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AquaAmi



Sea Turtle



A crochet pattern by June Gilbank

Materials

- All instructions are applicable for any bulky weight yarn. You will need less than 1 skein of yarn in each of two colours. For my sea turtle, I used Bernat Softee Chunky in *Soft Taupe* (light brown) and *True Taupe* (darker brown). If you use regular worsted weight yarn, you will end up with a smaller sea turtle!
- Suggested hook size (see *Gauge*, below):
 - o Bulky weight yarn: G7 US/4.5mm
 - o Worsted weight yarn: E US/3.5mm

Gauge

Gauge is unimportant for this pattern, provided the pieces are crocheted sufficiently tightly that they will not gape visibly when stuffed. To test a swatch, crochet the first 3 rounds and then push a piece of fibrefill behind it:

- If the stitches stretch too much and the fibrefill is clearly visible, reduce the hook size.
- If you cannot insert the hook into the previous stitches, reduce your tension (crochet more loosely) or increase the hook size.

Notions

- Polyester fibrefill stuffing
- 2 eyes (approx 12mm diameter)
 - o Animal (safety) eyes recommended
 - o Alternatives: black buttons or beads, felt circles or embroidery
- Yarn needle to weave in ends
- Stitch marker

Abbreviations

ch	chain
sc	single crochet
st	stitch
sl st	slip stitch
sc2tog	single crochet decrease (insert hook into stitch and draw up a loop, insert hook into next stitch and draw up a loop, yarn over and draw through all 3 loops on hook)
hdc	half double crochet
hdc2tog	half double crochet decrease (yarn over hook, insert hook into stitch and draw up a loop, insert hook into next stitch and draw up a loop, yarn over and draw through all 4 loops on hook)

Magic ring

The magic ring method gives a better finish as it doesn't leave a hole in the middle. See www.planetjune.com/magicring for instructions. If you prefer, you may substitute:

Ch 2. Rnd 1: 6 sc in 2nd chain from hook. (6 st)

for: *Make a magic ring, ch 1. Rnd 1: 6 sc in magic ring. (6 st)*

Notes

- Do not join at the end of each round; rounds are worked in continuous spirals.
- Use a stitch marker to mark the beginning of each round. Move the marker up each time you start a new round.
- Although the shell is composed of many pieces, don't despair. The task of making and assembling the pieces is not too arduous as *you don't need to weave in any of the ends*. Fasten off each end so it will not unravel, and then pull all the ends to the wrong side (inside) of the shell. It looks messy while you are creating the shell (see below), but all of those ends will eventually be hidden inside the turtle!



Colour code

MC main colour (used throughout unless otherwise specified); light brown in my turtle

CC contrast colour; dark brown in my turtle



Basic Shell Unit (make ten)

With **MC**, make a magic ring, ch 1.

Rnd 1: 6 sc in magic ring. (6 st)

Rnd 2: 2 sc in each st around. (12 st). Join with sl st to next st and fasten off.

Rnd 3: Fasten on at any point on the circle with **CC**, (sc in next st, 3 sc in next st) six times. (24 st). Join with sl st to next st and fasten off.



Shell Unit Assembly

With **CC**, whipstitch a pair of units together along one of the hexagonal sides, catching the back (outside) loops only in the whipstitches (Figure 1). Continue to whipstitch units together to form the basic shell shape (Figure 2).



Figure 1: Whipstitching two shell units together

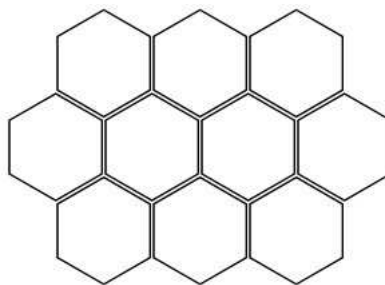


Figure 2: Layout of shell units

Shell Edges (Terminology)

The edges of the shell will be built up to smooth the shape of the outside of the shell. This is mostly accomplished with single crochet, except at the following points (Figure 3):

- A **Peak** point is an exposed corner of a basic shell unit. At each Peak point, make 2sc into the stitch
- A **Valley** point is the join between two basic shell units. At each Valley point, hdc2tog the stitch at each side of the valley (i.e. yarn over hook, insert hook into stitch **a** and draw up a loop, insert hook into stitch **b** and draw up a loop, yarn over and draw through all 4 loops on hook)

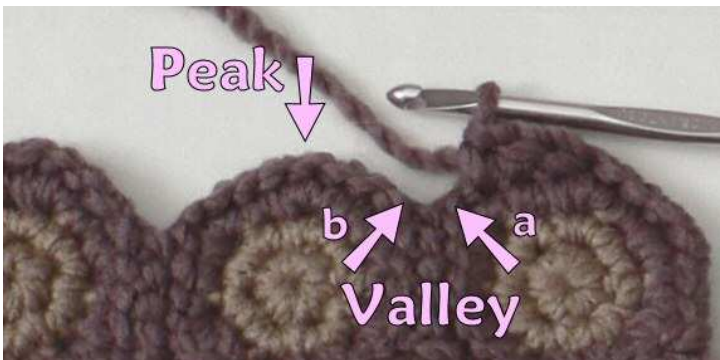


Figure 3: Peak and Valley points

Build up Shell Edges

To build up the shell, follow the appropriate instructions for right-handers or left-handers (see Figure 4 for reference points).

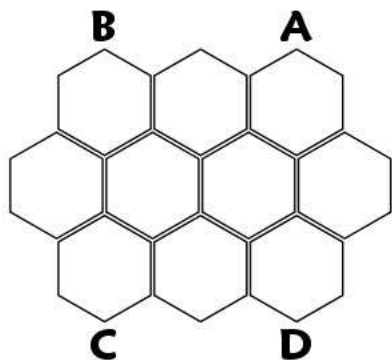


Figure 4: Reference points for building up sides of shell

Right-handed instructions

1. Join **CC** at **A**. Sc around the edge to **B**, remembering to make 2sc at the Peak, and hdc2tog at each of the two Valleys. At **B**, join with sl st to next st and fasten off.
2. Join **CC** at point **C**. Sc around the edge to **D**, remembering to make 2sc at the Peak, and hdc2tog at each of the two Valleys. Do not fasten off.
3. Continue to sc all around the edge of the shell, remembering to make 2sc at each Peak, and hdc2tog at each Valley. When you reach **D** again, join with sl st to next st and fasten off.

Left-handed instructions

1. Join **CC** at **B**. Sc around the edge to **A**, remembering to make 2sc at the Peak, and hdc2tog at each of the two Valleys. At **A**, join with sl st to next st and fasten off.
2. Join **CC** at point **D**. Sc around the edge to **C**, remembering to make 2sc at the Peak, and hdc2tog at each of the two Valleys. Do not fasten off.
3. Continue to sc all around the edge of the shell, remembering to make 2sc at each Peak, and hdc2tog at each Valley. When you reach **C** again, join with sl st to next st and fasten off.

Underside of Shell (Belly)

To make the underside of the shell, repeat the entire shell process (10 Basic Shell Units, Shell Unit Assembly, Build up Shell Edges) with **MC only**.

After this step you should have two identically shaped pieces that will form the top and bottom of the shell (see right).



Head

worked from nose back

Make a magic ring, ch 1.

Rnd 1: 6 sc in magic ring. (6 st)

Rnd 2: 2 sc in each st around. (12 st)

Rnd 3: (2 sc in next st, sc in next 2 st) four times. (16 st)

Rnds 4-5: sc in each st around. (16 st)

Rnd 6: (2 sc in next st, sc in next 3 st) four times. (20 st)

Rnds 7-9: sc in each st around. (20 st)

Note: *In the next round (Rnd 10), complete the repeat **twice**, then mark the stitch you have just completed by slipping a stitch marker or a scrap of contrasting yarn through the stitch before you continue. This marks the top of the head.*

Rnd 10: (sc2tog, sc in next st) four times, sc in each st around. (16 st)

Rnds 11-15: sc in each st around. (16 st)

Attach animal eyes (if using) between Rnds 5 and 6, using the marker you placed in Rnd 10 as a guide to which side is the top of the head.

Rnd 16: (sc2tog) eight times. (8 st). Stuff head through hole.

Rnd 17: (sc2tog) four times. (4 st). Fasten off and weave in ends.



Front Flipper (make 2)

Make a magic ring, ch 1.

Rnd 1: 4 sc in magic ring. (4 st)

Rnd 2: (2 sc in next st, sc in next st) twice. (6 st)

Rnd 3: (2 sc in next st, sc in next 2 st) twice. (8 st)

Rnd 4: (2 sc in next st, sc in next 3 st) twice. (10 st)

Rnd 5: (2 sc in next st, sc in next 4 st) twice. (12 st)

Rnd 6: (2 sc in next st, sc in next 5 st) twice. (14 st)

Rnds 7-11: sc in each st around. (14 st)

Rnd 12: 2 sc in next 2 st, sc in next 4 st, sc2tog twice, sc in next 4 st. (14 st)

Rnd 13: sc in next st, 2 sc in next 2 st, sc in next 4 st, sc2tog twice, sc in next 3 st. (14 st)

Rnd 14: sc in next 2 st, 2 sc in next 2 st, sc in next 4 st, sc2tog twice, sc in next 2 st. (14 st)

Rnd 15: sc in next 3 st, 2 sc in next 2 st, sc in next 4 st, sc2tog twice, sc in next st. (14 st)

Rnd 16: sc in next 4 st, 2 sc in next 2 st, sc in next 4 st, sc2tog twice. (14 st)

Rnd 17: sc2tog, sc in next 3 st, 2 sc in next 2 st, sc in next 3 st, sc2tog twice. (13 st)

Rnd 18: sc2tog, sc in next 3 st, 2 sc in next 2 st, sc in next 4 st, sc2tog. (13 st)

Rnd 19: sc2tog, sc in next 4 st, 2 sc in next st, sc in next 4 st, sc2tog. (12 st)

Rnd 20: sc in next 3 st. Join with sl st to next st. Fasten off, leaving long end of yarn to attach flipper to shell. Flatten flipper so the increases and decreases lie at the edges of the flipper.

Note: Do not stuff flippers.



Back Flipper (make 2)

Make a magic ring, ch 1.

Rnd 1: 6 sc in magic ring. (6 st)

Rnd 2: (2 sc in next st, sc in next 2 st) twice. (8 st)

Rnd 3: sc in next st, 2 sc in next 2 st, sc in next 5 st. (10 st)

Rnd 4: sc in next 2 st, 2 sc in next 2 st, sc in next 6 st. (12 st)

Rnd 5: sc in next 3 st, 2 sc in next 2 st, sc in next 7 st. (14 st)

Rnd 6: sc in next 3 st, sc2tog twice, sc in next 4 st, 2 sc in next 2 st, sc in next st. (14 st)

Rnd 7: sc in next 2 st, sc2tog twice, sc in next 4 st, 2 sc in next st, sc in next 3 st. (13 st)

Rnd 8: sc in each st around. (13 st)

Rnd 9: sc in next 2 st, sc2tog, sc in next 5 st, 2 sc in next st, sc in next 3 st. (13 st)

Rnds 10-11: sc in each st around. (13 st)

Join with sl st to next st. Fasten off, leaving long end of yarn to attach flipper to shell.

Flatten flipper so the increases and decreases lie at the edges of the flipper.

Note: Do not stuff flippers.



Tail

Make a magic ring, ch 1.

Rnd 1: 4 sc in magic ring. (4 st)

Rnd 2: (2 sc in next st, sc in next st) twice. (6 st)

Rnds 3-7: sc in each st around. (6 st).

Join with sl st to next st. Fasten off, leaving long end of yarn to attach tail to shell.

Note: Stuff tail lightly if desired.

Assembly

Attach Flippers & Tail to Shell Top

Figure 5 shows the position of the front flippers, back flippers and tail on the upper shell. The flippers are located at the four 'corner' shell units, and positioned so they stick out at an angle (if desired, change the angle to attach the flippers in a different pose). The tail is located between the back flippers.

Notes:

- The open end of each piece overlaps the edge of the shell, so it partially covers the **MC** centre of a shell unit.
- Figure 5 is only for reference when positioning; the pieces will be stitched to the **wrong** side of the shell, and only one piece will be attached at a time.



Figure 5: Position of flippers and tail on shell top. **Note:** shell is shown right side up for clarity in positioning; flippers and tail should actually be attached to **wrong** side of shell

Place one flipper in position over the wrong side of the shell, and, using a yarn needle and the long yarn end from the flipper, stitch the lower side of the open end of the flipper to the shell (Figure 6).

Make sure your stitches into the shell only pick up yarn loops from the *wrong* side of the shell, so the stitches will not show from the right side of the shell.



Figure 6: *Stitch one side of the open end of each flipper (as shown by dotted line) to the wrong side of the shell top*

Sew both back flippers, both front flippers and the tail to the shell top using the same method (Figure 7).

Do not attach the head yet!



Figure 7: *All flippers and tail attached to wrong side of shell top*

Attach Flippers & Tail to Shell Bottom

Line up the top and bottom pieces of the shell with their right sides facing out, and the flippers and tail sticking out from between the two (Figure 8). Pin in place if desired (this will make the following step easier).



Figure 8: Bottom of shell placed over top of shell (right sides facing outwards)

Concentrating on one flipper, note where the open edge of the flipper touches the inside of the shell bottom. Using a yarn needle and the **MC** yarn, stitch the flipper and shell together along this line.

Notes:

- As before, pick up yarn loops from the inside of the shell only, so the stitches will not be visible.
- Optional: for added realism, do not sew the very edge of the shell to the flipper (Figure 9). This will give the effect that the shell is not attached to the flipper, but as it will be on the underside of the finished turtle, it is not essential!



Figure 9: Sewing flipper to shell bottom.

a: edge of shell

b: sew one stitch away from edge

Repeat this process to attach the other three flippers and the tail to the bottom of the shell.

Join Top and Underside of Shell (Edging)



Figure 10: Crochet through edge of top and bottom of shell



Figure 11: Crochet up to flipper



Figure 12: Crochet around shell top only to bypass flipper



Figure 13: At far side of flipper, crochet through top **and** bottom of shell again

With **MC**, fasten on to the edge of the shell top behind the turtle's left front flipper (right-handers) or right front flipper (left-handers). Holding the top and bottom shell pieces together, begin to sc around the edge toward the back flipper, crocheting through both shell pieces (Figure 10).

When you reach the back flipper (Figure 11), sc through *only the top of the shell* until you reach the far side of the flipper (Figure 12). Line up the top and bottom of the shell again, then continue to sc around through both shell pieces (Figure 13).

Note: try to join the top and bottom of the shell as close to the flipper as possible; do not leave spaces at each side, as the stuffing may leak out through any spaces.

Continue with this method, crocheting through both layers to join the top and bottom of the shell where possible, and crocheting around the top piece only to leave space for each flipper and the tail. When you reach the second front flipper (not the flipper you started at), sc through the shell top only as before, but stop just before joining the top and bottom shells after the flipper. Do not fasten off the yarn.

Stuff the body of the turtle through the neck opening (Figure 14). The shell should retain its flattened shape, so do not force too much stuffing inside.

By holding the head in place at the opening (Figure 15), you can see that there is a large gap between each front flipper and the head where the stuffing shows through. Count the width of this gap - for my turtle it was 7 stitches on each side, but it may vary depending on how the front flippers are arranged and how firmly the head is stuffed. Your magic number (let's call it **X**) is one less than this number, so **X** = 6 for my turtle.

The next steps will build up the bottom of the shell on either side of the head, to fill in those spaces.

To close the first gap, turn the turtle over onto its back, and fasten on a new length of **MC** yarn to the shell bottom at the far side of the gap (next to where the head will be). Ch 2 (Figure 16), then hdc in the next **X** stitches. This should take you to the stitch next to the front flipper. Fasten off.

To close the second gap, follow the same process. Fasten on a new length of **MC** yarn at the stitch next to the other front flipper. Ch 2, then hdc in the next **X** stitches. Fasten off.

Figure 17 shows the shell with the two built up areas highlighted.



Figure 14: Stuff turtle body through neck hole



Figure 15: Gap between head and front flipper



Figure 16: Fasten on and ch 2.



Figure 17: Built up lower shell

Return to the edging joining the top and bottom of the shell together. Sc through the shell top and the first built-up area of the bottom, then sc around the shell top only to leave space for the head.

Sc through the shell top and the second built-up area of the bottom. Finally, sc around the top layer only to pass the final front flipper and complete the edging (Figure 18). Join with sl st to first st of the edging, fasten off and weave in end.



Figure 18: Completed shell

Eyes

If you did not attach the eyes while crocheting the head, attach the eyes now. They should be positioned approximately between Rnds 5 and 6. Use the marker you placed in Rnd 10 of the head as a guide to which way up the head should be positioned.

Eyelids (make 2, optional)

With CC, ch 4, then fasten off, leaving a long end of yarn.

Arrange the chain around the top half of the eye (Figure 19), then use a yarn needle and the long yarn end to stitch the eyelid in position. Use the yarn needle to hide the yarn ends inside the head. Repeat for the second eyelid.



Figure 19: Eyelid in position around eye

Position Head

Push the turtle's head into the gap in the shell, so a few rounds of the neck end sit inside the shell (Figure 20). This will anchor the head securely in position once it is stitched to the shell.



Figure 20: Place neck inside shell opening

Attach Head

Using a yarn needle and the MC yarn, stitch the head to the shell to close up the opening.

Notes:

- As before, pick up yarn loops from the inside of the shell only, so the stitches will not be visible.
- Stitch the shell to the head all the way around the head, including sewing the built up sides of the shell to the head. If you leave large spaces, the stuffing may escape from the body through the gaps.
- For added realism, do not sew the very edge of the shell to the head; bend the shell edge away from the head so you can stitch further inside the shell (Figure 21). This will make the head appear to be poking out from the shell (Figure 22).



Figure 21: Sew head to shell



Figure 22: Head sticking out of shell

Congratulations!

You've made it to the end of the pattern – enjoy your sea turtle!



Feedback

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