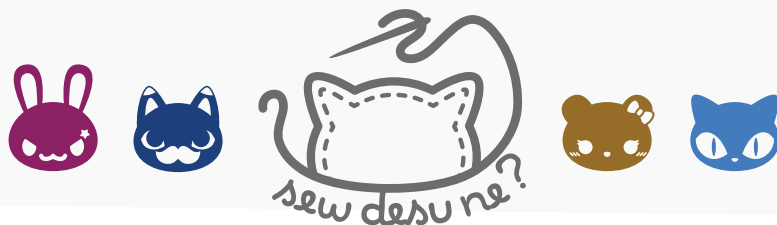# STARDEW VALLEY
CHICKEN PLUSH

a free sewing pattern by

sew desu ne?

STARDEW VALLEY CHICKEN PLUSH

The Stardew Valley game is a wildly popular country life and farming RPG. And one of the many activities you can do in game is raise chickens! If you've ever wanted to cuddle a chicken of your own, here's your chance to bring your bustling coop to life.

This version of the game's chickens is a simple bird plush with a big round body, tiny beak and comb, little flappy wings, and optional tail feathers and feet. They have some slight design changes based on the colors in game, or you can mix and match to make your own unique chicken!

SKILLS USED:

- Fusible web applique
- Curved sewing
- Ladder stitch
- Sewing small pieces
- Matching notches and points
- Darts

DIFFICULTY:

The most difficult part of this plush is likely the curved sewing found in the body and also attaching the small bits by hand.

MAKES:

One plush: about 5" tall (not including comb), 5" wide, and 10" long from front of face to back of body.

WHITE CHICKEN

tail feathers & feet are optional

BLUE CHICKEN

curled tail feathers

feet & beak are attached by hand

VOID CHICKEN

flat tail feathers

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MATERIALS & TOOLS:

- 1/3 yd. of main fabric
- 1/8 yd. of accent fabric for feet and beak
- 1/8 yd. (or 3" x 4") of accent fabric for comb
- 5" x 8" of scrap fabric for poly pellet pouch
- 3" x 3" of light or heavy duty fusible web
- **BASIC CHICKEN EYE APPLIQUE:**
  - 2" x 2" of brown or black applique fabric for eyes
  - 2" x 2" of white applique fabric for eye shines

- **VOID CHICKEN EYE APPLIQUE:**
  - 2" x 2" of red applique fabric for eyes
  - 2" x 2" of black applique fabric for eyebrows
- sewing thread to match main fabric and applique fabrics
- poly-fil stuffing
- poly pellets for weight and balance
- spoon or funnel for filling poly pellets
- basic sewing tools (sewing machine, scissors, iron, needles, pins, fabric marker, seam ripper)

FUSIBLE WEB:

- Fusible web adhesive is a sheet of adhesive with a paper backing. **Not to be confused with fusible interfacing**, which is adhesive attached to a fabric/fiber backing.
- Some common brands are **Pellon** & **HeatnBond**
- In countries outside the US, it may also be known as **bondaweb**
- It comes in **light** and **heavy duty** varieties. Lightweight strength is meant for applique you intend to sew later. Heavy duty versions are for a no-sew bond. If you try to sew them later your machine might have trouble penetrating the glue.

lightweight fusible

heavyweight fusible

APPLIQUE FABRICS:

- Good applique fabrics include **flannel**, **cotton**, **felt**, **minky**, and **fleece**.
- Flannel and cotton are best for detailed applique with a lot of layers because they're thinner. Meanwhile felt, minky, and fleece are better for simpler applique like body markings.
- **Flannel** is used in the example instructions (page 7).

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fabric comparison:

felt   cotton   jersey   fleece   minky

long pile minky

minky

cuddle fleece

micro fleece

anti-pill fleece

fleece

SUGGESTED MAIN FABRICS:

MINKY OR FLEECE

Medium weight, plush fabrics with about 20%-30% stretch along the crosswise grain work best for this project. The varieties shown to the left are some good options and names to look for. Try to avoid heavyweight versions of fleece that are intended for outdoor apparel or they may cause trouble for the detailed areas.

You can also use non-stretch fabrics (such as felt), but be aware that the curves will be more difficult to sew and the result will look different. The plush will become more elongated and the edges will look sharper.

MINKY   VS.   FELT

10" of minky stretches to 13" = 30% stretch
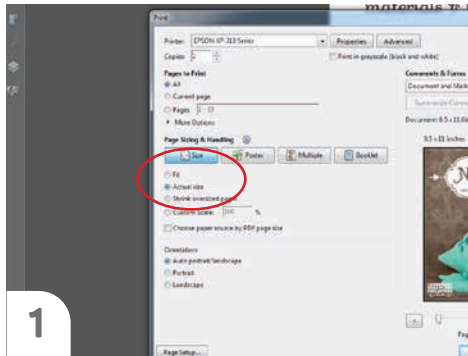
PRINTING THE PATTERN:

Set your computer to print **PAGES 20-22.**
If you're unfamiliar with printing and assembling a .pdf pattern, read the steps to follow.
For the best results, use a .pdf reader like **ADOBE READER**. That's what is shown here and will give you the most control over the settings.
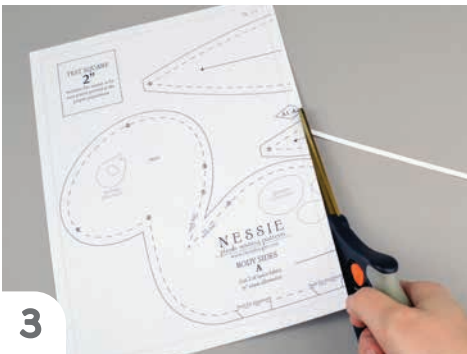
1

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.
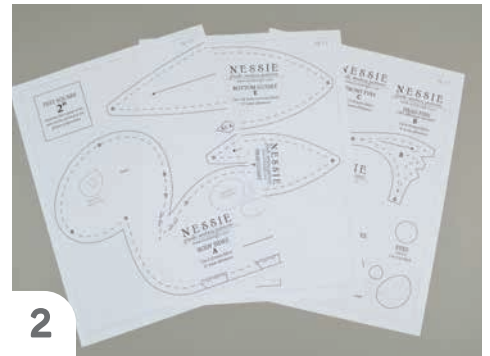
2

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.

3

It's likely your printer will have a margin that ensures your image doesn't print to the very edge. Assembly will be easier if you trim off this blank margin edge. This will give you pages that overlap slightly during assembly. If you trim across the gray outline boxes, this will give you pages that don't overlap but rather butt against each other.
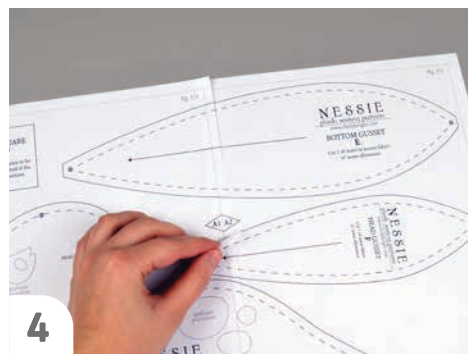
4

To line up the pattern pages, match up the corresponding diamond shapes. Each diamond will have a letter, so it's simply a matter of matching A1 to A2, B3 to B4 and so on. The faint gray lines indicate the border of every page, you should be able to line those up as well. When the diamond goes together, tape it in place.

If you have many pages, it's easier to tape up the pages into rows first. Then tape the rows together into a full block.
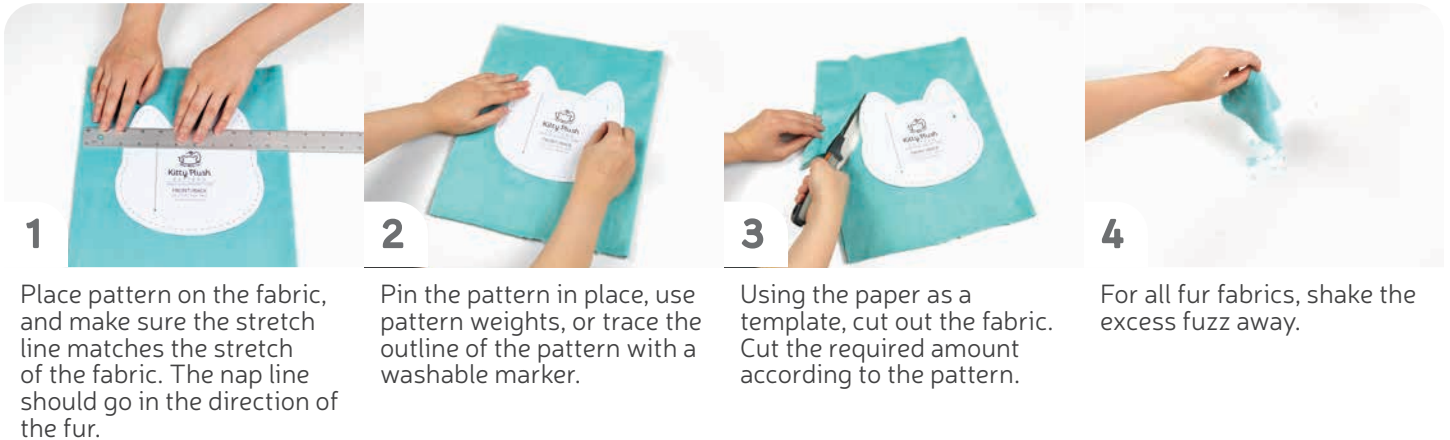
5

You can trace the patterns onto a different paper, or you can also just cut them straight from the printer paper -- be sure that each piece is fully taped together along the joins so they don't fall apart when you cut them.
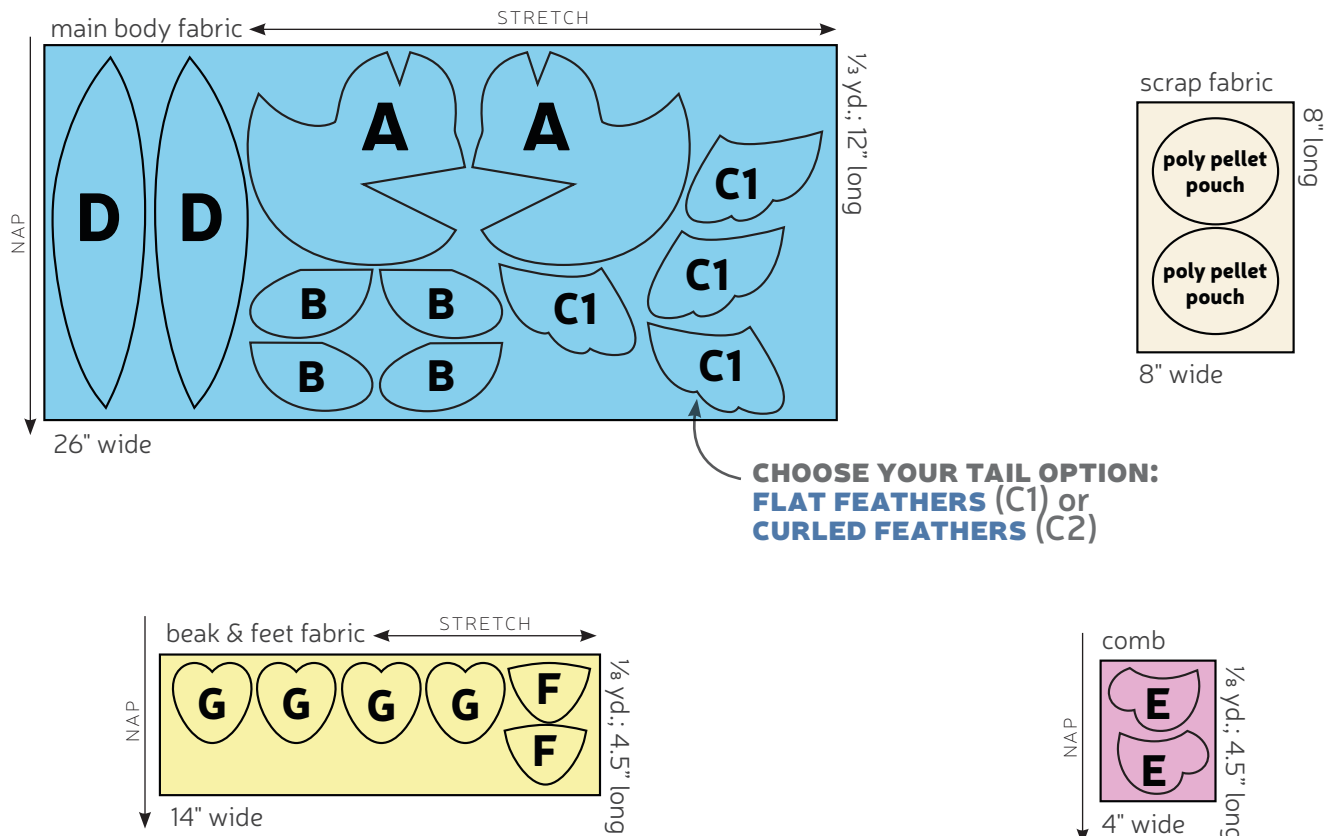
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CUTTING THE FABRIC:

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:

main body fabric — STRETCH →
⅓ yd.; 12" long
NAP
26" wide

D D A A C1 C1 C1 B B B B C1

scrap fabric
poly pellet pouch
poly pellet pouch
8" long
8" wide

CHOOSE YOUR TAIL OPTION:
FLAT FEATHERS (C1) or
CURLED FEATHERS (C2)

beak & feet fabric ← STRETCH →
G G G G F F
⅛ yd.; 4.5" long
NAP
14" wide

comb
E E
⅛ yd.; 4.5" long
NAP
4" wide

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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 ¼" seam allowance is used throughout the project, which is included in the pattern templates.

1. FUSE THE EYE APPLIQUE

trace onto paper side
a.

fuse to applique fabric
b.

hold applique while pulling paper away
BODY SIDE (A)
c.

a. Grab your fusible web and applique templates. Trace the pieces for the eyes of your chicken. You have your choice of the **BASIC EYES** or **VOID CHICKEN EYES**. Here we're building the **BASIC EYES**. You should have:
- *eyes* (2, black or brown)   · *eye shines* (2, white)

b. Fuse the bumpy (adhesive) side of the fusible web onto the applique fabrics.

c. Cut out your applique pieces and grab your **BODY SIDE** piece (A). Grab the *eye* applique piece. Set your paper pattern on top of the body side piece. Align the applique piece on top where the placement markings are. Next, carefully pull the paper pattern away while holding the applique piece in place.

d. Fuse the applique pieces with your iron. Use a press cloth, such as a scrap piece of cotton. This will help protect any polyester or fuzzy fabrics from melting or scorching.

add eyes first
d.

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2. SEW THE EYE APPLIQUE

a. Add the *eye shine* pieces next. Use the paper pattern and photos as a placement guide.

b. If you're making the **VOID CHICKEN** eyes, they should look something like the second photo.

add the eye shines

VOID CHICKEN:

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.*

straight stitch; great for felt

applique whipstitch
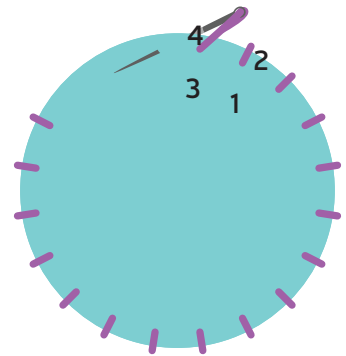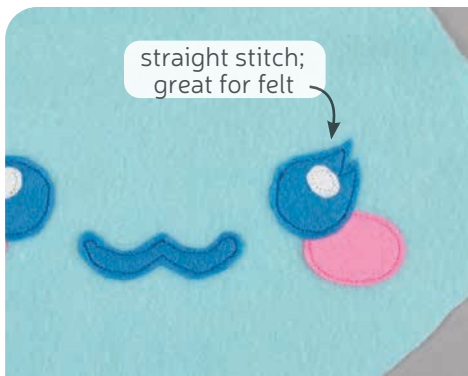
3. OTHER APPLIQUE OPTIONS

a. 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.

b. 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.

c. 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.

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fold along
point of dart

blend stitching
into fold

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.

4. SEW THE HEAD DART

a. Grab your **BODY SIDE** pieces (A). These pieces have two *darts*. First we're going to only focus on the *head dart*. This is the smaller wedge shape found near the eye. It's also labeled on the paper pattern. Sew the *dart* starting by folding the fabric along the point of the *dart* so the slanted edges match up. Make sure right sides are facing and pin the fabrics together.

b. Sew from the opening of the *dart* down to the point found at the fold. Try to blend your stitching into the fold of the fabric for a smooth transition and a rounder finish to the plush.

leave open
for turning

two wings
total
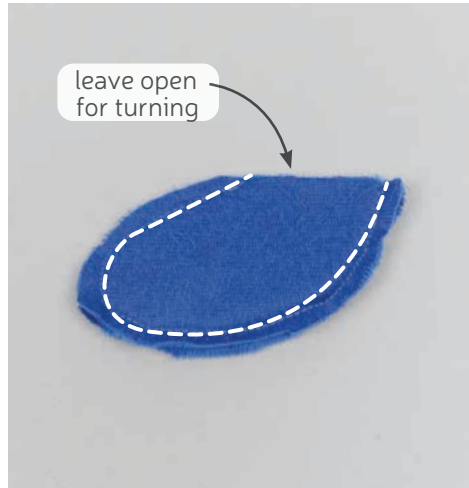
5. SEW THE WINGS

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

b. Sew the pieces together along the curved edge. Leave the straight edge free for turning the piece right side out later.

c. Turn the wing right side out then repeat the process with your other wing pieces for two total.

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clip to point of dart

align wing at corner of dart

baste wing to dart

6. BASTE THE WINGS

a. Grab your **BODY SIDE** pieces again (A). Now we're going to sew the larger *body dart*, but we want to sew the **WING** pieces (B) into the *dart* so it's secured inside the seam.
First start by clipping the fabric into the corner of the *dart*. Follow the *clipping line* found on the paper pattern for help.

b. If you haven't already, note the *wing placement lines* found on the paper pattern of the body side. Grab one of your wings and align the open edge within these *placement lines* so the tip of the wing is pointing toward the tail.

c. Baste the wing to the body within the seam allowance. This will hold the wing in place when we secure it in the next step. Repeat this with your other wing and body side piece for both sides of the chicken.

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).
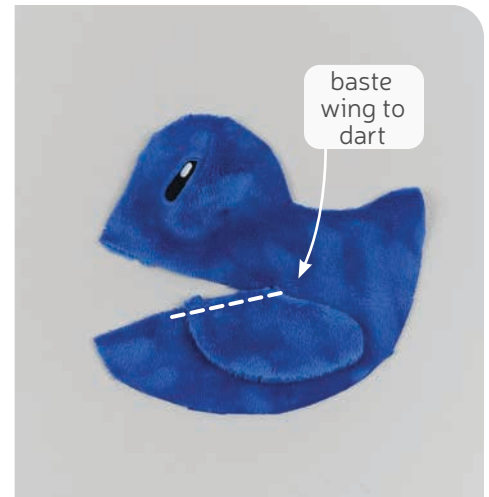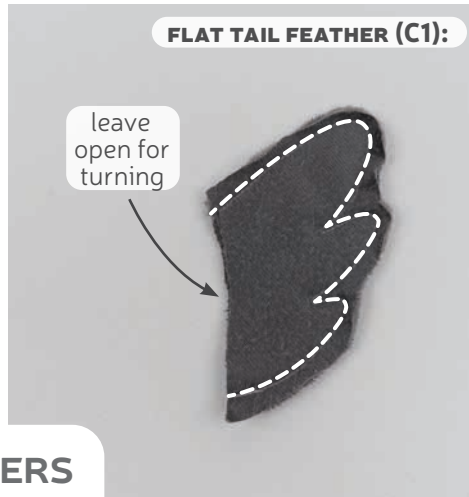
7. SEW THE BODY DART

a. Now we can sew the larger *body dart* similar to the *head dart* from before. Start by folding the fabric along the point of the *dart* so the slanted edges match up. This should secure the **WING** piece between the layers of fabric. If you're watching the *numbered points* on the paper pattern, you'll be lining up *point 2* at the beginning of the dart.

fold along point of dart

blend stitching into fold
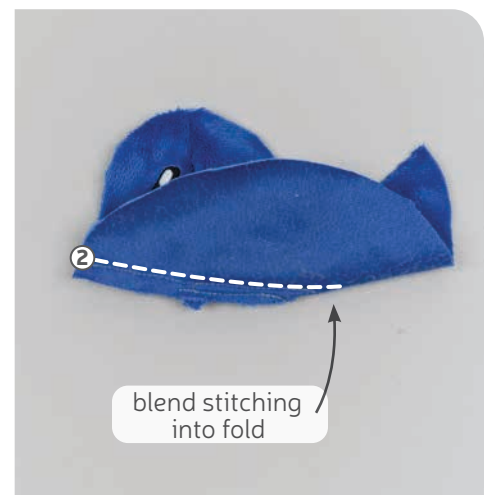
b. Sew from the opening of the *dart* into the fold of the fabric just like with the head. This time the wing should be secured in the seam as you sew.
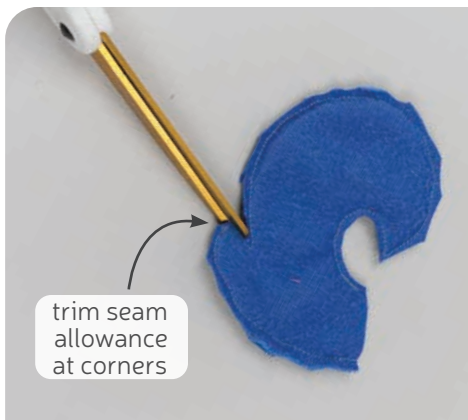Repeat this with your other body side piece for two *darts* total.

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FLAT TAIL FEATHER (C1):

leave open for turning

CURLED TAIL FEATHER (C2):

leave open for turning

8. SEW THE TAIL FEATHERS

a. Take two of your **TAIL FEATHER** pieces (C1 or C2) and align them with right sides facing and the raw edges matching up.

b. Sew the pieces together along the curved edges. Leave the shorter slightly curved edge free for turning the piece right side out.

trim seam allowance at corners

FLAT TAIL FEATHER (C1):

turn right side out

CURLED TAIL FEATHER (C2):

turn right side out

9. CLIP & TURN THE TAIL FEATHERS

a. Clip the seam allowances around any tight corners and curves of the **TAIL FEATHERS**. Trimming around the outer corners and curves will help reduce bulk. Meanwhile clipping the seam allowance at the inner corners and curves will help increase flexibility in those areas and the piece will turn more cleanly.

b. Turn the tail feathers right side out and define the points with a chopstick or similar turning tool. For the flat tail feathers, repeat this once more so you have a pair as shown.

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10. BASTE THE FLAT TAIL FEATHERS

➜ *If you have a* CURLED TAIL FEATHER **(C2)** *wait until step 12 to attach it.*

a. If you haven't already, note the *flat tail feather placement guide* found on the paper pattern for the **BODY SIDE** (A). Align the open end of the tail feather within this *placement guide*. If you're watching the numbered points, *point 3* will match up at the back of the body. This will ensure that the tail is pointing in the correct direction. Make sure the raw edges are aligned and pin the tail feather to the body.

b. Baste the tail feather to the body within the seam allowance to hold it in place for future steps.


match up point 3

baste to body side
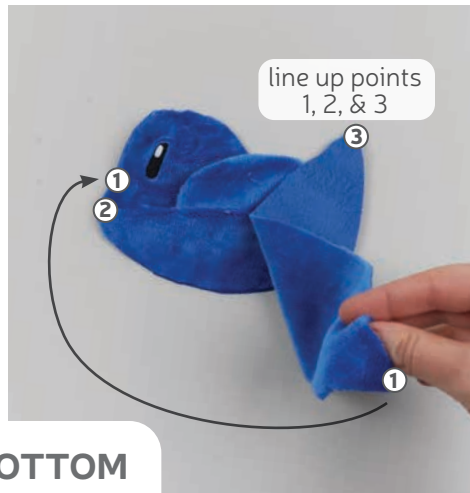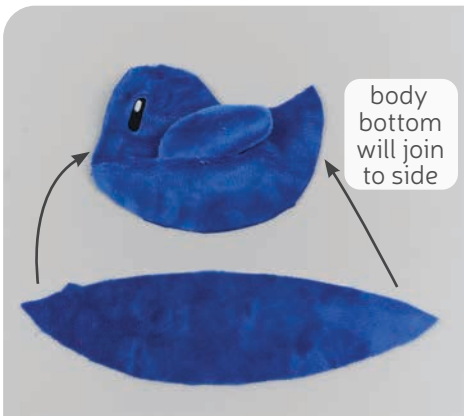
11. ATTACH THE BODY BOTTOM

body bottom will join to side

line up points 1, 2, & 3

sew through points 1, 2, & 3

a. Grab your **BODY BOTTOM** piece (D). One side of the body bottom will join all the way around the bottom edge of the **BODY SIDE** (A). Look for the *numbered points* for help with alignment. The body bottom will join at *points 1, 2, and 3*.

b. Line up the body bottom with the body side so right sides are facing and *points 1, 2, and 3* match up. *Point 1* should match up close to the eyes, *point 2* will match up at the *body dart*, and *point 3* will match up at the tail tip.

c. Sew the body bottom to the side from *point 1 to 2 to 3*. Repeat this with your other body bottom piece so you have both sides sewn.

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stuff lightly

align onto body bottom

baste to body bottom
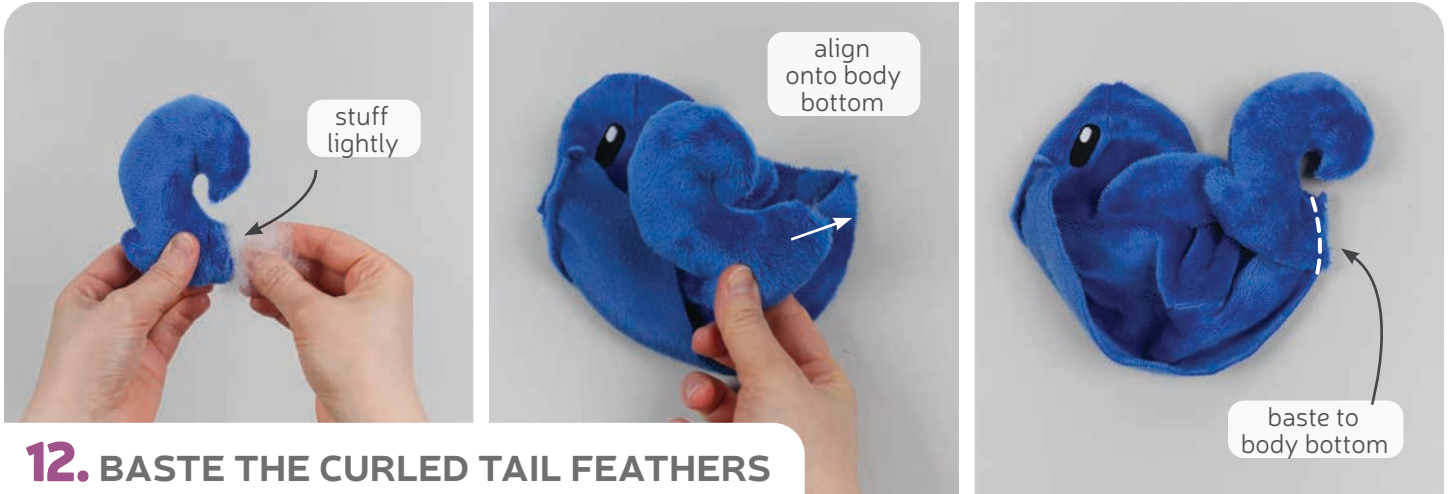
12. BASTE THE CURLED TAIL FEATHERS

a. Grab your **CURLED TAIL FEATHER** piece (C2). Stuff it lightly with stuffing. Keep the area near the opening very light since we'll be attaching this to the body next.

b. If you haven't already, note the *curled tail feather placement lines* found on the paper pattern for the **BODY BOTTOM**. Align the open end of the tail feathers within these *placement lines* so the feathers curl upward.
Make sure the raw edges are matched up and pin the fabrics together.

c. Baste the tail feathers to the body bottom within the seam allowance. This will hold the feathers in place while we continue sewing the body.

leave open for turning

trim seam allowance at corners

13. SEW THE COMB

a. Grab your **COMB** pieces (E). Align them with right sides facing and the raw edges matching up.

b. Sew the comb pieces together along the rounded edges. Leave the slightly curved edge free for turning the piece right side out later.

c. Trim the excess seam allowance around the inner corners and outer curves. This will help the piece turn more cleanly.

align comb onto head

flip inward and baste

14. BASTE THE COMB

a. Turn your **COMB** (E) right side out through the opening you left before.

b. If you haven't already, note the *comb placement lines* found on the paper pattern for the **BODY SIDE** (A). Align the comb within these *placement lines* so the raw edges match up.

c. Now flip the comb inward so it's pointing toward the middle of the body. Make sure the raw edges are lined up and baste the comb to the head within the seam allowance. This will hold it in place while we assemble the rest of the body.

trim seam allowance at curves

leave open for turning

15. SEW THE BODY
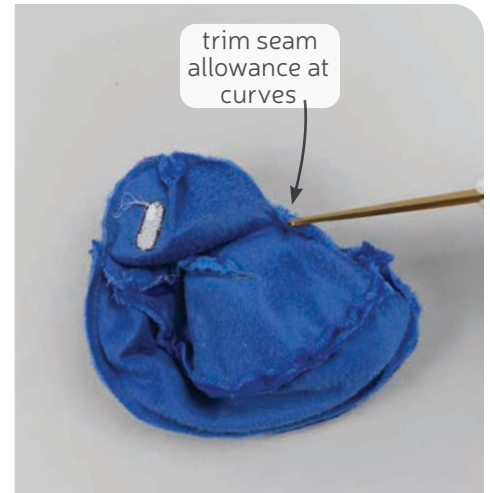
a. Grab your other **BODY SIDE** piece (A) so you have both. Align both body side pieces with right sides facing and the raw edges matching up.
Make sure that your **COMB** (E) and **TAIL FEATHERS** (C) are tucked inside while you line up the outer edges. Make sure right sides are facing and pin the fabrics together all around the edge. The comb and tail feathers should be secured between the layers.

b. If you haven't already, note the *opening for turning markings* found on the paper pattern for the **BODY BOTTOM** (D). Transfer these markings over to the wrong side of the fabrics you've just pinned. Sew both body pieces together all the way around, but leave the *opening for turning* that you marked.

c. Before turning the plush right side out, clip the seam allowances at any tight corners and curves. The tip of the tail can usually use trimming, and the tight curve behind the head can also be trimmed.

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leave open for filling

fill until almost full

hand sew closed
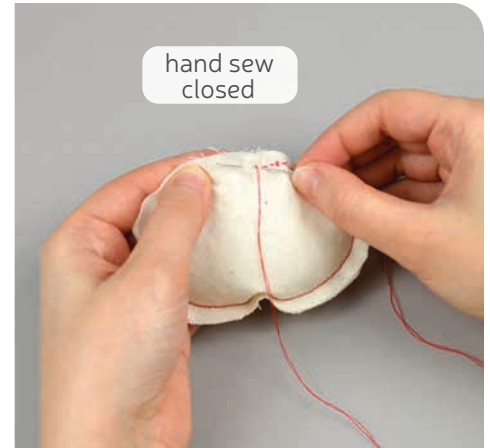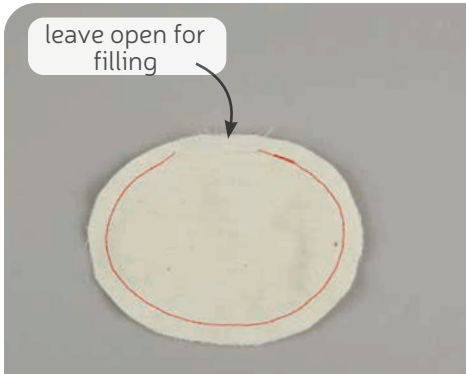
16. SEW THE POLY PELLET POUCH

a. Grab your **POLY PELLET POUCH** pieces. If you haven't already, transfer the *opening for filling* markings found on the paper pattern for the pellet pouch.
Take two matching pieces and align them together (either way facing; doesn't matter). Sew around the perimeter of the piece, leaving an opening as indicated by the markings.

b. Fill the pouch with poly pellets. I like to use a spoon for this, but some people prefer a funnel.

c. Once you've finished, thread a hand sewing needle and stitch the opening closed with a whip stitch or back stitch. You can also sew it by machine, but go very slowly or just use the hand wheel. Sewing over a pellet will very likely break a needle.
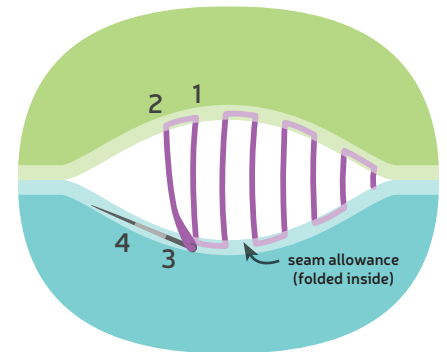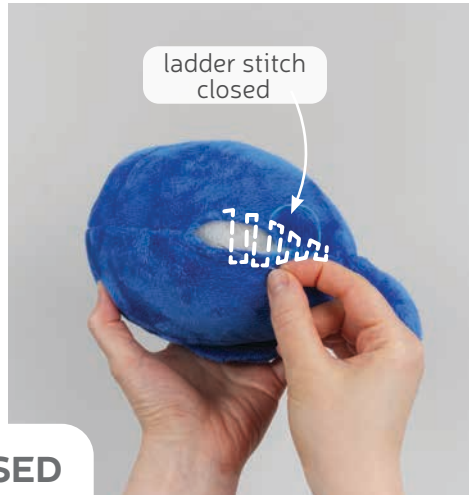

stuff the head firmly

stuff the tail end firmly

insert pellet pouch

17. STUFF THE BODY

a. Grab your body and begin stuffing it. Start by getting plenty of stuffing in the head area. Make sure you have enough that there are no wrinkles near the seams and *darts*.

b. Next move onto the tail area stuffing the plush firmly. Continue stuffing the plush firmly until you've worked your way towards the opening in the bottom. Leave a little bit of space in the back for the **POLY PELLET POUCH**.

c. Grab your poly pellet pouch and slip it into the bottom opening of the plush. Nestle it in the back so it will help provide balance for your plush. You can add more stuffing around it if you prefer.

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bring needle out near one edge of opening

ladder stitch closed

2 1

4 3

seam allowance (folded inside)

18. SEW THE BODY CLOSED

a. Once the body 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.

b. 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.

19. TRIM THE THREADS

a. When you're finished, stitch a knot into the end of the seam. Then insert the needle near the finished knot. Bring the needle out about 1-2" away and pull it through.

b. Pull the thread taut while snipping the thread. The excess thread should sink back inside the plush -- all hidden!

bring needle out 1-2" away

pull at thread while clipping

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a.

b. leave open for turning

c.

d. stuff lightly
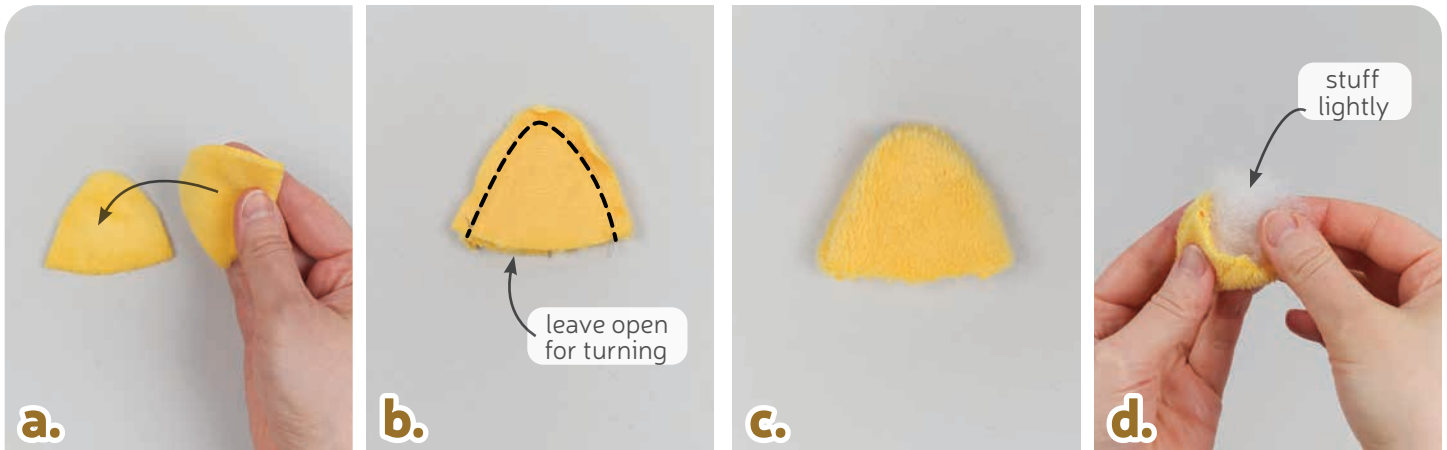
20. SEW THE BEAK

a. Grab your **BEAK** pieces (F). Align them with right sides facing and the raw edges matching up.

b. Sew the pieces together along the long curved edge. Leave the shorter curved edge free for turning the piece right side out.

c. Turn the beak right side out through the opening you left.

d. Stuff the beak lightly with stuffing.

loosely ladder stitch closed

align between eyes

ladder stitch around base

21. ATTACH THE BEAK

a. To close up the beak, use a long ladder stitch to lightly secure it. Take a stitch from one side of the beak then go across and take a stitch on the other side. Continue in this manner all the way down the beak. You can use long basting stitches for this part since the result won't be seen.

➔ *Closing up the beak this way will give it a flatter shape instead of a round one.*

b. Take your beak and align it onto the front of your chicken's face. Align it horizontally between the two eyes, centered near the bottom of the eyes.

**c.** Ladder stitch the beak to the face along the base. Stitch all the way around the beak.

sew desu ne?

sew around feet

trim seam allowance at corners & curves
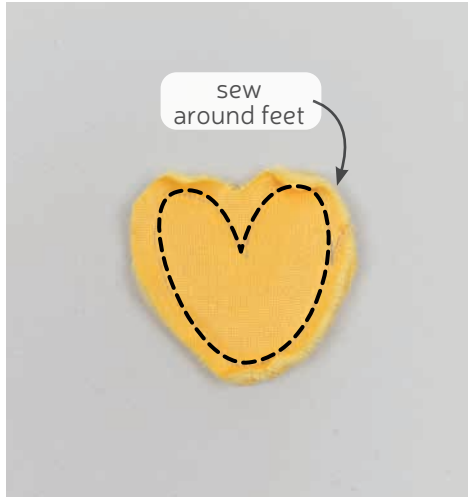
22. SEW THE FEET

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

b. Sew the pieces together all the way around the shape.

c. Clip the seam allowance at any tight corners and curves. This will help reduce bulk and increase flexibility with the feet are turned.

cut through one layer only

turn right side out

stuff lightly
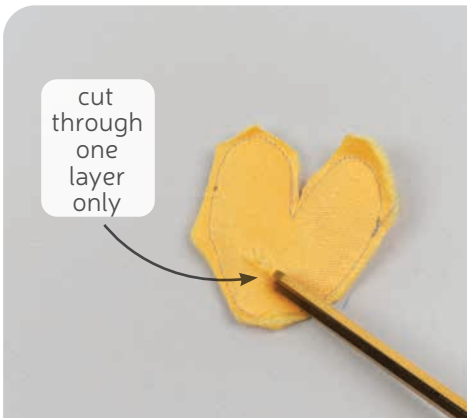
23. TURN & STUFF THE FEET

a. To turn the feet, cut a short slit into one layer of the fabric only. Make the cut centered near the base of the foot. You can also refer to the *cutting guide* on the paper pattern for extra help.

b. Turn the foot right side out using the opening that you cut. Repeat this with your other foot pieces so you have two total.

c. Stuff the feet lightly with stuffing using the opening that you cut.

sew desu ne?

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24. ATTACH THE FEET

a. Grab your **FEET** (G) and align them onto the bottom of your plush. Make sure the cut side is facing the plush. You can align the feet so they help prop up your plush and keep it sitting upright.
There are *placement guides* found on the paper pattern for the **BODY BOTTOM** (D) if you need extra help. You can use these to get a good starting point, then make adjustments if you prefer a different result.

align onto body bottom

sew around cut

b. Ladder stitch the foot to the body bottom. Sew completely around the cut you made. Repeat this with your other foot for two total.

25. SECURE THE CURLED TAIL FEATHER

stitch tail to body

a. As it is currently, the **CURLED TAIL FEATHER** (C2) will be floppy. If you prefer the tail feather to be more secure, you can ladder stitch the tail to the body.
Take a stitch into the tail about ¼" up from the base, then take another stitch into the body about ¼" out from the base. Repeat this all the way around the tail.

CONGRATS!
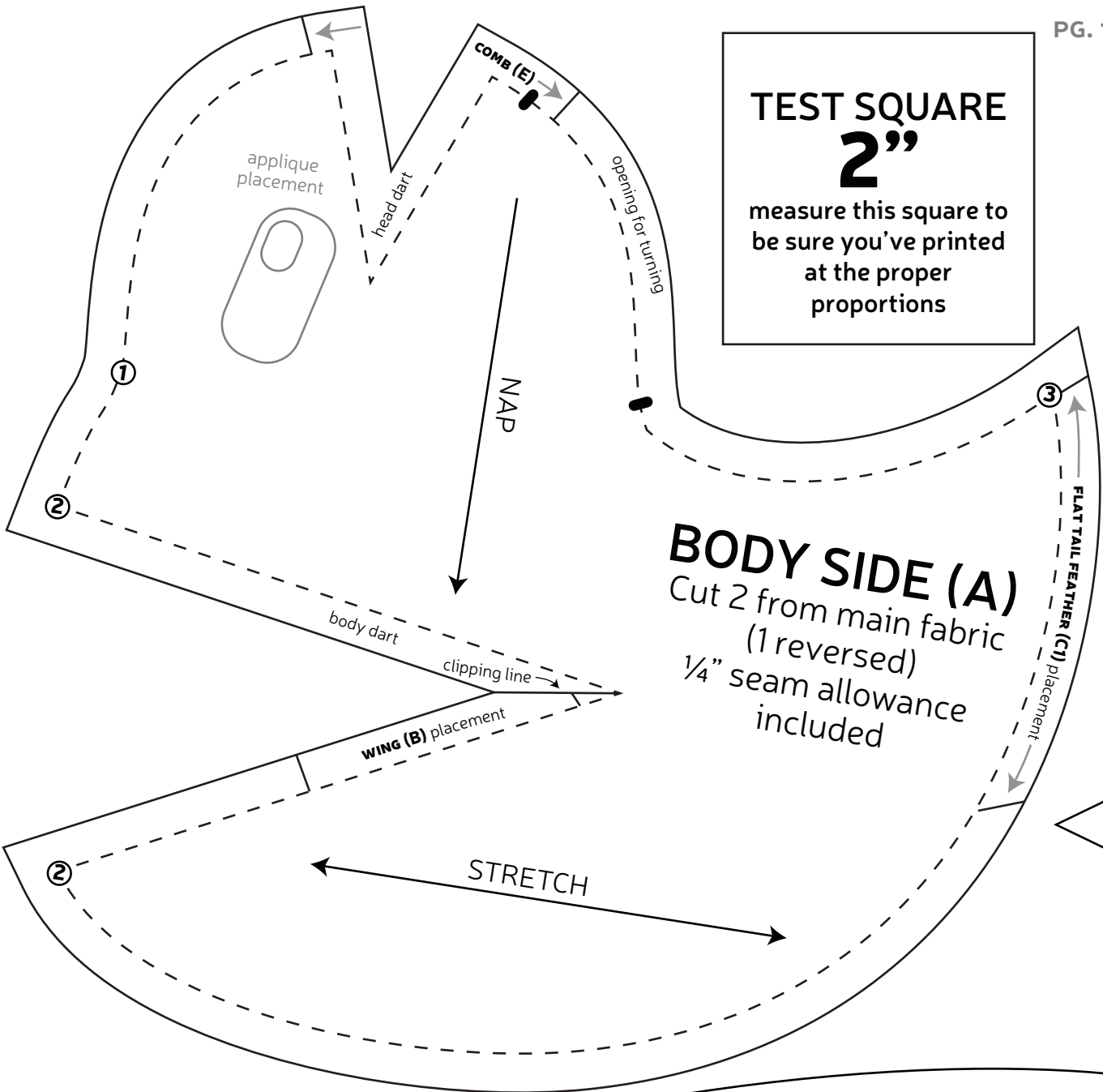This completes your plush!
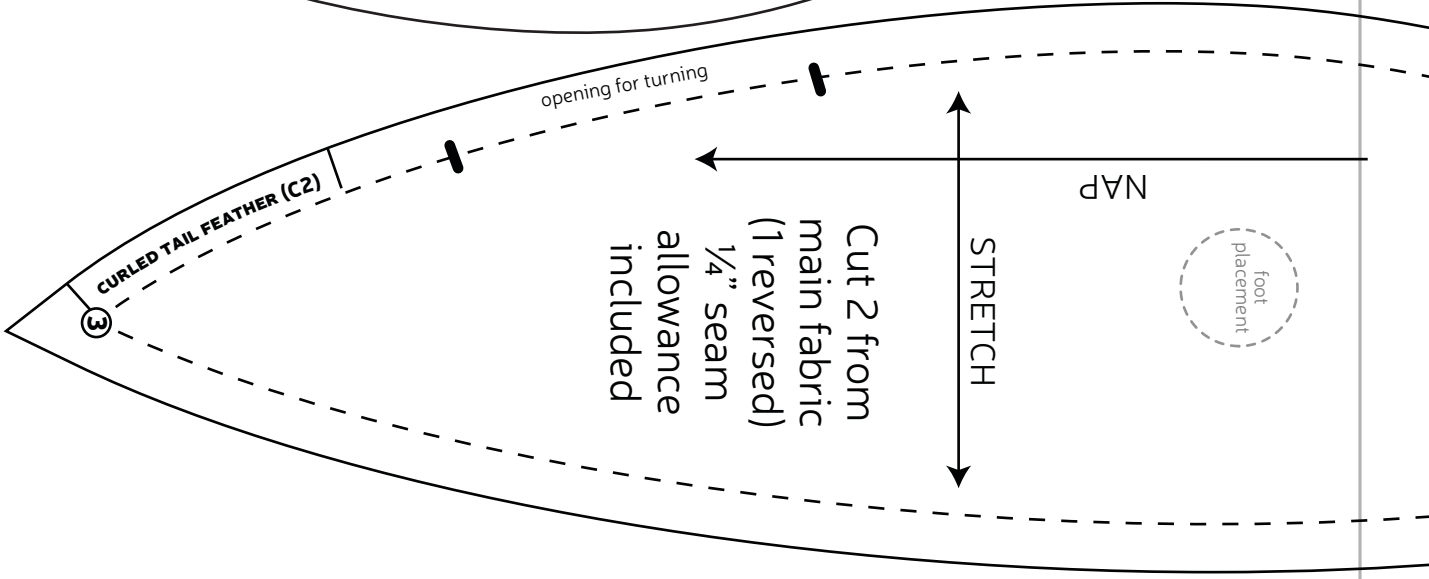Now give it a big hug!

sew desu ne?
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applique placement

head dart

COMB (E)

opening for turning

NAP

① ②

TEST SQUARE
2"
measure this square to be sure you've printed at the proper proportions

③

FLAT TAIL FEATHER (C1) placement

body dart
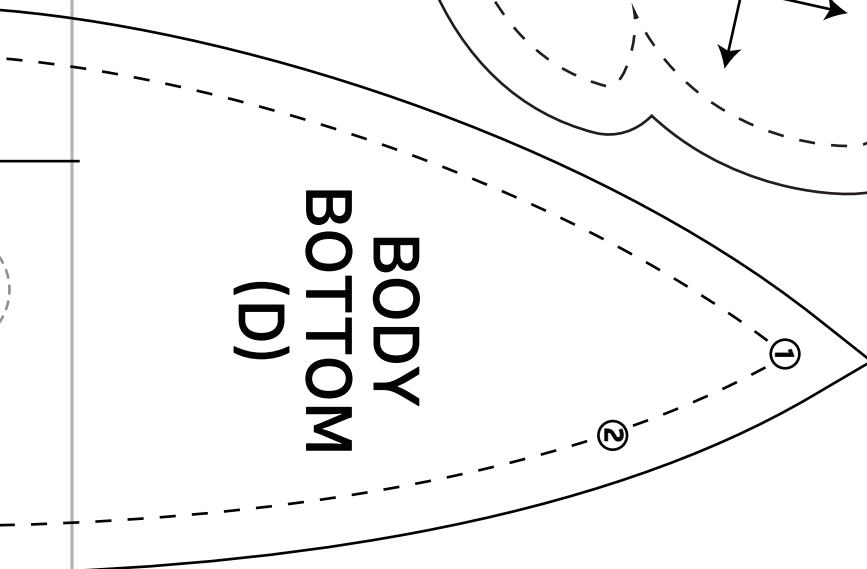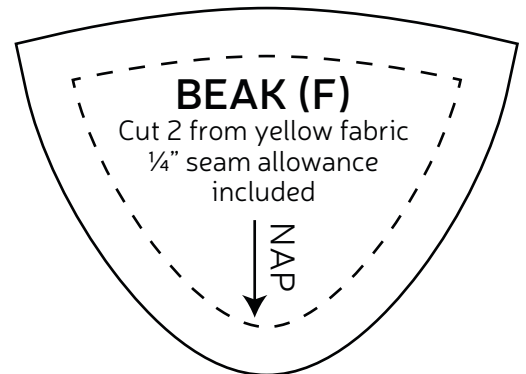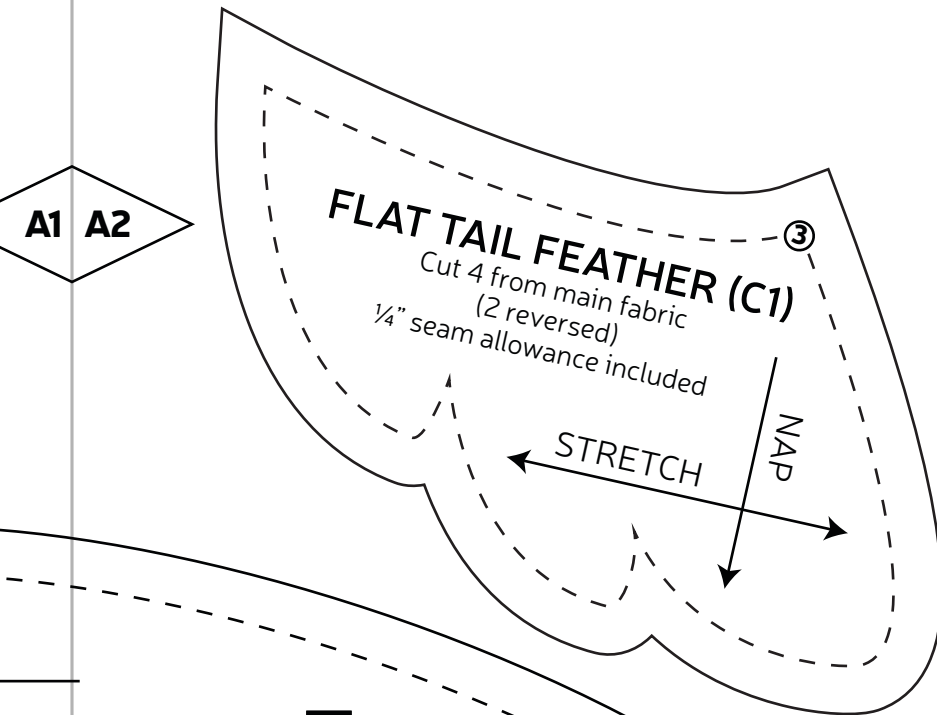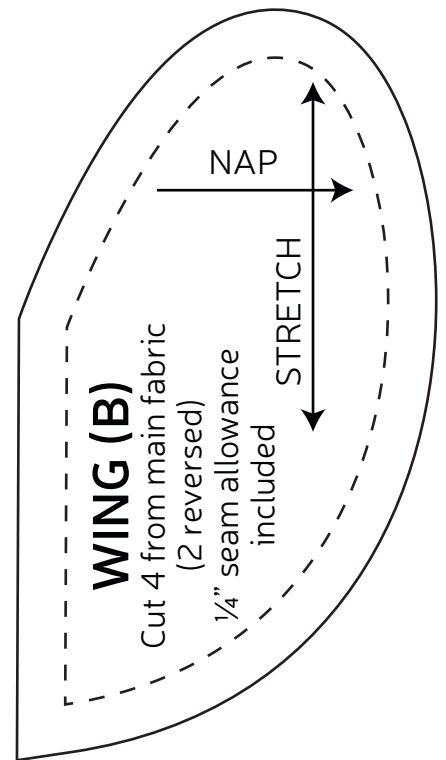
clipping line

BODY SIDE (A)
Cut 2 from main fabric
(1 reversed)
¼" seam allowance
included

WING (B) placement

②

STRETCH

A1 | A2

CURLED TAIL FEATHER (C2)

opening for turning

③

NAP

Cut 2 from main fabric
(1 reversed)
¼" seam allowance
included

STRETCH

foot placement

CURLED TAIL FEATHER (C2)
Cut 2 from main fabric
(1 reversed)
¼" seam allowance
included

③

NAP

STRETCH

WING (B)
Cut 4 from main fabric
(2 reversed)
¼" seam allowance
included

NAP

STRETCH

A1 A2

FLAT TAIL FEATHER (C1)
Cut 4 from main fabric
(2 reversed)
¼" seam allowance included

③

STRETCH

NAP

BEAK (F)
Cut 2 from yellow fabric
¼" seam allowance
included

NAP

BODY BOTTOM (D)

①

②

FEET (G)
Cut 4 from
yellow
fabric

¼" seam
allowance
included

NAP

cutting guide

COMB (E)
Cut 2 from red fabric
(1 reversed)
¼" seam allowance
included

NAP

opening for filling

**POLY PELLET
POUCH**
Cut 2 from scrap fabric
¼" seam allowance

**BASIC
EYES**

EYE
applique
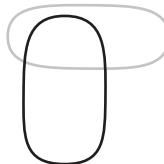trace & cut 2 from
brown or black
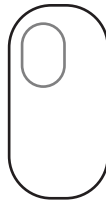
EYE SHINE
applique
trace & cut 2
from white

**VOID
CHICKEN
EYES**

VOID CHICKEN EYE
applique
trace & cut 2 from red

EYEBROW
applique
trace & cut 2 from
black