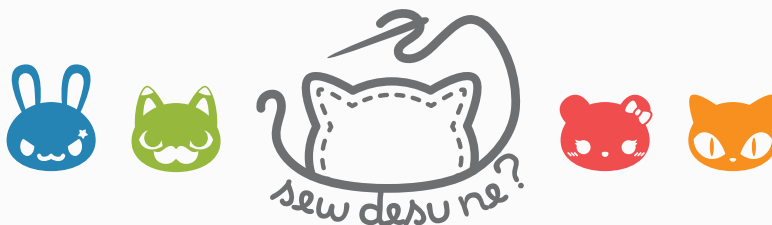


# bird puff plush



a free sewing pattern by



# bird puff plush

Call it a borb or a blob or whatever else you might like, these adorable bird puffs are a cute round version of a collection of colorful birds! They all have a chubby plump body with little round heads, tiny tails, flappy wings, and floppy legs. Swap out the beaks to make 9 different birds, including a crow, parrot, kakapo, toucan, puffin, blue-footed booby, shoebill stork, dodo, and flamingo.

**CROW****KAKAPO**

optional  
safety  
eyes

**BLUE-FOOTED  
BOOBY**

big  
round  
body

**SHOEBILL  
STORK**

long  
floppy  
legs

**FLAMINGO****MACAW**

striped  
wings



tiny  
head  
feather

**PUFFIN****DODO**

accent  
face

**TOUCAN**

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**SKILLS USED:**

- Fusible web applique or using safety eyes
- Curved sewing
- Ladder stitch
- Sewing small pieces
- Matching notches and points
- Basting
- Darts

**MAKES:****ONE PLUSH:**

About 5½" tall, 5½" long, and 4½" wide.

**DIFFICULTY:**

The curves and tiny pieces of this plush are likely the trickiest parts. So be sure to pin your pieces carefully before each seam.

**MATERIALS & TOOLS:**

- 1/4 yd. of fabric for main body
- 1/8 yd. pieces of accent fabric for beak, face, and feet (depending on bird species)
- 8" x 5" of scrap fabric for poly pellet pouch
- poly pellets
- funnel or spoon for filling poly pellets
- 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)
- **FOR APPLIQUE MARKINGS:**
  - 3" x 3" of black fabric for eyes or pupils
  - 3" x 3" of white fabric for eye whites or eye shines
  - **FOR SPARKLY EYES:** 2" x 2" of accent fabric for eye highlight
  - 5" x 5" of light or heavy duty fusible web
  - **FOR PUFFIN:** 4" x 4" of dark gray fabric for beak markings, and 4" x 4" of light or heavy duty fusible web
  - **FOR TOUCAN:** 4" x 4" of black fabric for beak markings, and 4" x 4" of light or heavy duty fusible web
- **FOR SAFETY EYES:**
  - two 5-12mm wide safety eyes

optional  
safety eyes  
(instead of  
applique)



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## POLY PELLETS:

- Plastic pellets are used to provide weight and texture in plush toys.
- In this project they're optional and used to provide extra insurance to keep the plush sitting upright.
- A pouch of scrap fabric is filled with the pellets and inserted into the body.
- It helps to use a spoon or funnel when filling the pouch.
- Brands of poly pellets include Poly-fil.



## 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.



## 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 11).



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## fabric comparison:



## 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.

10" of minky  
stretches to 13"  
= 30% stretch



MINKY

VS.

FELT



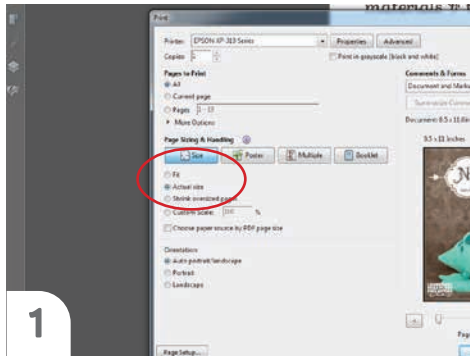
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## PRINTING THE PATTERN:

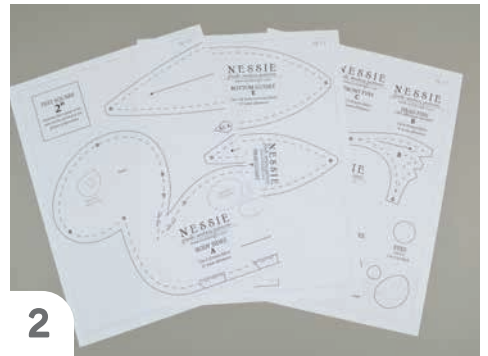
Set your computer to print the template **PAGES 31-35**. If you're unfamiliar with printing and assembling a .pdf pattern, read the steps to follow.

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.



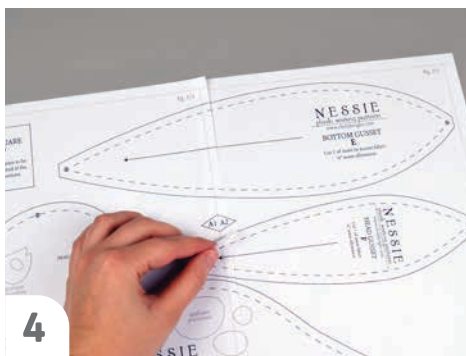
2

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

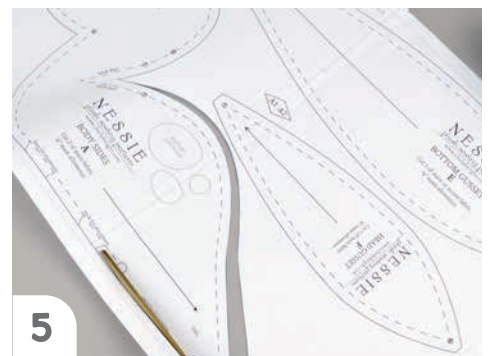
It's likely your printer will have a margin that ensures your image doesn't print to the very edge. Assembly will be easier if you trim off this blank margin edge. This will give you pages that overlap slightly during assembly. If you trim across the gray outline boxes, this will give you pages that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



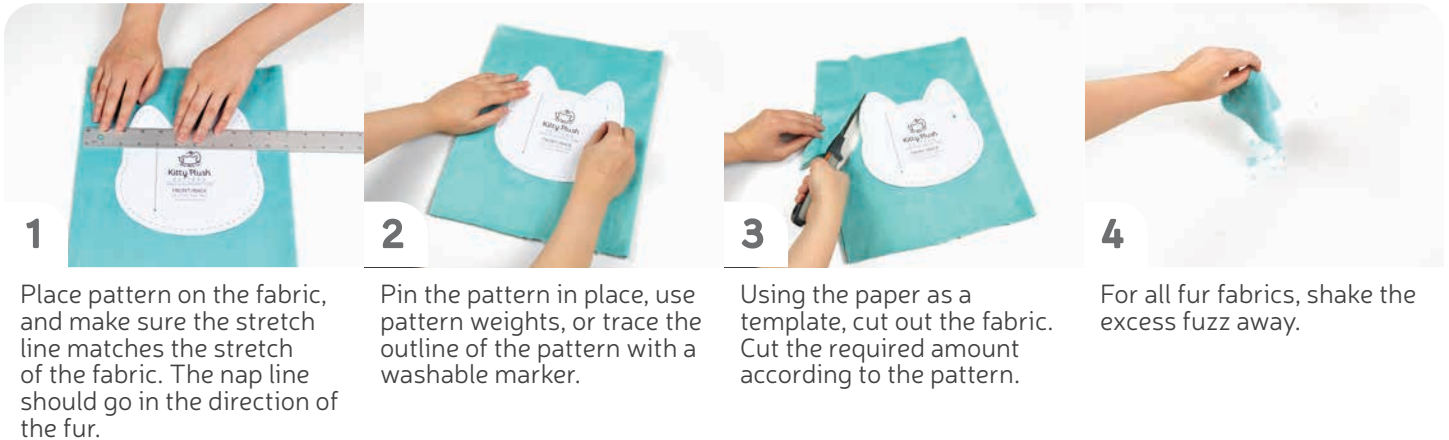
5

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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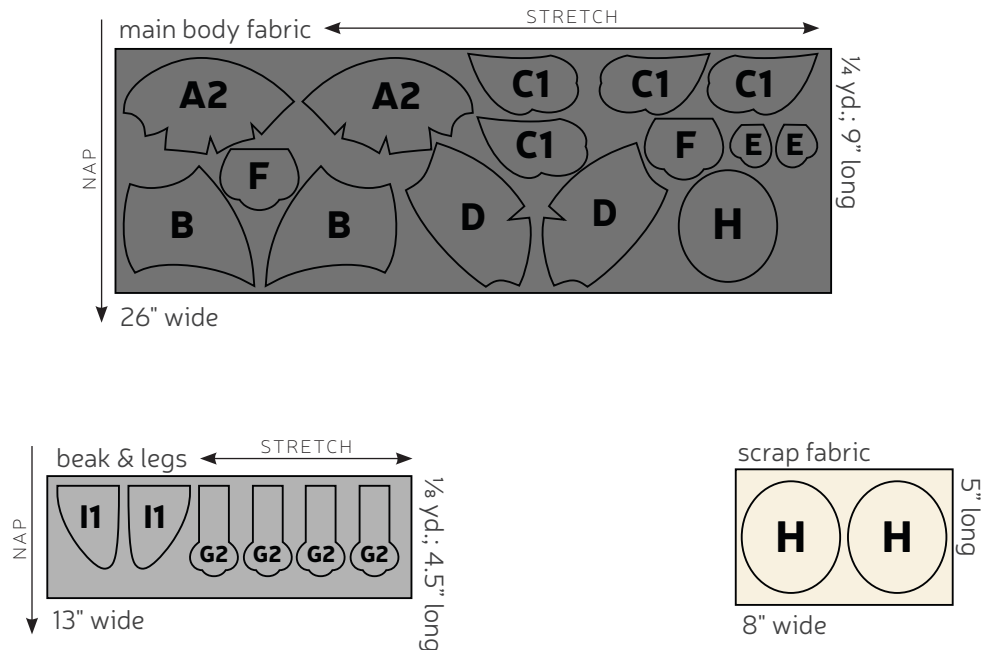
## CUTTING THE FABRIC:



## CUTTING LAYOUT: CROW

### Template checklist:

- ☐ A2 - Head
- ☐ B - Body front
- ☐ C1 - Wing
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G2 - Short leg
- ☐ H - Bottom
- ☐ I1 - Crow beak



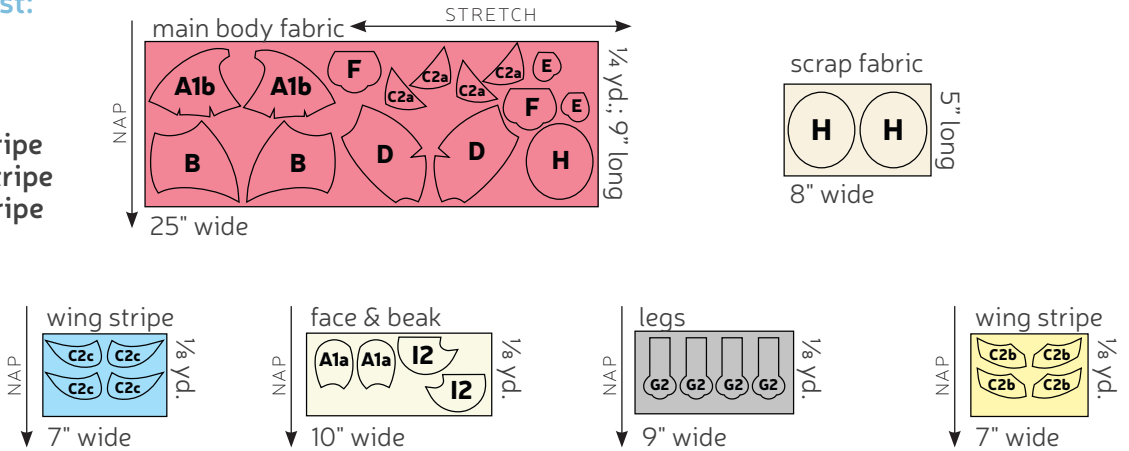
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## CUTTING LAYOUT: MACAW (PARROT)

### Template checklist:

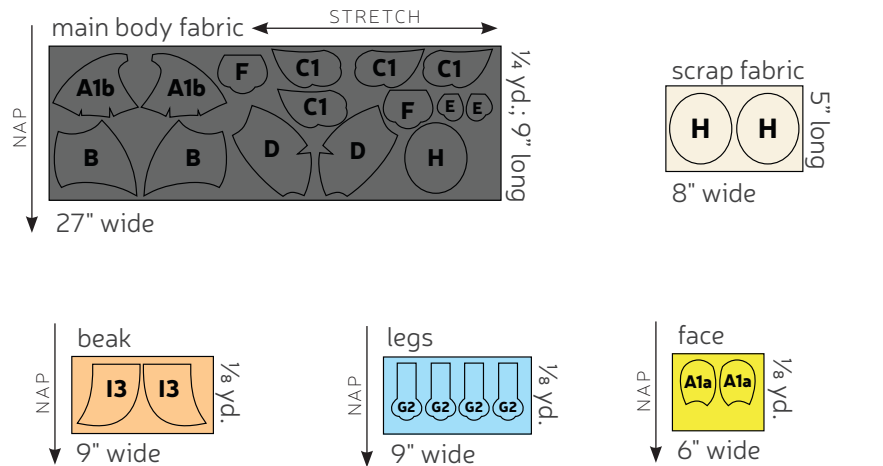
- ☐ A1a - Face
- ☐ A1b - Outer head
- ☐ B - Body front
- ☐ C2a - Upper wing stripe
- ☐ C2b - Middle wing stripe
- ☐ C2c - Lower wing stripe
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G2 - Short leg
- ☐ H - Bottom
- ☐ I2 - Parrot beak



## CUTTING LAYOUT: TOUCAN

### Template checklist:

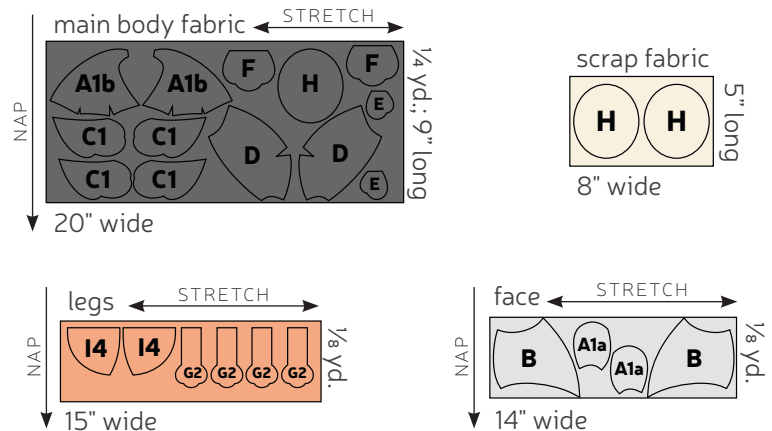
- ☐ A1a - Face
- ☐ A1b - Outer head
- ☐ B - Body front
- ☐ C1 - Wing
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G2 - Short leg
- ☐ H - Bottom
- ☐ I3 - Toucan beak



## CUTTING LAYOUT: PUFFIN

### Template checklist:

- ☐ A1a - Face
- ☐ A1b - Outer head
- ☐ B - Body front
- ☐ C1 - Wing
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G2 - Short leg
- ☐ H - Bottom
- ☐ I4 - Puffin beak



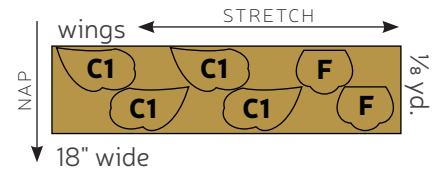
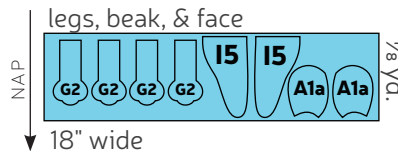
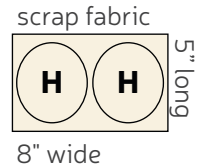
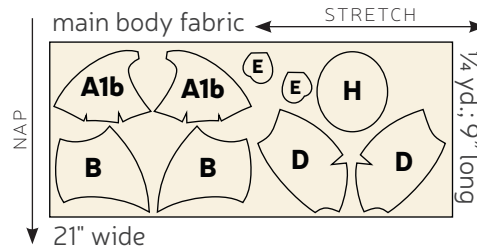
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## CUTTING LAYOUT: BLUE-FOOTED BOOBY

### Template checklist:

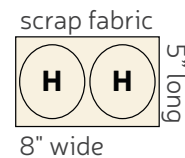
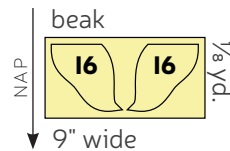
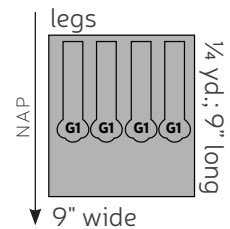
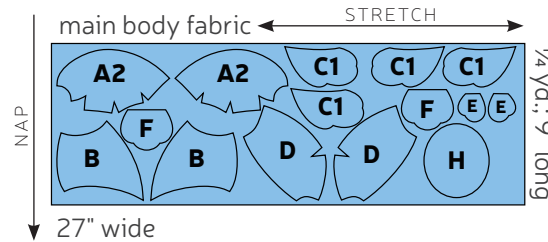
- ☐ A1a - Face
- ☐ A1b - Outer head
- ☐ B - Body front
- ☐ C1 - Wing
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G2 - Short leg
- ☐ H - Bottom
- ☐ I5 - Blue-footed booby beak



## CUTTING LAYOUT: SHOEBILL STORK

### Template checklist:

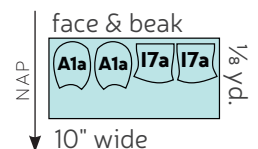
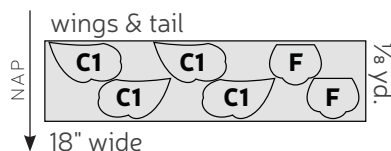
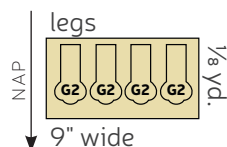
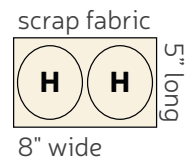
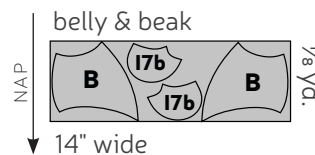
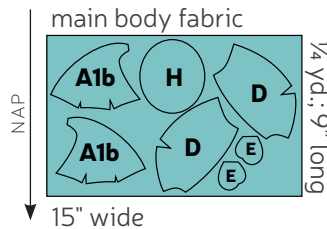
- ☐ A2 - Head
- ☐ B - Body front
- ☐ C1 - Wing
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G1 - Long leg
- ☐ H - Bottom
- ☐ I6 - Stork beak



## CUTTING LAYOUT: DODO

### Template checklist:

- ☐ A1a - Face
- ☐ A1b - Outer head
- ☐ B - Body front
- ☐ C1 - Wing
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G2 - Short leg
- ☐ H - Bottom
- ☐ I7a - Dodo beak
- ☐ I7b - Beak tip



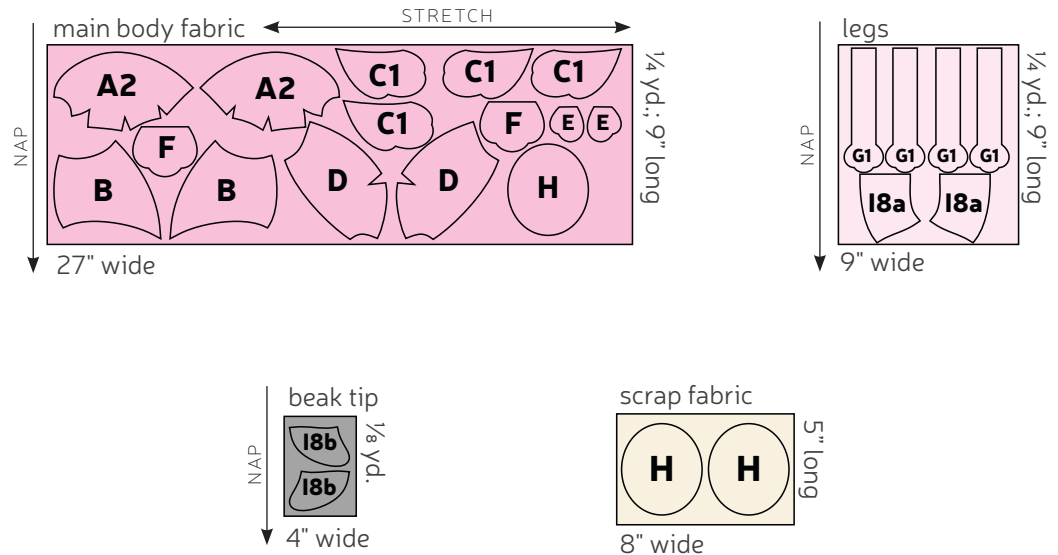
sew desu ne?

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## CUTTING LAYOUT: FLAMINGO

### Template checklist:

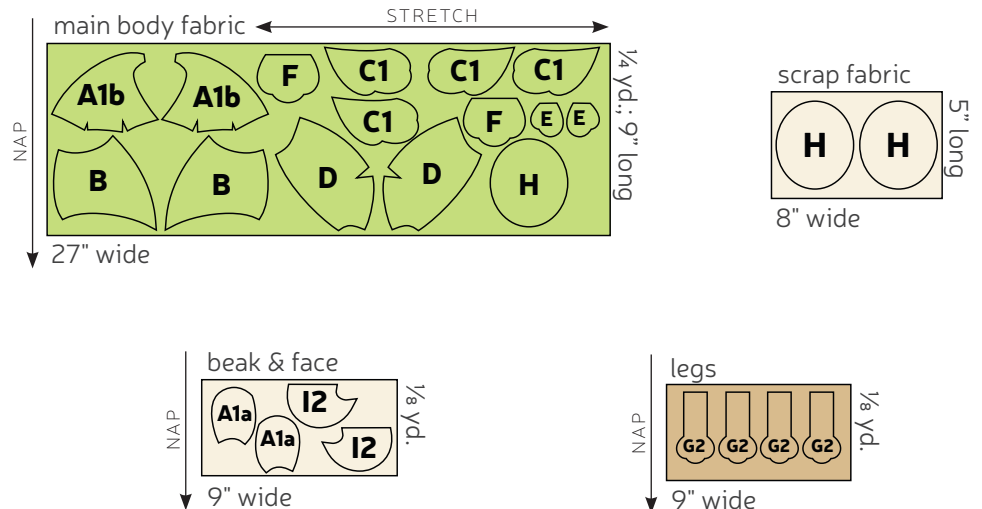
- ☐ A2 - Head
- ☐ B - Body front
- ☐ C1 - Wing
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G1 - Long leg
- ☐ H - Bottom
- ☐ I8a - Flamingo beak
- ☐ I8b - Beak tip



## CUTTING LAYOUT: KAKAPO

### Template checklist:

- ☐ A1a - Face
- ☐ A1b - Outer head
- ☐ B - Body front
- ☐ C1 - Wing
- ☐ D - Body back
- ☐ E - Feather
- ☐ F - Tail
- ☐ G2 - Short leg
- ☐ H - Bottom
- ☐ I2 - Parrot beak



## 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, which is included in the pattern templates.

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## 1. DECIDE ON THE FACE

- The next step depends on what kind of face you want for your plush.
- a. For some simpler eyes, you can use safety eyes. Those are added later in the construction, so don't worry about them for now. Continue at step 6 and make your plush with a blank face for now.
- b. For an appliqued face, continue below with step 2.



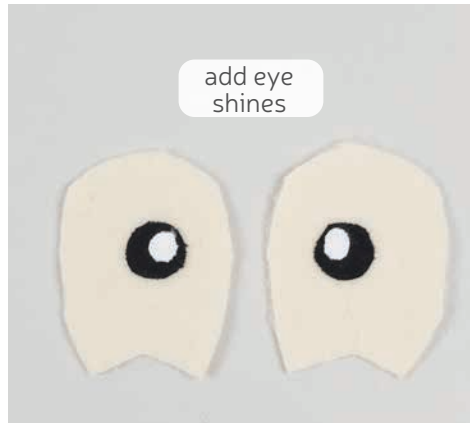
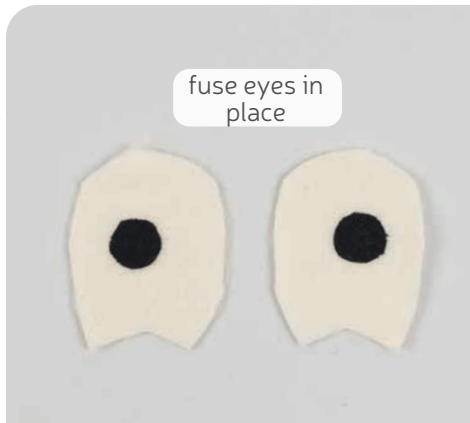
## 2. PREP THE FACE APPLIQUE



- Grab your fusible web and applique templates. You have the option of doing the **SIMPLE** eyes, **SPARKLY** eyes, or **ROUND** eyes. Here we're doing the **SIMPLE** eyes. You should have:
  - **eyes** (2, black)
  - **eye shines** (2, white)
- Fuse the bumpy (adhesive) side of the fusible web onto the applique fabrics.
- Cut out your applique pieces and grab your **FACE** or **HEAD** piece (A1a or A2). Set your paper pattern on top of the face 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.

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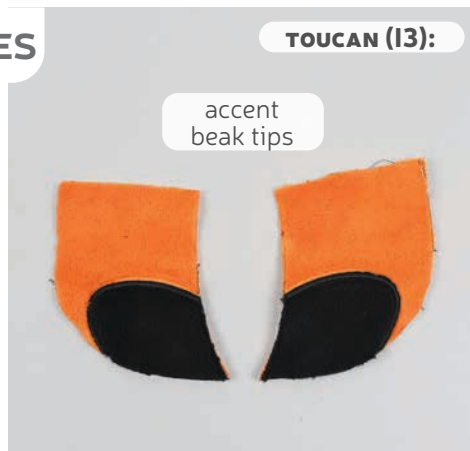


### 3. FUSE THE FACE APPLIQUE

- 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 the **eye shine** pieces next. Use the paper pattern and photos as a placement guide.
- If you're adding applique to the **HEAD** piece (A2), it should look something like the third photo.

### 4. FUSE THE BEAK PIECES

- If you have a **TOUCAN** or **PUFFIN** beak, take this time to also add the applique to the beak pieces.
- The **TOUCAN BEAK** (I3) pieces get accent beak tip applique.
  - The **PUFFIN BEAK** (I4) pieces get accent markings at the base of the beak. They're sewn in place with yellow thread for an accent color.

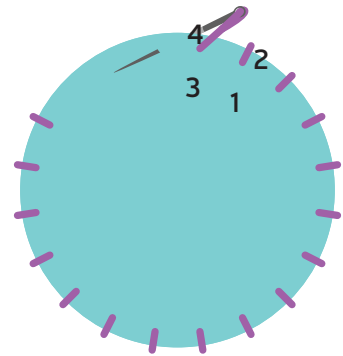
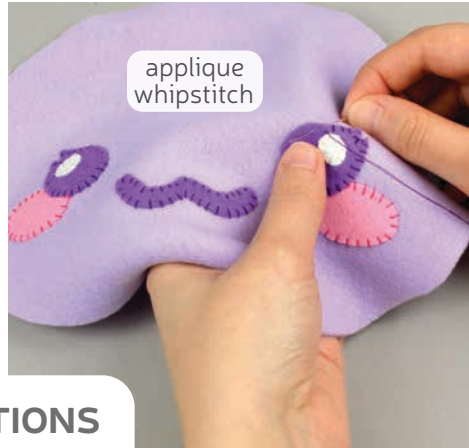
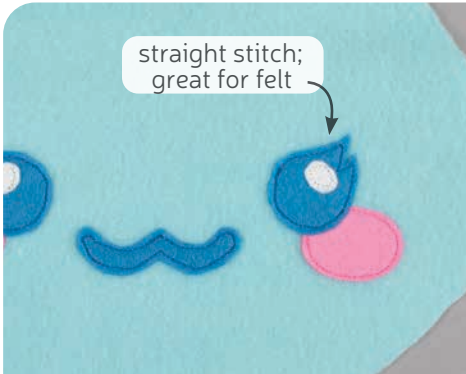


If you used heavy duty fusible web, you can keep the pieces fused without sewing, or you can sew them in place a number of ways. I've used a zigzag stitch here.

→ *Refer to the next step for some other applique options.*

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## 5. 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.

**For an ACCENT FACE (A1a & A1b):** continue below with step 6.  
**For a FULL HEAD (A2):** skip ahead to step 8.

## 6. PREP THE FACE & OUTER HEAD

- If your bird has an accent **FACE** (A1a) take this time to prep it now. In the next step we'll be attaching it to the **OUTER HEAD** (A1b) along the face curves. But you can also look for the **numbered points** for help with alignment. Look for **points 1 and 2**.



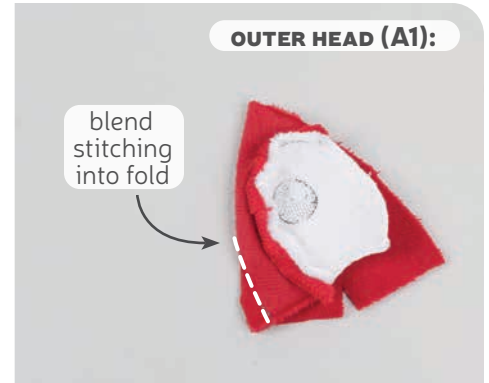
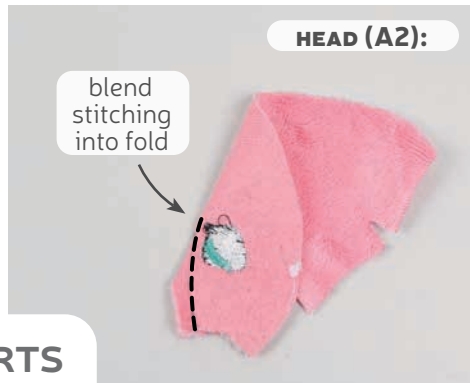
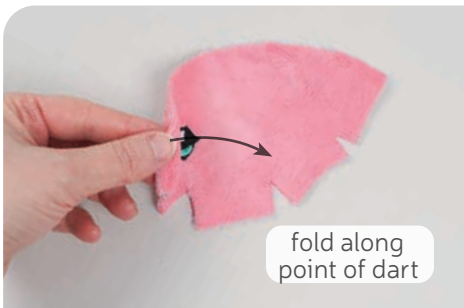
- The outer head piece will need to be bent and stretched a bit to fit around the curve. To make this easier, make small clips into the seam allowance of the curve between **points 1 and 2**. This will allow this edge to stretch out around the curve.

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## 7. ATTACH THE FACE

- Take your **OUTER HEAD** piece (A1b) and flip it over so now it's right sides facing with the **FACE** (A1a). Take the inner curve between **points 1 and 2** and align it with the curve of the face. Match up **points 1 and 2** and pin the fabrics together in between.
- Sew the outer head to the face between **points 1 and 2**.
- Repeat this for both face and outer head pieces so you have two total.
- Note that if you are using **SAFETY EYES** the face will be blank for now. The safety eyes are added later in step 26.



## 8. START THE HEAD DARTS

- Grab your **HEAD** pieces so far (A1 or A2). These pieces have a few **darts** along the bottom neck edge that are labeled on the paper pattern. To sew them, we're going to start 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.
- Sew the **dart** by starting at the opening and work your way toward the fold of the fabric. Try to blend your stitching into the fold for a smooth transition and a rounder finish to the plush.

### 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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## 9. FINISH THE HEAD DARTS

- Repeat step 8 with the remaining head **darts** for the **HEAD** (A1 or A2).
- If you have an accent **FACE** piece with **OUTER HEAD** (A1a & A1b), you'll have two **darts** along the neck area.
- If you have a **HEAD** piece (A2). You'll have three **darts**.



**For the STRIPED WINGS (C2):** continue below with step 10.  
**For the REGULAR WINGS (C1):** skip ahead to step 12.



## 10. START THE WING STRIPES

- If you have the striped **WINGS** (C2), we're going to assemble the stripes now. Grab all of your stripe pieces, the **UPPER, MIDDLE, AND LOWER** piece (C2a, C2b, and C2c). We're going to join them together along the inner edges as shown. But you can also look out for the **notch markings** to help with alignment.
- Start by grabbing your middle stripe and aligning it with the upper stripe. The edge with the **single notches** should match up. Make sure right sides are facing and pin the fabrics together.
- Sew the middle stripe to the upper stripe along the **single-notched edge**.

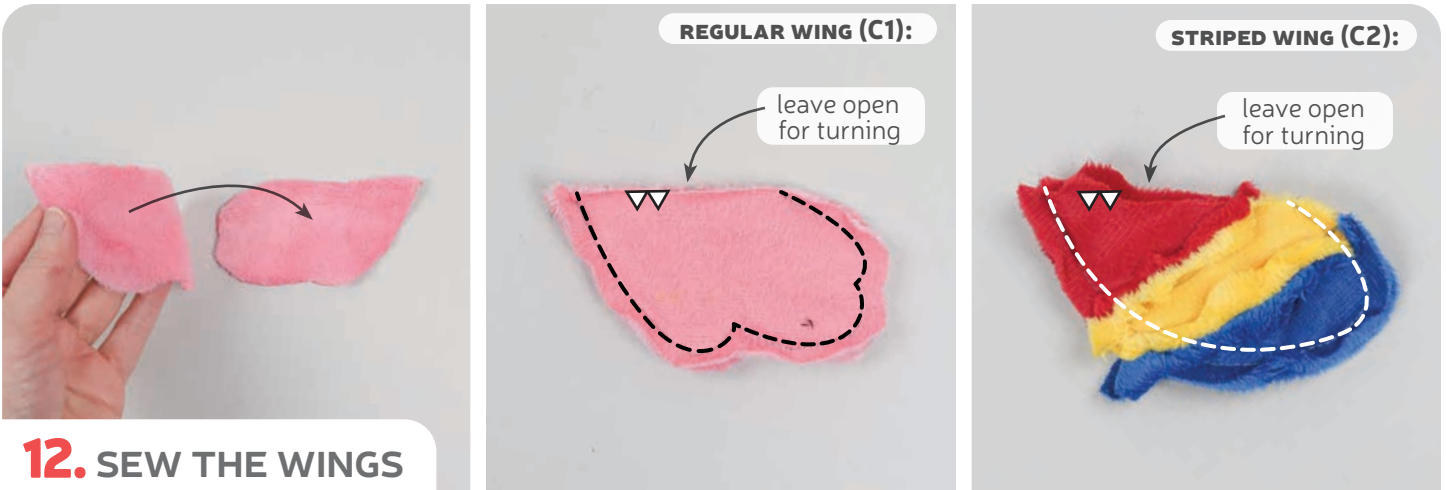
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## 11. FINISH THE WING STRIPES



- Open up your wing stripe pieces when complete.
- Grab your **LOWER WING** stripe (C2c) and align it with the **MIDDLE STRIPE** so the *double-notched edges* match up. Make sure right sides are facing and pin the edges together.
- Sew the lower stripe to the middle stripe along the *double-notched edge*.
- Open up the pieces and this should complete the stripes. Repeat steps 10-11 three more times so you have four wing pieces total.



## 12. SEW THE WINGS

- Grab your **WING** pieces (C). Take two and align them with right sides facing and the raw edges matching up.
- Sew the pieces together along the long curved edge. Leave the straight-ish edge free for turning the piece right side out. This is also the edge marked with a set of *double notches* if you need extra help finding it.  
Repeat this with your remaining wing pieces so you have a pair of wings.

sew desu ne?

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### 13. CLIP & TURN THE WINGS

- Trim the excess seam allowance around the curves of the **WING**. This will reduce bulk and increase flexibility in those areas so the wing turns more cleanly.
- Turn the wing right side out through the opening that you left.



### 14. BASTE THE WINGS

#### 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).

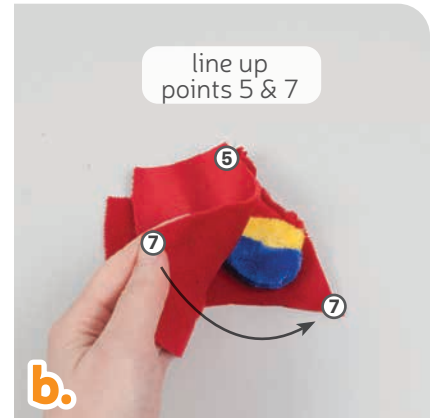
- Grab your **BODY FRONT** piece (B). If you haven't already, note the **wing placement lines** found on the paper pattern for the body front. Transfer these markings over to the right side of your body front fabric.  
Grab your sewn wing and align the open edge within these **placement lines**. You'll also find that the **double notches** will match up. Pin the wing to the edge of the body fabric.
- Baste the wing to the body within the seam allowance to hold it in place for future steps. Repeat this with your other wing and other body piece so you have two total.

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## 15. SEW THE BODY SIDES

- Grab your **BODY BACK** pieces (D). These pieces will join to the body front along the inner edges as shown, but you can also look for the **numbered points** for help with alignment. Look for **points 5 and 7**.
- Take your body back and flip it over so it's right sides facing with the front. Match up the edge from **point 5 to 7**. This should sandwich the wing in between. Make sure right sides are facing and pin the fabrics together.
- Sew the body back to the front from **point 5 to 7**.
- Open up the pieces when complete and the wing should be secured inside. Repeat this with your other body back pieces for both sides.



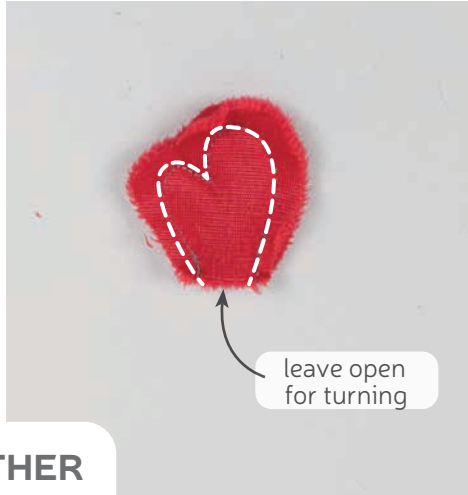
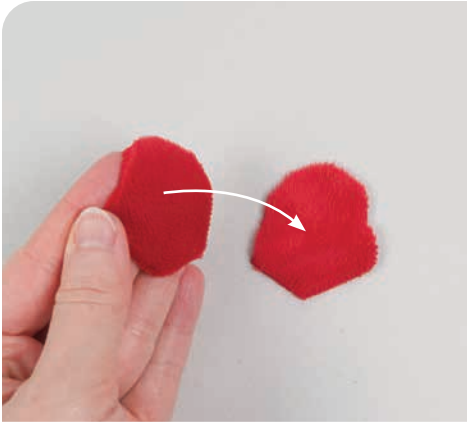
## 16. ATTACH THE HEAD

- Grab your **HEAD** so far (A) as well as your **BODY** so far (B & D). Next we're going to attach the head to the neck along the inner edges. But you can also look for the **numbered points** for help with alignment. Look for **points 3 and 4**.
- Now flip over your body piece so it's right sides facing with the head. Line up the neck edges and match up **points 3 and 4** at the corners. Pin the fabrics together from **points 3 to 4**.
- Sew the body to the head from **point 3 to 4**. Repeat this with your other body piece and head piece so you have two total.



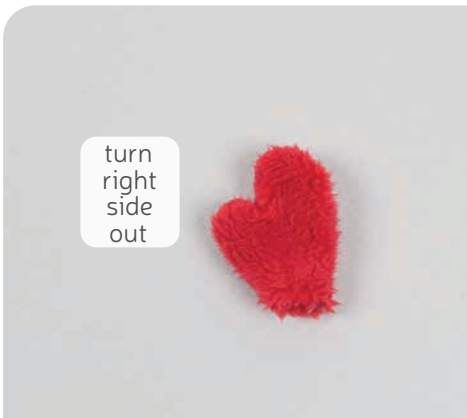
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## 17. SEW THE HEAD FEATHER

- Grab your **FEATHER** pieces (E). Align them with right sides facing and the raw edges matching up.
- Sew the feather pieces together all around the curved edges. Leave the short straight edge free for turning the piece right side out later.
- Trim the excess seam allowance around the corners and curves of the feather. This will reduce bulk and increase flexibility so the piece turns more cleanly.



## 18. BASTE THE HEAD FEATHER

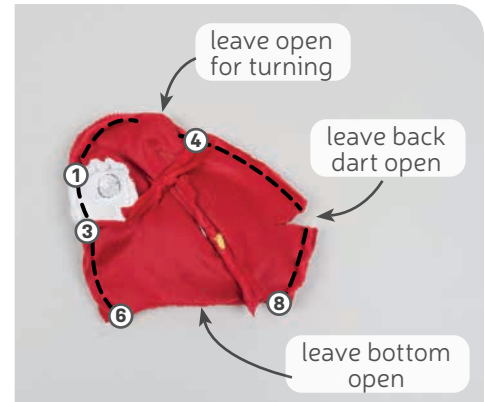
- Turn your **FEATHER** (E) right side out. Define the points with a chopstick or similar turning tool.
- If you haven't already, note the **feather placement lines** found on the paper pattern for the **HEAD** (A1b or A2). Transfer these lines to the right side of the fabric. Grab your feather and align it within these lines so the raw edges are flush and the tips of the feather are pointing inward.
- Pin the feather to the head, then baste it in place within the seam allowance to hold it in place for future steps.

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## 19. SEW THE BODY SIDES

- a. Grab both of your body pieces so far and align them with right sides facing and the raw edges matching up. We're going to sew the body pieces together along the front and back edges while leaving the bottom open.

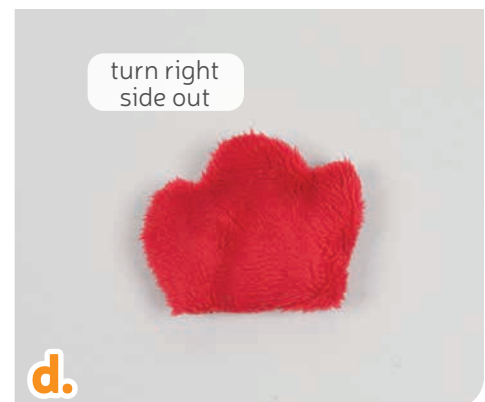
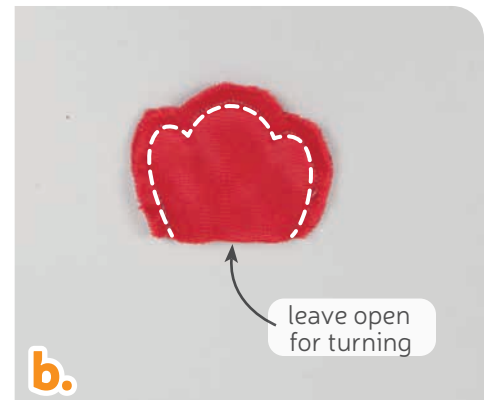
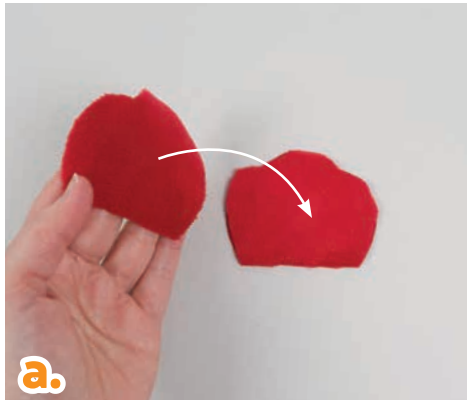


You can also look for the **numbered points** for help. Start pinning the pieces together at **point 6** at the center front, then **point 3** at the front neck seam. **Point 1** should match up if you have an **ACCENT FACE** (A1a), and **point 4** will match at the center back seam. Skip over the **dart** found on the back; we'll sew that later. Finally match up **point 8** at the bottom back.

- b. If you haven't already, note the **opening for turning markings** found on the paper pattern for the **HEAD** (A1b or A2). Sew the body pieces together from **point 6** all the way around to **point 8**. But leave an **opening for turning** in the head. Also leave the bottom edge open and the **dart** at the back open.

## 20. SEW THE TAIL

- a. Grab your **TAIL** pieces (F). Align them with right sides facing and the raw edges matching up.
- b. Sew the pieces together along the curved edges. Leave the straight edge free for turning the piece right side out.
- c. Trim the excess seam allowance around the corners and curves of the seam. This will reduce bulk and increase flexibility in those areas so the piece turns more cleanly.
- d. Turn the tail right side out through the opening you left and define the curves with a chopstick or similar turning tool.



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## 21. SECURE THE TAIL



- a. If you haven't already, note the **tail clipping line** found on the template for the **BODY BACK (D)**. This clip will make the **dart** in the back of the body a little larger so we can use it to insert the **TAIL (F)**.
- b. Grab your body so far and open up the **dart** in the back. We're going to use this straight opening to insert and attach the tail.
- c. Grab your tail from before. Take the raw end and insert it up from the bottom of the plush.



- d. Now take the raw edge of the tail and sandwich it between the two sides of the **dart**. Pin the fabrics together so the tail is fully sandwiched between the pieces.
- e. Secure the tail in place by stitching along the raw edge with the regular  $\frac{1}{4}$ " seam allowance. This section is technically a **double-ended dart**, so try to blend your stitching into the fold on each side and this will result in a smooth round finish to the completed plush.
- f. When complete the tail should be secured in the **dart** seam.

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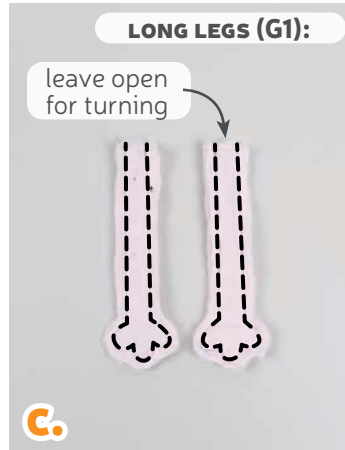
## 22. SEW THE LEGS



a.



b.



c.

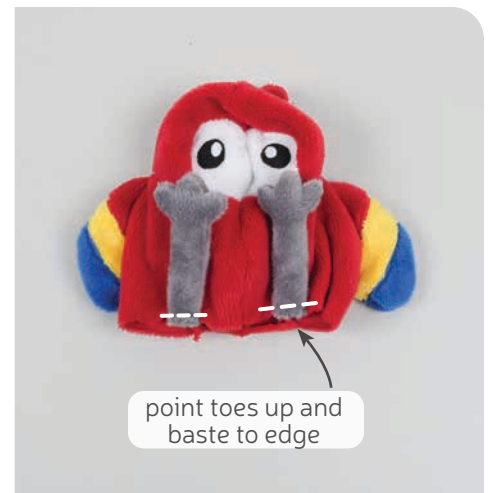


d.

- Grab your **LEG** pieces (G). Take two and align them with right sides facing and the raw edges matching up.
- Sew the pieces together along the sides and toes. Leave the short straight edge free for turning the piece right side out later.
- Trim the excess seam allowance around the toes. This will reduce bulk and increase flexibility in those areas so the piece turns more cleanly.  
Turn the legs right side out through the opening in the top, then define the toes with a chopstick or similar turning tool. Repeat this with the other leg for two total.



## 23. BASTE THE LEGS



- Take your **LEG** (G) and stuff it lightly with stuffing. If you want it to be extra floppy, you can stuff the toes firmly and barely stuff the leg at all.
- Take your body so far and flip it so it's right side out and with the front facing up. If you haven't already, note the **leg placement lines** found on the paper pattern for the **BODY FRONT** (B). Transfer these lines over to the right side of the fabric.  
Grab your stuffed legs and align the open edge within these lines so the raw edges are flush and the toes are pointing up. Pin the legs to the body.
- Baste the legs to the body front within the seam allowance to hold them in place for future steps.

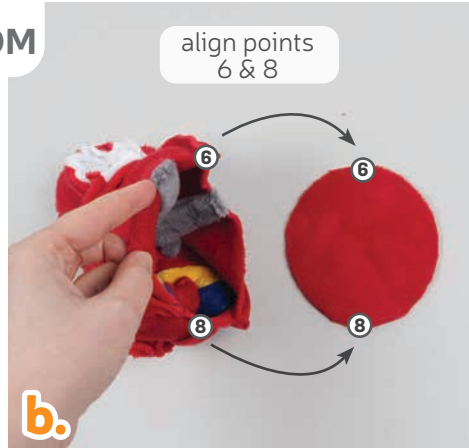
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## 24. ATTACH THE BOTTOM



a.



b.



c.



d.

- Grab your body and flip it wrong side out.
- Grab your **BOTTOM** piece (H). The open end of the body will join all around the bottom, but you can also look for the **numbered points** for help with alignment. The center front will match up at **point 6** and the center back will match up at **point 8**. Make sure right sides are facing and pin the body to the bottom all the way around.
- Sew the body to the bottom piece all the way around.
- Turn the body right side out through the opening in the back of the head.

**For SAFETY EYES:** continue below with step 25.  
**For all other versions:** skip ahead to step 27.

## 25. PREP FOR THE SAFETY EYES

- If you're using **SAFETY EYES**, we're going to install them now. To get the right placement, it helps to stuff the plush first so you know exactly where the eyes will end up. We'll then have to unstuff the plush to install the eyes and re-stuff the plush again.



Start by stuffing your plush firmly in the face. You can leave the rest of the plush very lightly stuffed since it doesn't need it yet.

- Mark where you'd like the eyes to go. You can use the **eye placement guide** on the paper pattern as a good place to start.

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## 26. SECURE THE SAFETY EYES



- a. Create the eye holes for the safety eyes at the points where you marked. An awl is considered the proper tool to use, but you can also use some small sharp scissors.
- b. You can now test the eyes by inserting them into the holes you've cut. Make sure you like the placement. Once you're sure, you can move ahead to installing the eyes for real. Take all the stuffing out of the plush, then move onto the next step.
- c. Take your **safety eyes** and insert them into the newly unstuffed plush. Push the post end of the eye into the hole you've cut.



- d. Push the post through the fabric so it reaches the inside of the plush.
- e. Grab your **base** piece for the safety eye and align it over the **post**.
- f. Push the **base** down over the **post**. It should go over the bumps of the post and make a click to hold it securely. You may need to push it down hard so the **base** doesn't move. Repeat this for the other eye. When complete you can now turn the plush right side out to stuff it for real.

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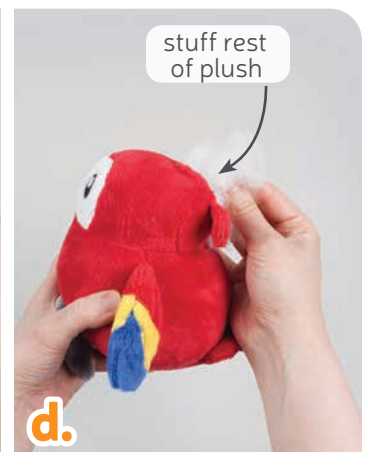
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## 27. SEW THE POLY PELLETT POUCH

- Grab your **POLY PELLETT 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.
- Fill the pouch with poly pellets. I like to use a spoon for this, but some people prefer a funnel.
- 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.

## 28. STUFF THE PLUSH



- Grab your **POLY PELLETT POUCH** and insert it into the body of your plush through the **opening for turning**.
- Nestle the pellet pouch near the center back of the plush close to the tail.
- Begin stuffing your plush. Start by getting plenty of fabric in the body so there are no wrinkles near the darts or seams. Do this with the head as well so the face looks full and round.
- Stuff the rest of the body firmly with stuffing until you reach the opening.

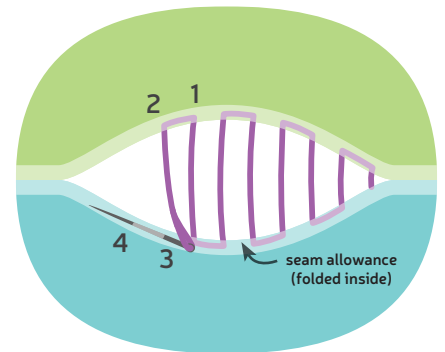
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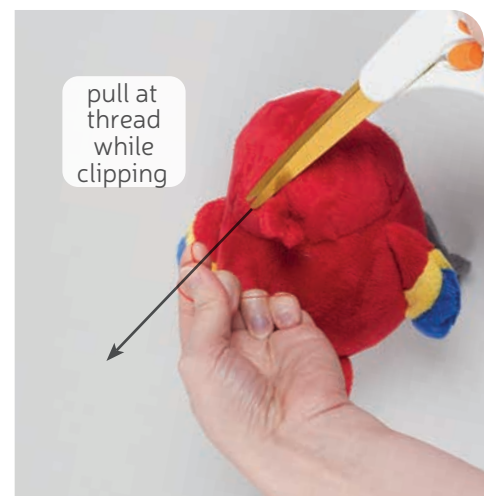
## 29. SEW THE HEAD CLOSED

- Once the head 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.
- Ladder stitch the head closed. Take a 1/8" stitch into the fold of one side of the opening, then go across and take another.
- If the head seems a little flat at this spot, stop stitching about halfway. Sneak some more stuffing into the head until you can get it nice and firm and round. Once the head is full, keep stitching down the opening until you reach the end.



## 30. TRIM THE THREADS

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



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**For the DODO OR FLAMINGO BEAK (17 OR 18): continue below with step 31.**  
**For all the other birds: skip ahead to step 32.**

### 31. ATTACH THE ACCENT BEAK TIP

FLAMINGO (18):



- Grab your **DODO** or **FLAMINGO BEAK AND TIP** pieces (17a/b or 18a/b). These pieces will join together next to create the full beak. But you can also look for the **notch markings** for help with placement.
- Grab your beak tip and align it with the beak so right sides are facing and the **notched edges** match up. Pin the fabrics together.
- Sew the beak tip to the beak along the **notched edge**.
- Open up the pieces when complete, then repeat this with your other beak and tip pieces so you have both sides of the beak.



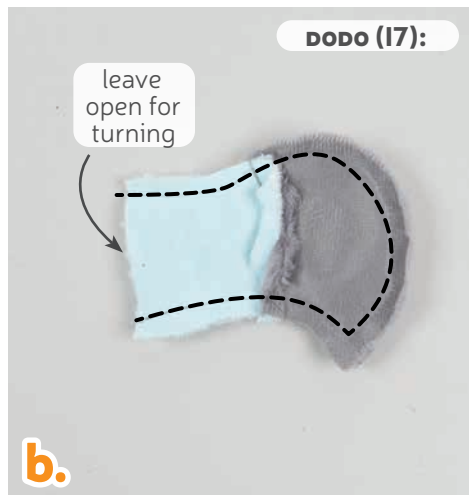
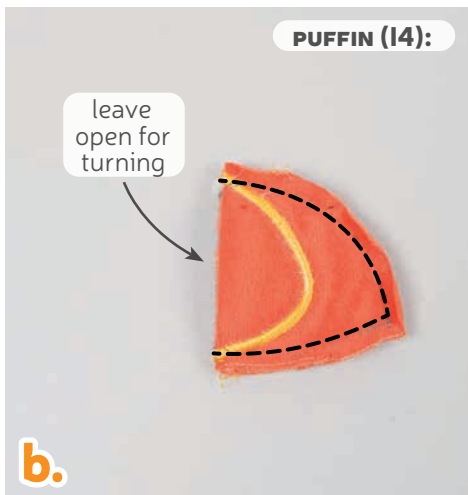
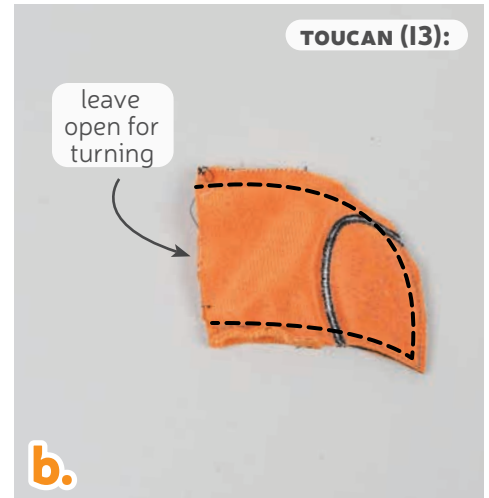
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## 32. SEW THE BEAK



- a. Grab your **BEAK** pieces (1). Align them with right sides facing and the raw edges matching up.
- b. Sew the pieces together along the long pointed edge. Leave the short straight edge free for turning the piece right side out later. This might look slightly different depending on your bird, but the basic idea is the same.



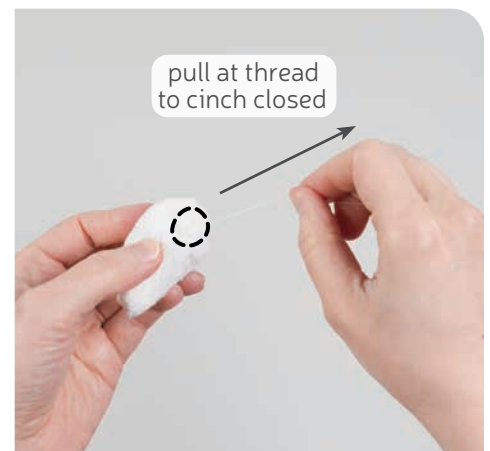
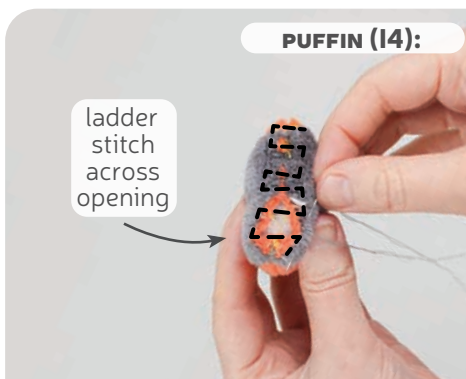
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### 33. CLIP & STUFF THE BEAK

- Trim the excess seam allowance around the tip of the **BEAK** (I). This will reduce bulk and increase flexibility in this area so the beak turns more cleanly.
- Turn the beak right side out through the opening. Define the point with a chopstick or similar turning tool.
- Stuff the beak semi-firmly with stuffing. Be sure to get small bits in the tip of the beak so it stays looking pointy and doesn't flatten over time.



### 34. CLOSE THE BEAK

- FOR THE PUFFIN BEAK:** the **PUFFIN BEAK** (I4) has a narrow base, so to make this shape it's sewn a little differently. Sew a long ladder stitch down the opening of the beak. Take one stitch into one side then go across and take another. Do this all the way down the beak. This will create a more narrow base for the beak instead of a round one.
- FOR ALL THE OTHER BIRDS:** Grab a hand sewing needle and thread it. Sew a gathering stitch around the opening of the beak, about 1/4" away from the raw edge.
- Pull at the gathering thread to cinch the beak closed. Sew a few knots into the center to hold it closed.

#### 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 1/4"-1/2" long) gather the fabric when pulled later.

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### 35. ATTACH THE BEAK

- a. Take your **BEAK** and align it onto the center front of the face. Align it onto the center front seam, so the bottom edge is about flush with the neck seam.
- b. Ladder stitch the beak to the face. Sew around the base where it touches the face.



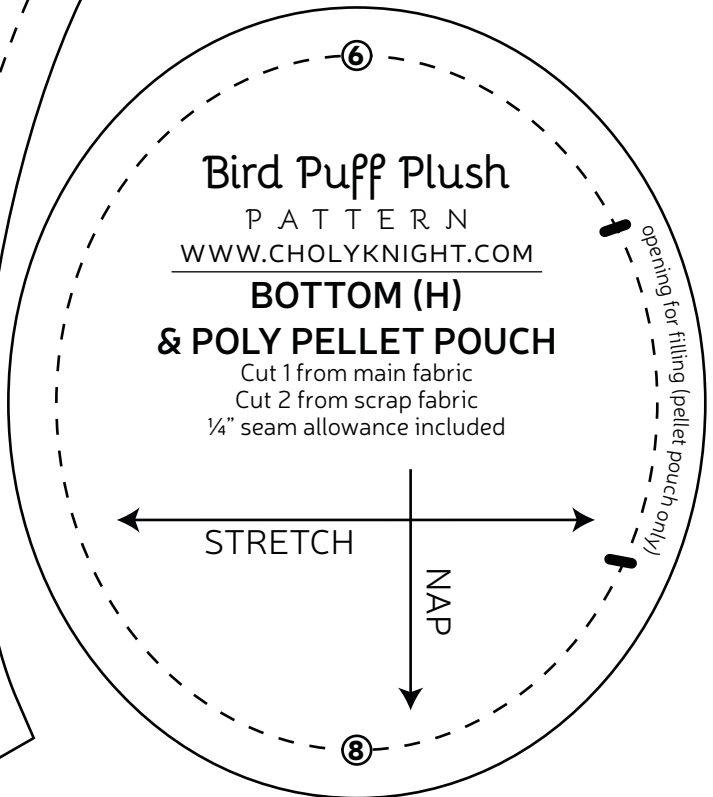
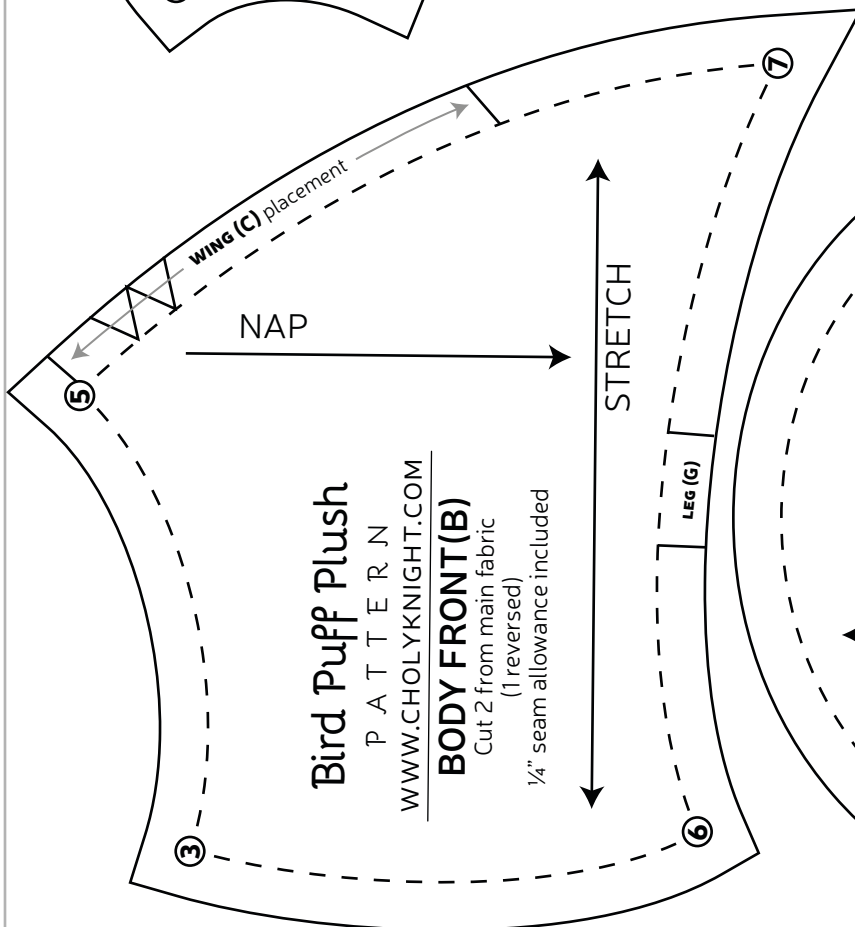
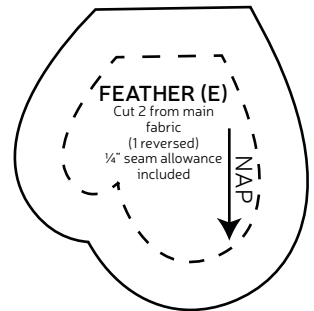
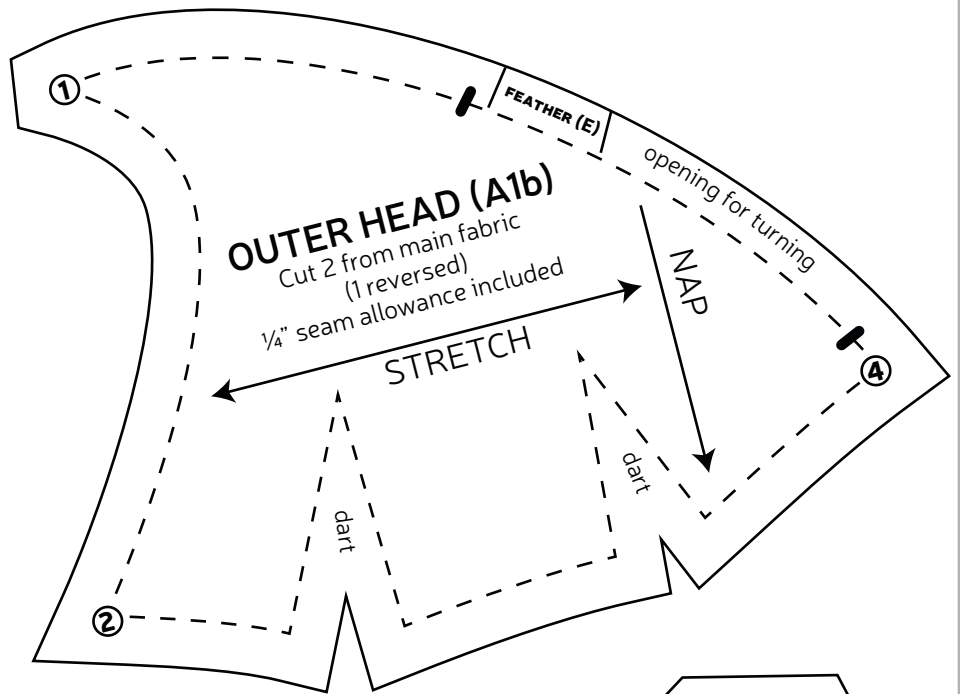
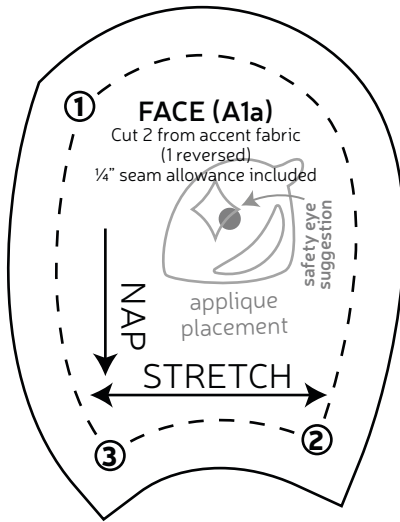
**CONGRATS!**  
This completes your  
plush! Now give it a  
big hug!

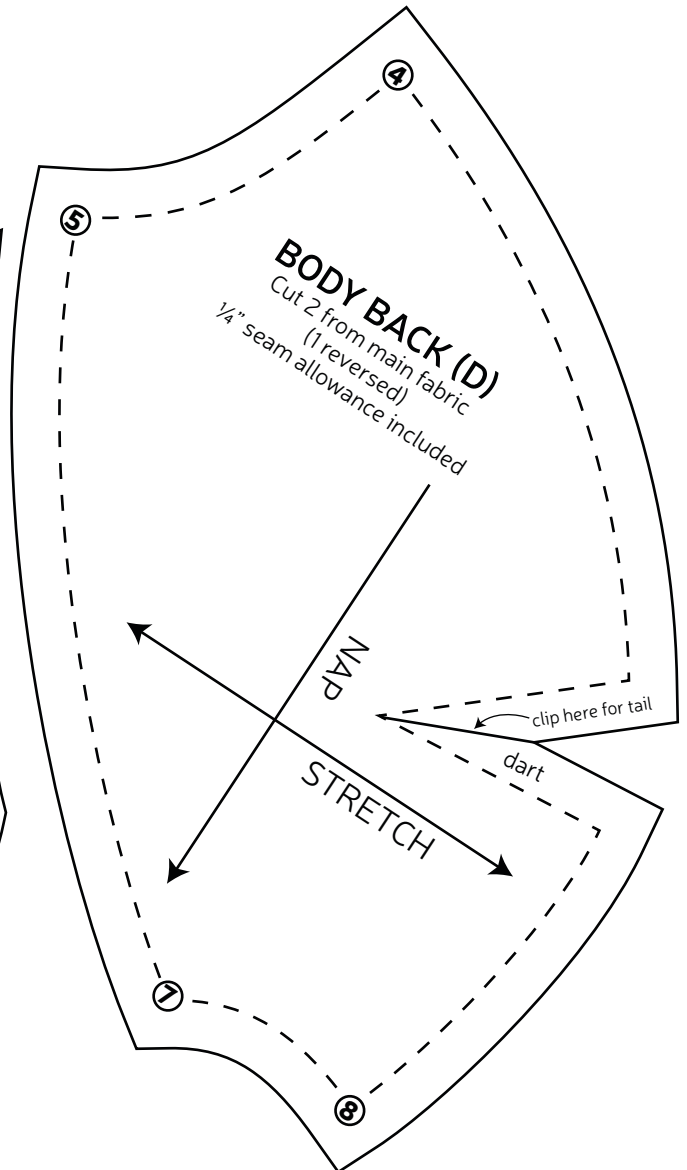
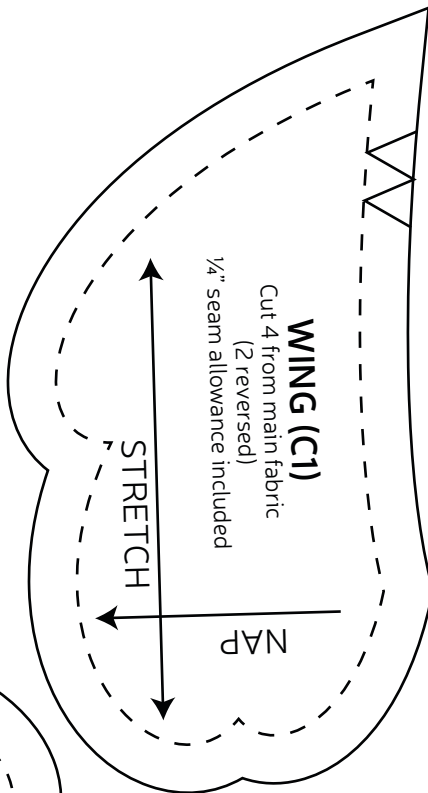
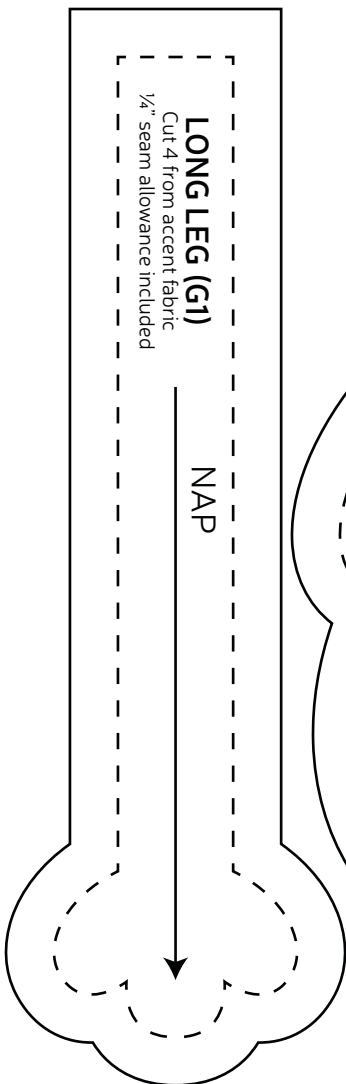
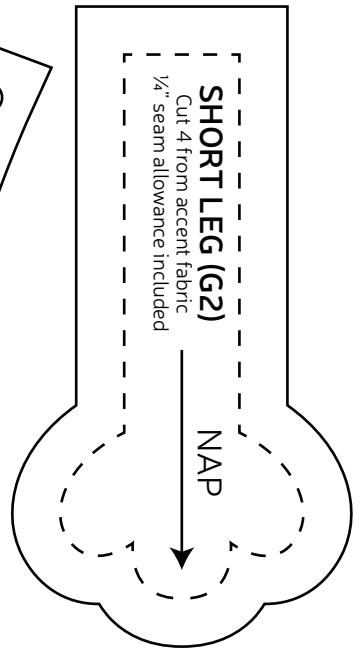
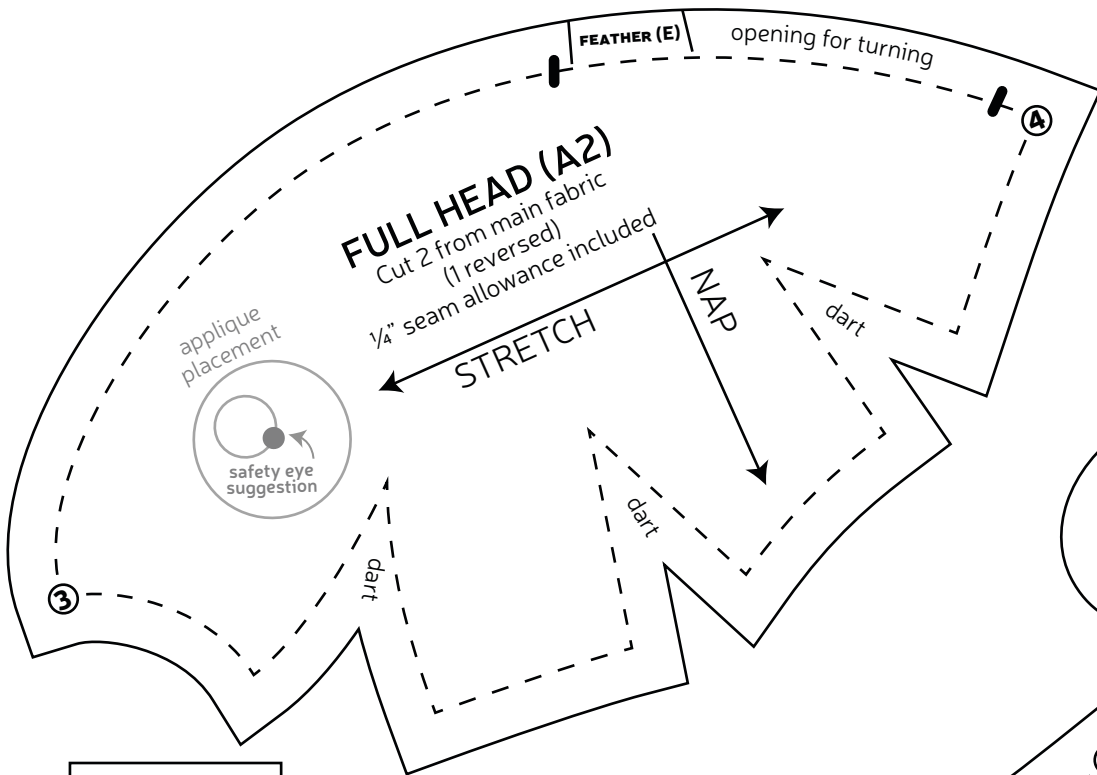
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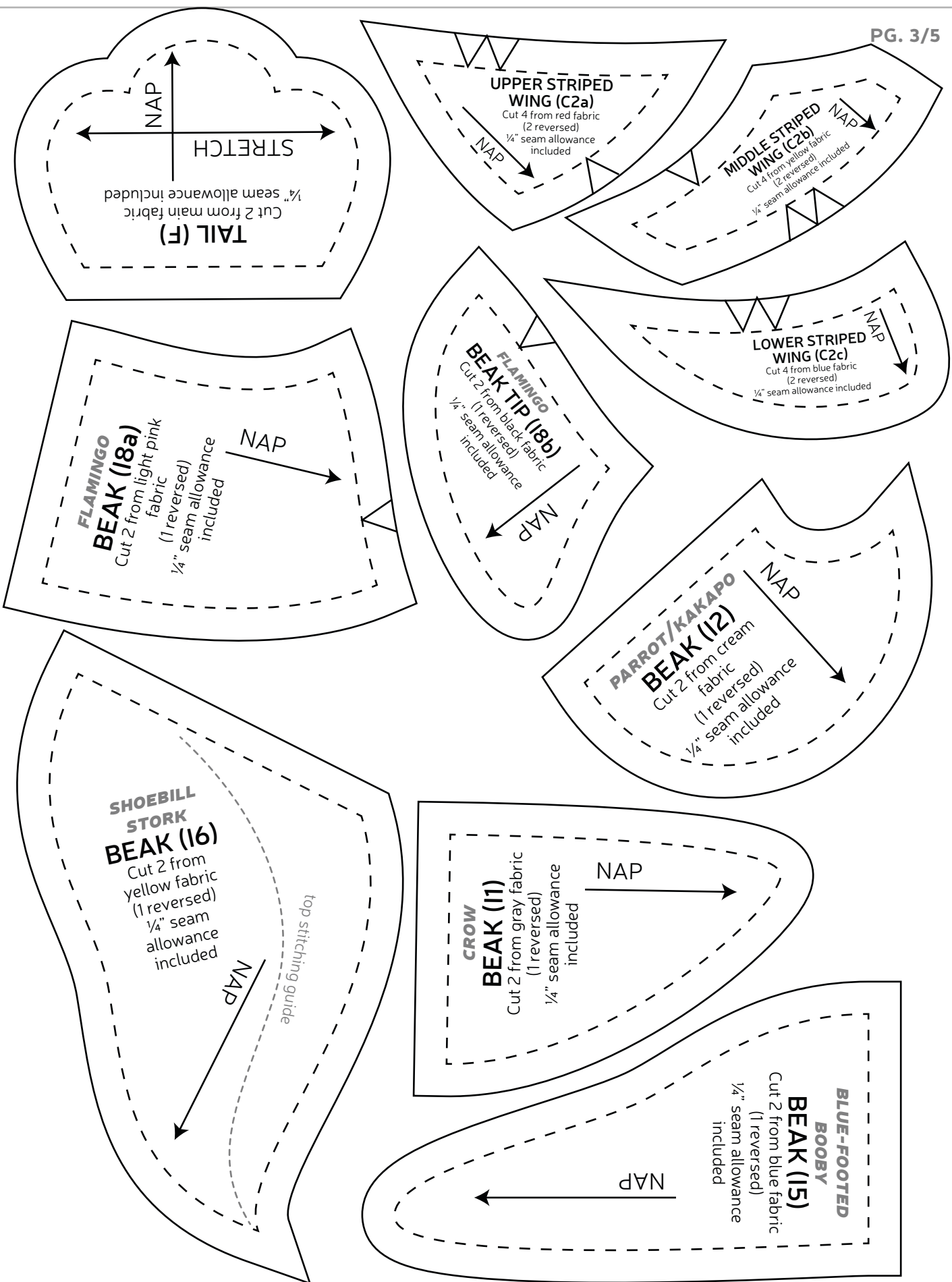
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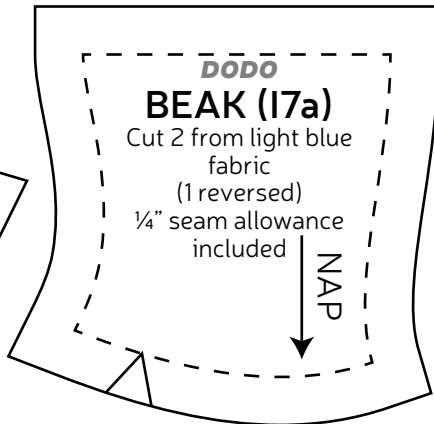
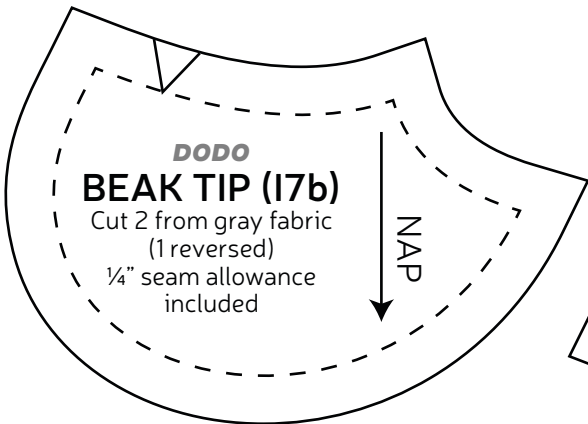
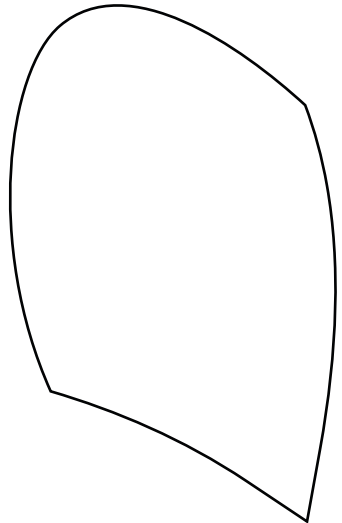
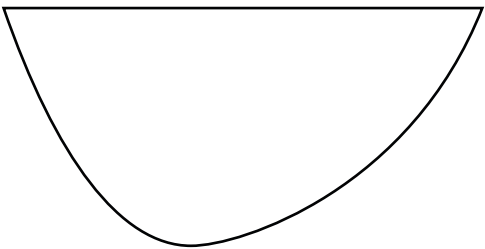
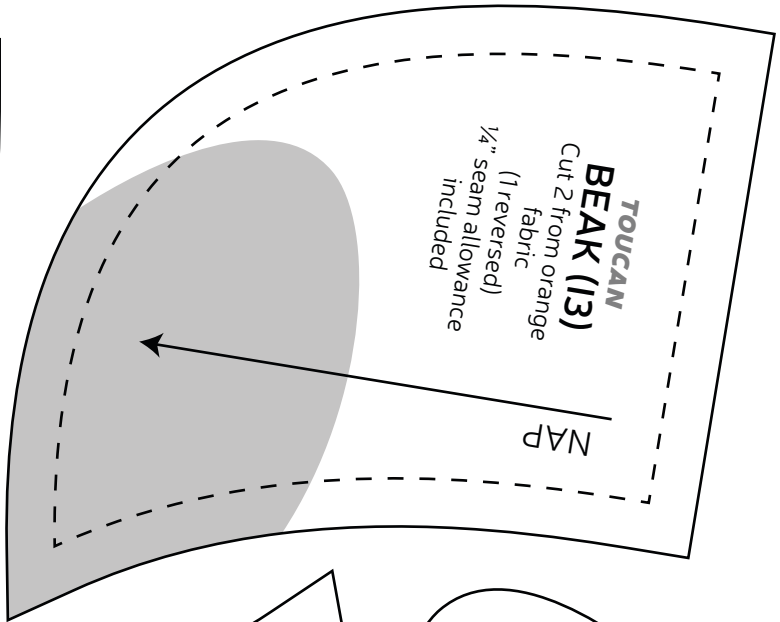
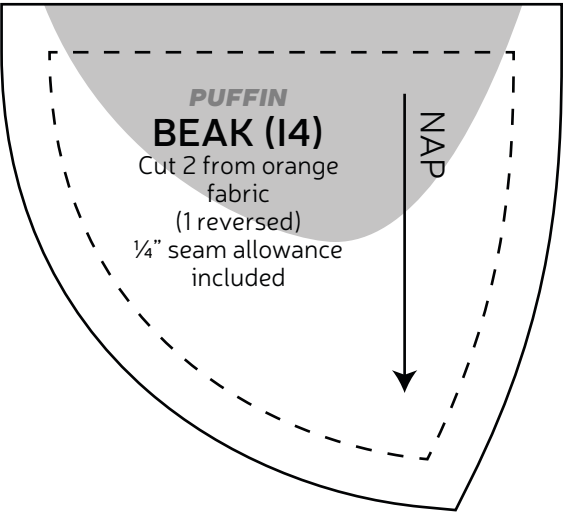
# TEST SQUARE 2"

measure this square to  
be sure you've printed  
at the proper  
proportions









### SPARKLY EYES



**EYE**  
*applique*  
 trace & cut 1 each  
 from black



**EYE SHINE**  
*applique*  
 trace & cut 2  
 from white



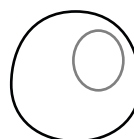
**EYE HIGHLIGHT**  
*applique*  
 trace & cut 2 from  
 accent color



### SIMPLE EYES



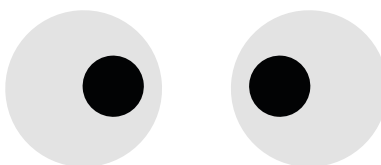
**EYE**  
*applique*  
 trace & cut 2  
 from black



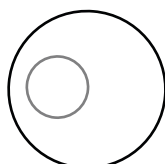
**EYE SHINE**  
*applique*  
 trace & cut 2  
 from white



### ROUND EYES



**EYE WHITE**  
*applique*  
 trace & cut 2  
 from white



**PUPIL**  
*applique*  
 trace & cut 2  
 from black

