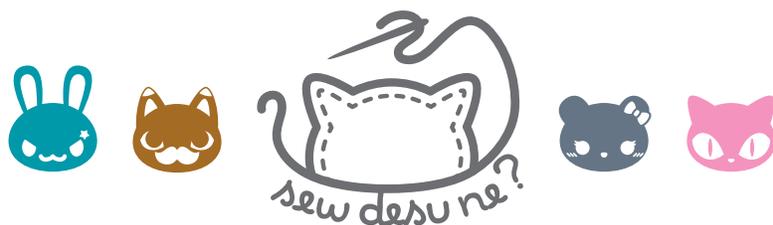


cut & sew sloth plush



A SEWING PATTERN BY



sloth plush

If you're reading this, then you likely purchased some of my Cut & Sew Sloth Plush fabric from Spoonflower. So thank you!

This adorable and lazy plush is perfect for chill hugs. The claws can be sewn with Velcro so it's able to hang on anything at the ready like the corner of a door, towel hook, or your arm!

The head can also be sewn so it's facing forward or sideways. This way it can look like it's peeking at you while it hangs.

SKILLS USED:

- Basting
- Darts
- Sewing small pieces
- Sewing Velcro
- Ladder stitch
- Top-stitching
- Sewing curves

DIFFICULTY:



This plush is pretty simple on its own, but the neck seam can be tricky.

The large arms are difficult to stuff into the body while the neck is being sewn, so that takes some patience.

MAKES:

One plush with body measuring 6" tall, 4" wide, and 4" long. Arms and legs measure 5" long each (not including claws).



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materials & tools:

- your pre-printed Cut & Sew Sloth plush fabric from Spoonflower (at least one fat quarter)
- sewing thread to match fabrics
- poly-fil stuffing
- **OPTIONAL:** 2" of Velcro, about $\frac{3}{4}$ " wide
- basic sewing tools (sewing machine, scissors, needles, pins, seam ripper, etc.)



BEFORE YOU BEGIN:

- Briefly read the project instructions so you know what to expect.
- Note that a $\frac{1}{4}$ " seam allowance is used throughout the project -- already included in the fabric.

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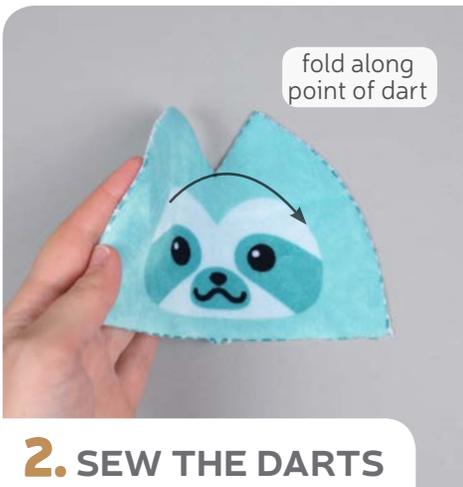
- a. Grab your printed Spoon-flower cut & sew fabric. If you ordered $\frac{1}{4}$ yd. of minky or fleece, it should include all the pieces needed (surrounded by a border).
The Sloth has 22 pieces:
HEAD (2), ARMS & LEGS (8), BODY FRONT (2), BODY BACK (2), AND CLAWS (8).

- b. If you're new to sewing, you might want to wait until the applicable step before cutting your fabric so you can refer to the notes and labels.
Once you need a piece, cut it out along the dotted lines outside the shape.

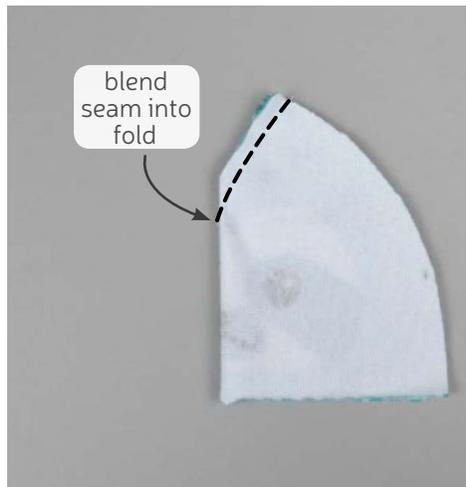


cut pieces right before you need them

1. ASSESS YOUR FABRIC



fold along point of dart



blend seam into fold



2. SEW THE DARTS

- a. Cut out your **HEAD** pieces. Locate the open wedge found on the top of these pieces -- this is a dart. To sew it, start by folding the head in half along the point of the dart and match up the slanted lines that make the wedge shape.
- b. Sew the dart by starting at the opening and moving down to the point. When sewing the point, try to blend the seam in with the fold so it makes a smooth transition and a rounder finished plush.
- c. When complete, the head should look rounded off as shown. Repeat this step with the remaining head piece for two complete head pieces total.

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.

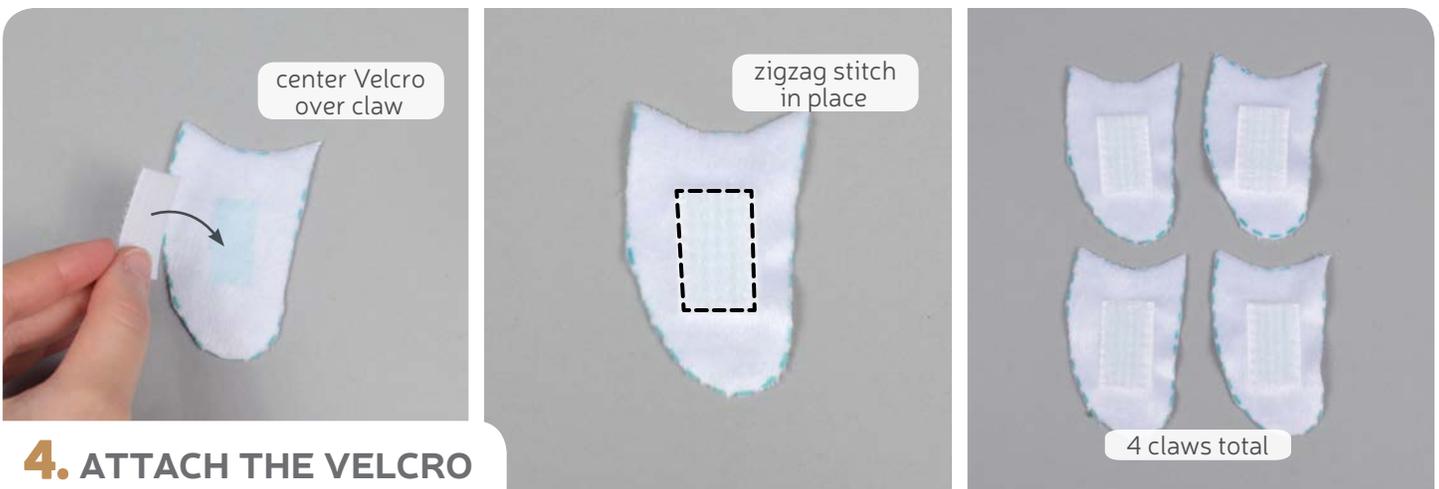
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3. SEW THE HEAD

- Align the blank **HEAD** piece (the back) with the one with the face (the front). Face right sides together and match up the raw edges and dart seams.
- Sew the head pieces together along the curved edge. Leave the straight edge along the bottom free for the neck seam later.
- Set aside the head for now while we work on the arms and body.



4. ATTACH THE VELCRO

- If you're using Velcro, take this time to cut your 2" piece in half so you have two 1" pieces. Separate the hook (scratchy) and loop (fluffy) sides so you have 4 separate pieces total. Cut out your **CLAW** pieces. Take one of the Velcro pieces and center it onto one of the blank claws (without lines). Right side should be facing up.
- Sew the Velcro to the claw along the edge of the Velcro with a medium-width zigzag stitch for extra security.
- Grab the other 3 blank claws. Sew the remaining 3 Velcro pieces to those 3 claw pieces.

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5. SEW THE CLAWS

- Grab one of your **CLAW** pieces without Velcro. It should have lines printed on the fabric. Align it to one of the claws that has Velcro attached. Face right sides together and match up the raw edges.
- Sew the claw pieces together along the longer curved edge. Leave the shorter curved edge free for turning right side out.
- Repeat with the remaining claw pieces so you have 4 sewn claws. Turn the claws right side out.

top stitching:

one or several lines of stitching done on the right side of a project to serve a decorative purpose



6. BASTE THE CLAWS

- Top stitch through each claw along the printed lines found on the fabric.
- Cut out your **ARM/LEG** pieces. Take this moment to locate the **claw placement colored band** found on the end of the arm/leg piece. Align the open end of the claw within this colored band. Flip it so the claw curves in the same direction as the arm.
- Baste the claws within the seam allowance to hold them in place for the next part.

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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7. SEW THE ARMS AND LEGS

- Repeat step 6 with another arm/leg piece that's curving in the same direction as the first. Then prepare 2 more arm/leg pieces that are curving in the opposite direction. You'll know you have it right when you have 2 arms/legs with Velcro facing up, and another 2 with Velcro facing down.
- Line up the basted **ARMS/LEGS** with a remaining blank arm/leg. Match up raw edges and encase the claw inside.
- Sew the **ARM/LEG** together around the long curved edge. Leave the short straight edge free for turning right side out.



- Turn the **ARM/LEG** right side out through the opening. Make sure the claw was sewn fully into the seam.
- Stuff the end of the arm/leg with stuffing. Leave the opening end lightly stuffed so it doesn't get in the way later.

8. TURN AND STUFF THE ARMS/LEGS

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9. SEW THE BODY

- Cut out your **BODY** pieces. Take the two **BODY BACK** pieces and align them with right sides facing and raw edges matching up.
- Note the opening for turning colored band printed along one edge. Sew the body back pieces along this edge only, but leave the opening that's marked.
- Grab your **BODY FRONT** pieces and align them the same way as the back. Sew them along the same edge as for the body back, but don't leave an opening for turning.



10. BASTE THE ARMS

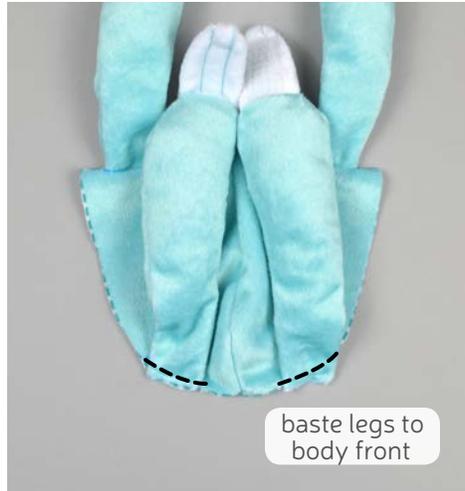
- Open up the **BODY** pieces.
- Take this moment to locate the **arm placement colored bands** on the **BODY FRONT** pieces. Align the open end of the arms you've just sewn within these placement bands. Pin them in place.
- Be sure that the arms are curving toward the center and also that the Velcro pieces stick together. Baste the arms in place within the seam allowance to hold them for future steps.

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11. BASTE THE LEGS



- Flip up the arms to move them out of the way. Next, locate the **leg placement colored bands** on the **BODY FRONT**. Align the open end of the legs within these placement lines. Pin them in place. Be sure that the legs are curving toward the center.
- Baste the **LEGS** in place within the seam allowance to hold them for future steps.

- Get your **BODY BACK** piece (the side with the opening for turning). Align it over the **BODY FRONT** piece with the limbs attached. Match up the raw edges and center seam.
- Sew the body pieces together along the curved edge (the edge with the legs attached). Leave the straight edge (the one with the arms attached) free. This is for the neck next.
- Make room for the head by pushing the legs through the **opening for turning**.
- Push the arms down into the body of the sloth to make room for the **HEAD**.



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13. SEW THE NECK

- a. Retrieve your **HEAD** piece from before. Align the center of the face (marked with a notch) at the **center seam between the arms**. The head back notch should match up with the back body seam (which has the opening). The side seams from the head and body should also match up. Pin this whole edge in place.
- b. **FOR A TURNED HEAD:** Match up the front and back head notches to the side seams instead of the body seams. The side seams of the head will now match up with the body seams. This will give your sloth head a 90 degree turn.
- c. Sew around the neck completely.

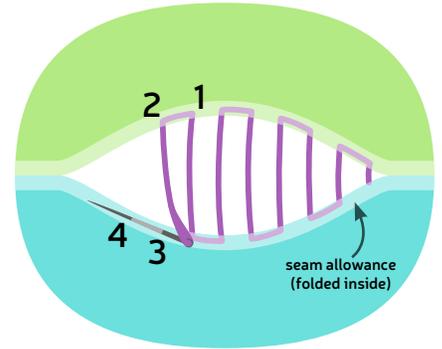


14. TURN AND STUFF THE BODY

- a. Turn the sloth right side out through the opening for turning in the back. Pull out the limbs first to make turning easier.
- b. Stuff the sloth through the opening. Fill it fully with stuffing, focusing on the face first until it no longer wrinkles.
- c. Then fill the rest of the body with stuffing.

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15. CLOSE UP THE BODY

- Once the plush is stuffed, 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.
- 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. Keep going down the opening until you reach the end.



16. CLIP THE THREADS

- 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!

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

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