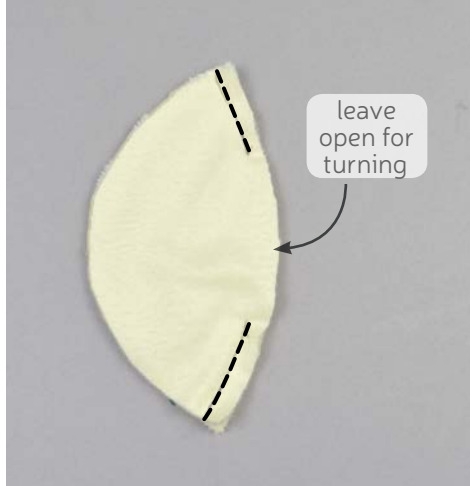


13. BASTE THE SHELL EDGE

- Pin the **SHELL EDGE** (D) at the seam of one shell side. Line it up along the outside of the shell all the way around -- bend and stretch the edge as you need to make it work. You should stop at the opposite edge of the same shell side piece, leaving a gap as shown. Sew the edge to the shell along this area you've just pinned.
- When complete, flip the shell right side out to be sure it's sewn cleanly and smoothly as you like.

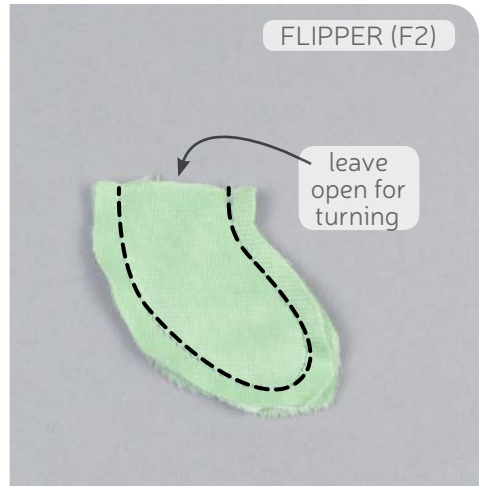
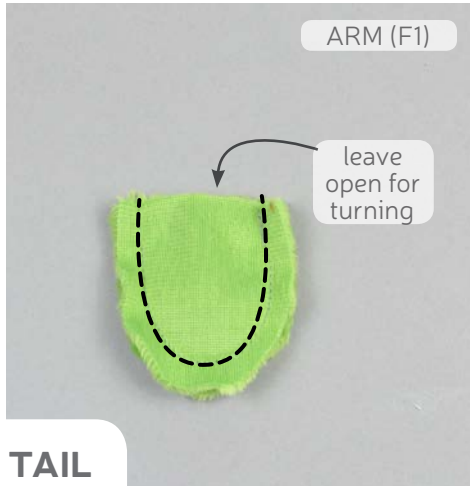
basting:

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).



14. SEW THE BELLY

- Grab your **BELLY** pieces (E). 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. Transfer them over to the right side of the fabric.
Sew the belly pieces together along this edge, but leave the opening that you marked.
- Flip the pieces right side up when complete.



15. SEW THE ARMS AND TAIL

- Grab your **ARM** (F1/2) and **TAIL** pieces (G). Take two of them and align them with right sides facing and raw edges matching up.
- Regardless of what piece you're sewing (either an arm, flipper, or tail), they're sewn in a similar manner. Go around the rounded edge and leave the short straight edge free for turning the piece right side out later.

Repeat this with your remaining arm/tail/flipper pieces so you have 1 tail and 4 arms/flippers total.

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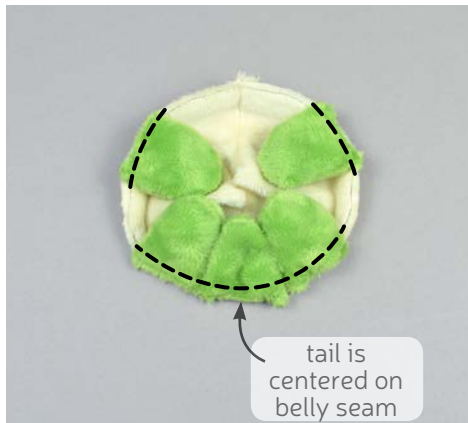
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16. STUFF THE ARMS



- Turn the **ARMS** (F1/2) and **TAIL** (G) right side out through the opening.
- Stuff them if desired -- particularly the arms (F1). The tail (G) and flippers (F2) likely don't need them. Be sure to stuff the pieces very lightly, as they'll be sewn to the **BELLY** next.



17. BASTE THE ARMS AND TAIL



- Grab your **BELLY** (E) from before. If you haven't already, locate the **arm placement lines** found on the paper pattern for the belly. Transfer them over to the right side of the fabric. Align the open end of the **ARMS** within these placement lines. Place the **TAIL** centered over the **belly seam**.
- Baste the arms and tail to the belly within the seam lines to hold them in place for the next step.
- Note for the flippers that all of the pieces should point downward toward the tail.

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18. SEW THE SHELL TO THE BELLY

- Grab your **SHELL** piece from before. Align the **BELLY** over the shell with right sides facing and the outer edges matching up.
The arms should line up with the ends of the **SHELL EDGE**. This will ensure the pieces are all pointing in the right direction.
- Sew the belly to the shell around the entire edge.
 - This area might be a little bulky. Take it slowly and reduce the tension of your top thread for extra help. You can also reduce the presser foot pressure of your machine (if it has that option).
- Turn the body right side out when complete.

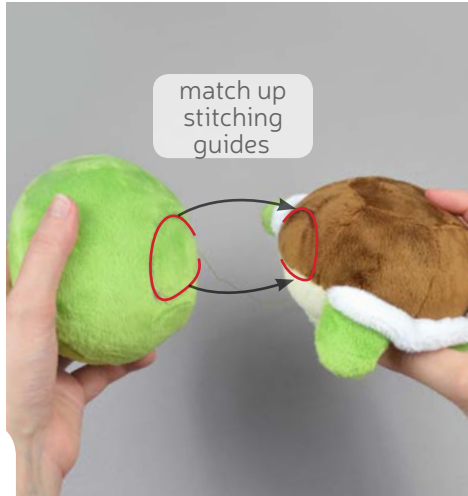
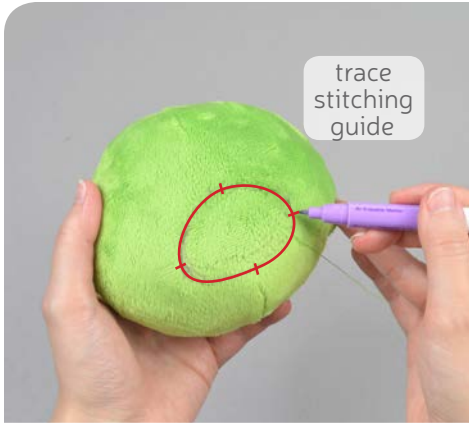


19. STUFF AND CLOSE THE BODY

- Stuff the body through the opening in the belly until it looks nice and full. There should be no wrinkles in the fabric and the shell should have a nice dome shape.
- Ladder stitch the opening in the belly closed -- similar to back in step 6.

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20. ATTACH THE HEAD

- a. Grab your head from before. Prepare to attach it to the body. For extra help, the pattern has a **neck placement guide** on the **HEAD (A)** piece. You can transfer it over by cutting a hole in the guideline and tracing it onto the fabric. The **SHELL SIDE (C)** piece has a similar guide that will match up with the head.
- b. Align the head over the body in the space between the front **ARMS**.
- c. Get a hand sewing needle and thread it. Begin ladder stitching the head to the body by taking one stitch into the guideline on the head and another into the guideline on the shell.

Keep taking stitches around the guideline until you're back where you started.

TIP:

Take big basting stitches around the neck for the first time. Then check the whole plush to be sure you like the placement of the head. If you do, go around again with tinier, neater stitches just outside of your first stitches.



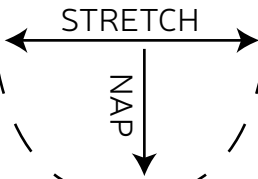
congrats!
this completes
your plush! Now
give it a big
hug!

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ARM/LEG (F1)

Cut 8 from main fabric
1/4" seam allowance

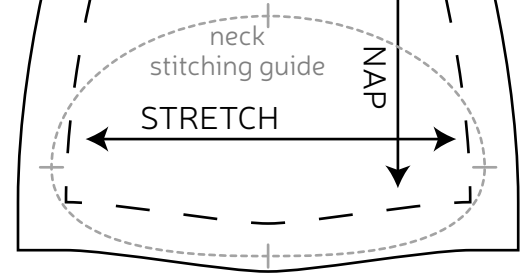


FLIPPER (F2)
Cut 8 from main fabric
1/4" seam allowance



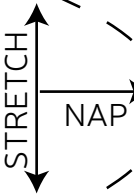
SHELL SIDE (C)

Cut 6 from brown fabric
1/4" seam allowance



TAIL (G)

Cut 2 from main fabric
1/4" seam allowance



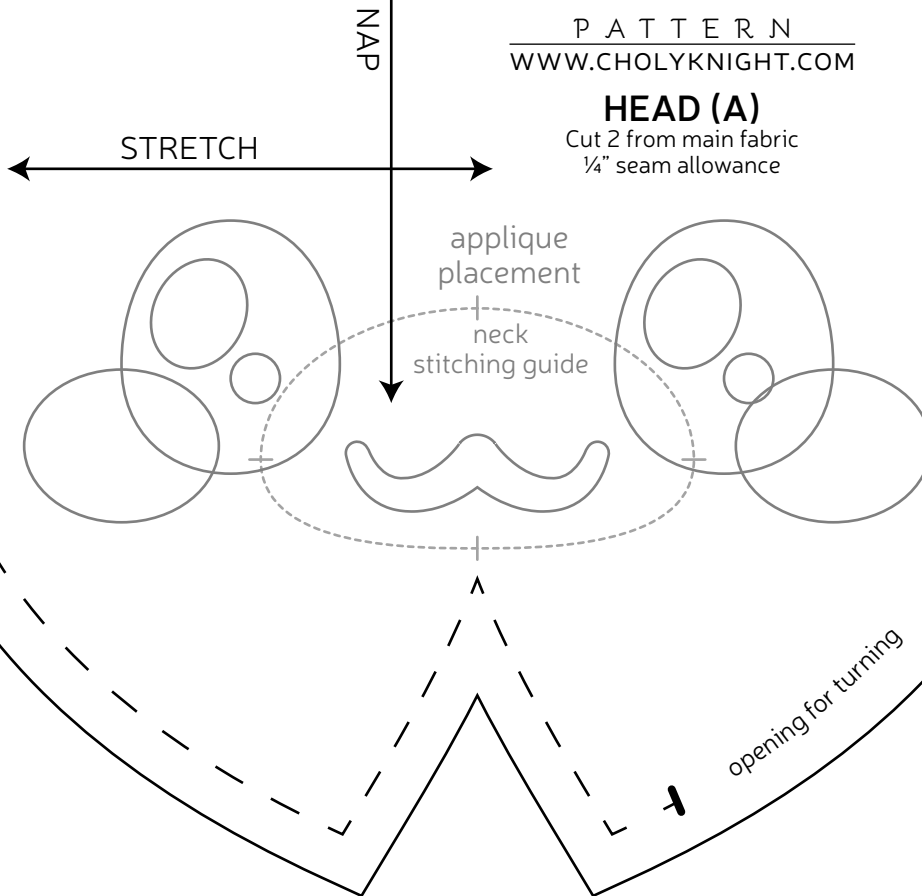
Turtle Plush

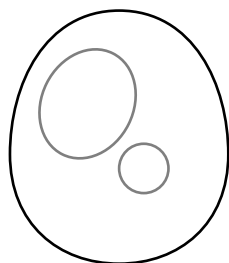
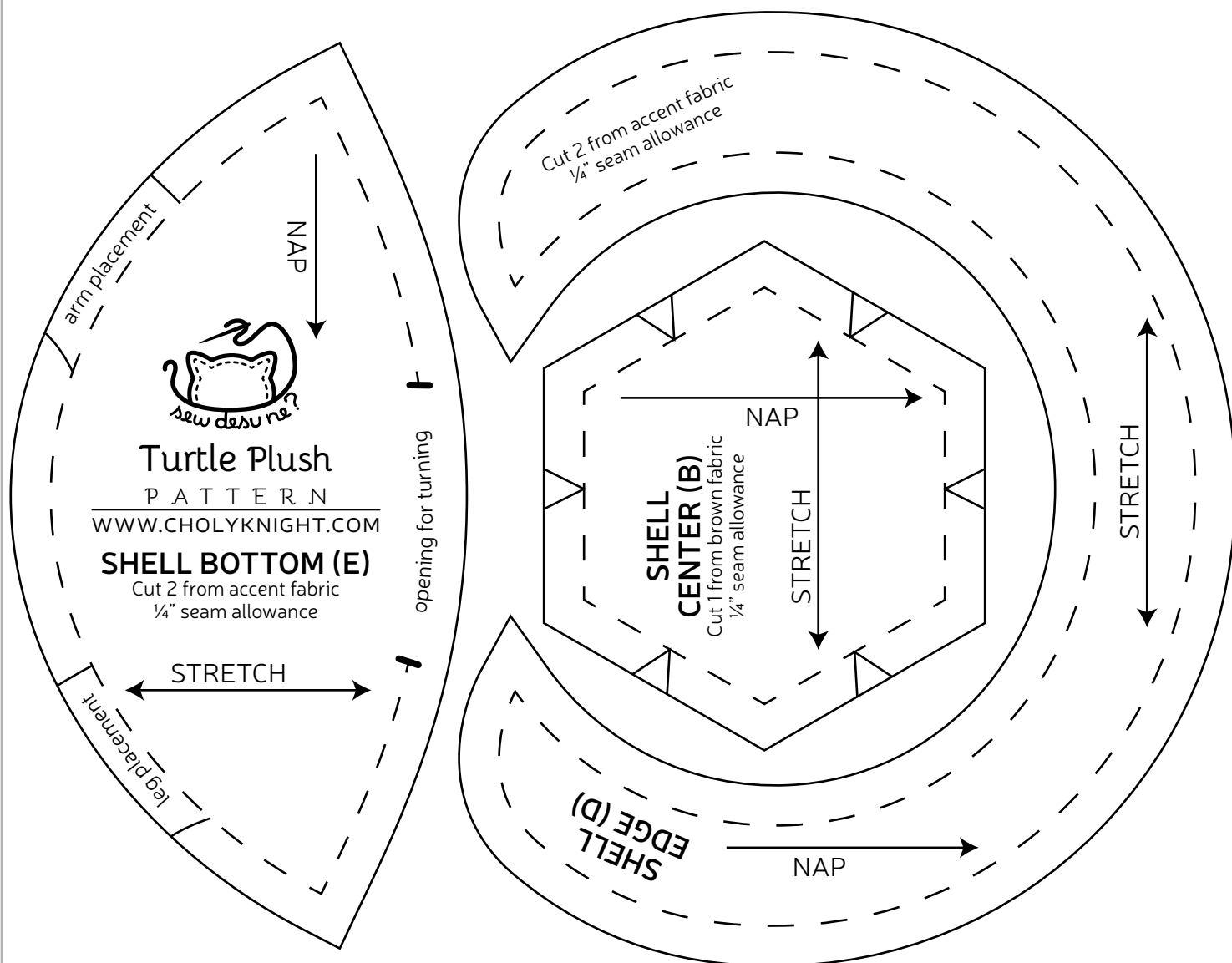
P A T T E R N

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HEAD (A)

Cut 2 from main fabric
1/4" seam allowance





EYE
applique
trace & cut
2 of black

NOSTRIL
applique
trace & cut
2 of black



SMILE
applique
trace & cut
1 of black



BLUSH
applique
trace & cut
2 of pink



EYE SHINES
applique
trace & cut
2 each of white