



FRANKIE THE FRIENDLY MONSTER

Free Knitting Pattern

A flat-knit stuffed monster with a square head, pointed black hairline, embroidered face, side bolts, soft arms and rounded black feet



Skill level: Intermediate

All pieces are knitted flat on two straight needles and assembled with hand sewing. The face is embroidered, so no rigid eye components are needed.

1. About This Pattern

This pattern makes a soft, friendly monster plush with a broad square head, green stockinette fabric, a black pointed hairline, rounded ears, neck bolts, hanging arms and black oval feet. The head and body are each knitted as a flat sleeve, seamed at centre back, stuffed and joined at the neck. Smaller pieces are knitted separately and sewn in place.

The main skills are stockinette stitch, simple increases and decreases, flat stranded colourwork, duplicate-stitch or satin-stitch embroidery, stuffing and neat hand sewing.



Finished project views: front, three-quarter, side and back.

2. Finished Size

Measurement	Approximate finished size
Overall height	approximately 21-23 cm / 8.25-9 in
Head	about 14 cm / 5.5 in high; 14-14.5 cm / 5.5-5.75 in wide
Head depth	about 8.5-9 cm / 3.25-3.5 in
Body	about 6-6.5 cm / 2.4-2.6 in high; 9-10 cm / 3.5-4 in wide, with a design depth of approximately 6.5-7 cm / 2.5-2.75 in
Overall width across ears	about 17-18.5 cm / 6.75-7.25 in
Arm length	about 4-4.5 cm / 1.5-1.75 in
Ear size	about 3.5 cm / 1.4 in high with 1.5-2 cm / 0.6-0.8 in outward projection
Foot length	about 3.5-4 cm / 1.4-1.6 in

Finished size may vary depending on yarn, needle size, tension, stuffing and individual technique.

3. Materials and Tools

Colour	Yarn amount	Used for
Green yarn	DK / light-worsted yarn, approximately 100-120 g / 200-240 m	Head, body, ears and arms
Black yarn	DK / light-worsted yarn, approximately 25-35 g / 50-70 m	Hair cap, feet and face embroidery
Grey yarn	DK / light-worsted yarn, approximately 10-15 g / 20-30 m	Neck bolts
White yarn	Small scrap	Eye highlights

- 3.5 mm straight knitting needles, or a size that gives the stated gauge
- Polyester toy stuffing, approximately 90-120 g
- Tapestry needle with a blunt tip
- A few removable stitch markers or contrasting yarn markers
- Pins for placement
- Scissors
- Measuring tape

4. Gauge and Tension

21 sts × 29 rows = 10 × 10 cm / 4 × 4 in in stockinette stitch, measured flat before stuffing, using 3.5 mm needles.

Toy-fabric tension

Aim for a firm, even fabric that does not show stuffing between stitches. If your fabric is loose, move to a smaller needle. If it is very stiff and difficult to work, move up slightly while keeping the fabric dense.

5. Abbreviations

Abbreviation	Meaning
BO	bind off
CB	centre back
CF	centre front
CO	cast on

Abbreviation	Meaning
k	knit
k2tog	knit 2 stitches together; 1 stitch decreased
kfb	knit into the front and back of the same stitch; 1 stitch increased
M1L	make 1 left; lift the strand between stitches from front to back and knit through the back loop
M1R	make 1 right; lift the strand between stitches from back to front and knit through the front loop
p	purl
RS	right side
ssk	slip 1 knitwise, slip 1 knitwise, knit the 2 slipped stitches together through the back loops; 1 stitch decreased
st / sts	stitch / stitches
WS	wrong side

6. Method and Orientation

- Every knitted piece is worked flat on two straight needles.
- Stockinette stitch means knit on RS rows and purl on WS rows unless a row states otherwise.
- The head is worked from the neck edge upward to the crown. The two side edges become the CB seam.
- The body is worked from the neck edge downward to the base. The two side edges become the CB seam.
- Right and left are always described from the finished monster's point of view. When looking at the face, the monster's right is on your left.
- When the flat head piece lies RS up with its CO edge at the bottom, CF lies between sts 48 and 49. The two side-quarter folds lie between sts 24/25 and sts 72/73. The outer side edges meet at CB.
- When the body is seamed, CF is directly opposite the CB seam. Body shaping is placed symmetrically around the two side-quarter regions, so CF remains centred.

7. Flat Stranded Colourwork

Rows 27-30 form the pointed hairline; Row 31 begins the solid Black cap. Work the written colour sequence on RS rows and purl each stitch in the colour established below on WS rows. Floats in this section are no longer than 3 sts; keep them loose so the colourwork remains the same width as the Green fabric.

- Spread the worked stitches along the right needle before carrying the unused colour across them.
- Because the longest float spans only 3 sts, no extra float-catching step is normally needed; keep each carried strand relaxed across the WS.
- Do not pull floats tight; the hairline should remain the same width as the green face fabric.

8. Sewing Methods Used

Method	Where it is used	How to work it
Visible edge-to-edge whipstitch	CB seams of head and body	Work from RS, passing the needle under one edge bar from each side. Keep a neat narrow ridge without pulling the edges together too tightly.
Backstitch through both layers	Top of head and base of body	Work from WS for a strong flat closure; take small, even stitches through both layers.

Method	Where it is used	How to work it
Whipstitch attachment	Ears, bolts and feet	Take small stitches through the edge of the attached piece and into one or two bars of the main fabric. The head/body CO-edge join is worked loop-to-loop as described in Section 19.
Flattened two-layer attachment	Arms	Flatten the open shoulder edge. Every attachment stitch must pass through both arm layers before entering the body.

9. Construction Overview

Piece	Make	Stuffing / opening	Assembly note
Head sleeve	1	Stuff firmly; leave neck edge open until joined	Face embroidery is added while the head is still flat.
Body sleeve	1	Stuff moderately firmly; leave neck edge open until joined	Base is closed before stuffing.
Ear panels	4	Pair to make 2 ears; lightly stuff	Long inner edge remains open for attachment.
Arms	2	Lightly stuff lower two-thirds; keep 1-1.5 cm / 0.4-0.6 in at the shoulder soft.	CO shoulder edge stays open and is flattened for attachment.
Foot panels	4	Pair to make 2 feet; stuff firmly	Close each foot completely before attachment.
Bolt stems	2	Lightly stuff	One end attaches to neck; one end carries a bolt cap.
Bolt-cap panels	4	Pair to make 2 caps; lightly stuff	Attach each cap to the outer end of one stem.

Recommended Order

1. Knit the head and complete the facial embroidery while the piece is flat.
2. Seam and stuff the head, leaving its green CO neck edge open.
3. Knit, seam and stuff the body, leaving its green CO neck edge open.
4. Join head to body.
5. Make and attach the ears.
6. Make the two neck bolts and attach them across the neck join.
7. Make and attach both arms.
8. Make and attach both feet.
9. Shape the stuffing, secure all yarn tails, remove placement markers and complete the final visual check.

Before permanent sewing

Pin paired pieces in place and compare the front, both sides and the back. Small placement adjustments are easiest before the first permanent stitch.

10. Head

Use Green and Black. The head is worked as one flat sleeve from the neck edge to the crown. The stitch count remains 96 sts throughout.

Row	Instruction	Count
CO	With Green, CO 96 sts.	96
Rows 1-26	Work in stockinette stitch, knitting odd-numbered RS rows and purling even-numbered WS rows. Row 1 is RS and Row 26 is WS.	96 each
Row 27 (RS)	Join Black. Work (k1 Black, k3 Green) 24 times.	96
Row 28 (WS)	Purl all sts in colours established on Row 27.	96
Row 29 (RS)	Work (k2 Black, k1 Green, k1 Black) 24 times.	96
Row 30 (WS)	Purl all sts in colours established on Row 29.	96
Row 31 (RS)	With Black, knit all sts. Cut Green.	96
Row 32 (WS)	With Black, purl all sts.	96
Rows 33-40	With Black, continue in stockinette stitch. Row 40 is WS.	96 each
Row 41 (RS)	BO all sts knitwise in Black.	0

Head Marking Before Embroidery

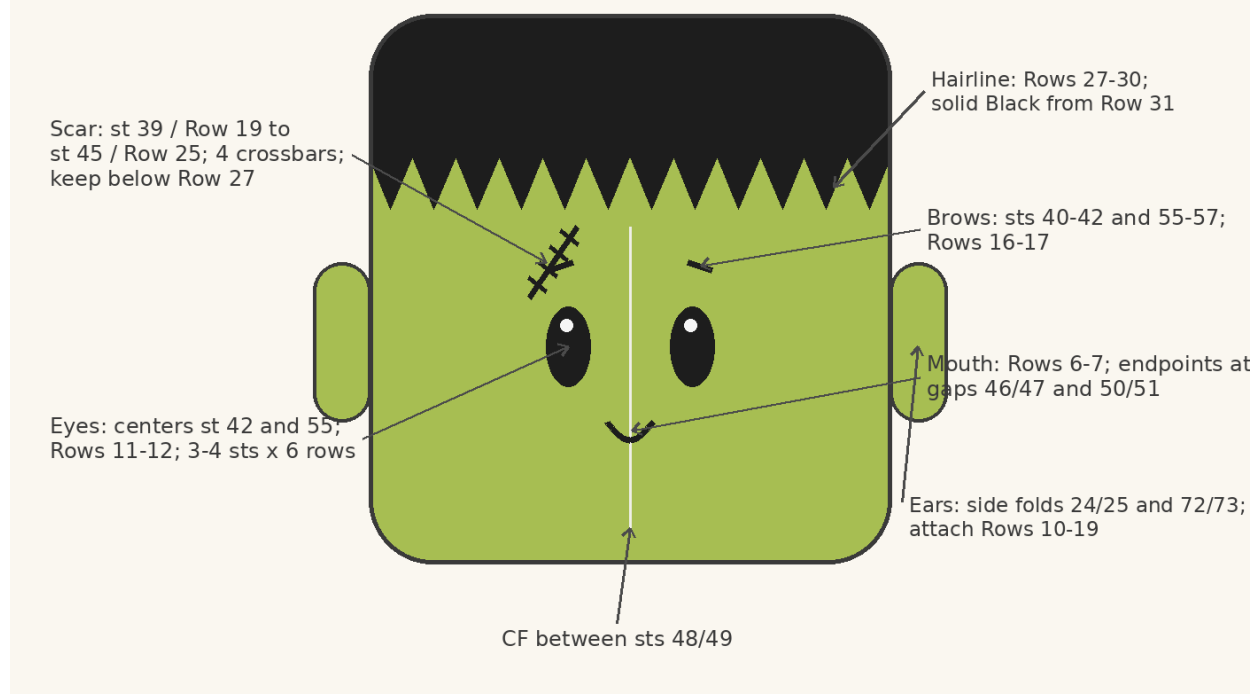
Lay the head flat with RS facing up and the Green CO edge at the bottom. CF lies between sts 48 and 49. The two side-quarter folds lie between sts 24/25 and sts 72/73. The outer side edges meet at CB.

11. Facial Embroidery

Use Black for the eyes, brows, mouth and scar, and White for the eye highlights. Work all embroidery while the head is flat and RS is facing you.

Feature	Position	Instruction
Right eye	Monster's right, viewer's left	Centre near st 42 and Rows 11-12. Fill a rounded vertical oval approximately 3-4 sts wide × 6 rows high, spanning roughly Rows 9-14.
Left eye	Monster's left, viewer's right	Centre near st 55 and Rows 11-12. Match the first eye in size and height.
Eye highlights	Both eyes	Add one tiny White highlight near the upper-left area of each black eye as viewed from the front.
Right brow	Above right eye	With Black backstitch, work a short slightly angled line approximately 3 sts long over sts 40-42 around Rows 16-17.
Left brow	Above left eye	Mirror the first brow approximately over sts 55-57 around Rows 16-17.
Mouth	Centred on CF	With Black backstitch, work a shallow upward-curving smile across Rows 6-7, centred on CF. Place the endpoints approximately at the gaps between sts 46/47 and sts 50/51.
Scar	Monster's right forehead	With Black backstitch, work the main diagonal approximately from st 39 / Row 19 to st 45 / Row 25, then add 4 short crossbars. Keep the complete scar, including all crossbars, below Row 27.

HEAD FRONT PLACEMENT MAP



12. Seam and Stuff the Head

10. With RS facing out, bring the two side edges together at CB. Using Green below the hairline and Black through the cap area, sew the side edges with visible edge-to-edge whipstitch. Keep the seam centred at the back.
11. Turn the head WS out. Flatten the Black BO edge so the CB seam lies at the middle of the back layer and CF lies at the middle of the front layer.
12. Close the Black top edge with small backstitches through both layers. Secure the yarn, then turn RS out.
13. Stuff through the Green CO neck opening. Fill the upper corners first, then the centre. Stuff firmly without stretching the stitches.
14. Use your fingers to square the front and back surfaces and round the four vertical corners. Keep the neck edge open.

13. Body

Use Green. Work from the neck edge downward to the base.

Row	Instruction	Count
CO	CO 64 sts.	64
Row 1 (RS)	Knit all sts.	64
Row 2 (WS)	Purl all sts.	64
Rows 3-4	Continue in stockinette stitch.	64
Row 5 (RS)	K16, M1L, k32, M1R, k16.	66
Row 6 (WS)	Purl all sts.	66
Row 7 (RS)	K17, M1L, k32, M1R, k17.	68
Row 8 (WS)	Purl all sts.	68
Rows 9-12	Work 4 rows in stockinette stitch. Row 12 is WS.	68
Row 13 (RS)	K16, k2tog, k32, ssk, k16.	66
Row 14 (WS)	Purl all sts.	66
Row 15 (RS)	K15, k2tog, k32, ssk, k15.	64
Row 16 (WS)	Purl all sts.	64
Row 17 (RS)	K14, k2tog, k32, ssk, k14.	62

Row	Instruction	Count
Row 18 (WS)	Purl all sts.	62
Row 19 (RS)	BO all sts knitwise.	0

14. Seam and Stuff the Body

- With RS facing out, join the two side edges at CB with Green edge-to-edge whipstitch from the neck edge to the base.
- Turn the body WS out. Flatten the Green BO base edge so the CB seam is centred on the back layer and CF is centred on the front layer.
- Close the base with firm backstitches through both layers. Turn RS out.
- Stuff through the CO neck opening. Keep the base broad and fairly flat, the lower body rounded, and the neck opening flexible enough for joining.
- Add stuffing gradually until the body is moderately firm but still squeezable. Leave the CO neck edge open.

15. Ears

Use Green. Make 4 identical panels, then pair them to make 2 ears.

Row	Instruction	Count
CO	CO 2 sts.	2
Row 1 (RS)	Kfb twice.	4
Row 2 (WS)	P4.	4
Rows 3-8	Continue in stockinette stitch; Row 8 is a WS row.	4 each
Row 9 (RS)	K2tog, ssk.	2
Row 10 (WS)	P2.	2
Finish	Cut yarn, thread through the remaining 2 sts and draw closed.	0

Pair two panels with RS together. Designate one long side as the inner attachment edge. Sew the opposite long edge, the CO end and the gathered top, leaving the inner long edge open. Turn RS out and add a small amount of stuffing. Repeat for the second ear.

16. Arms

Use Green. Make 2.

Row	Instruction	Count
CO	CO 10 sts.	10
Row 1 (RS)	K10.	10
Row 2 (WS)	P10.	10
Rows 3-10	Continue in stockinette stitch. Row 10 is a WS row.	10 each
Row 11 (RS)	K2tog 5 times.	5
Row 12 (WS)	P5.	5
Finish	Cut yarn, thread through the remaining 5 sts and draw closed.	0

Using the finishing tail, sew the side edges together from the gathered hand tip to the CO shoulder edge. Turn RS out if needed. Lightly stuff the lower two-thirds, leaving approximately 1-1.5 cm / 0.4-0.6 in at the shoulder soft. Leave the CO edge open.

17. Feet

Use Black. Make 4 panels, then pair them to make 2 feet.

Row	Instruction	Count
CO	CO 4 sts.	4
Row 1 (RS)	K4.	4
Row 2 (WS)	P4.	4
Row 3 (RS)	Kfb, k2, kfb.	6
Row 4 (WS)	P6.	6
Row 5 (RS)	Kfb, k4, kfb.	8
Row 6 (WS)	P8.	8
Rows 7-8	Continue in stockinette stitch.	8 each
Row 9 (RS)	K2tog, k4, ssk.	6
Row 10 (WS)	P6.	6
Row 11 (RS)	K2tog, k2, ssk.	4
Row 12 (WS)	P4.	4
Row 13 (RS)	BO all sts knitwise.	0

Pair two foot panels with RS together. Sew around the edge, leaving a 2 cm / 0.75 in opening along one long side. Turn RS out, stuff firmly enough to hold an oval shape, then close the opening with small whipstitches. Repeat for the second foot.

18. Neck Bolts

Bolt Stems - make 2 in Grey

Row	Instruction	Count
CO	CO 6 sts.	6
Row 1 (RS)	K6.	6
Row 2 (WS)	P6.	6
Row 3 (RS)	K6.	6
Row 4 (WS)	BO all sts purlwise.	0

Sew the side edges together to form a short tube. Add only a trace of stuffing. Leave the CO and BO ends open.

Bolt-Cap Panels - make 4 in Grey

Row	Instruction	Count
CO	CO 2 sts.	2
Row 1 (RS)	Kfb twice.	4
Row 2 (WS)	P4.	4
Row 3 (RS)	K4.	4
Row 4 (WS)	P4.	4
Row 5 (RS)	K2tog, ssk.	2
Finish	Cut yarn, thread through the remaining 2 sts and draw closed.	0

Pair two panels for each cap with RS together. Sew around, leaving a small turning opening, turn RS out, add a very small amount of stuffing and close. Sew the centre of one cap face securely over the outer end of each stem.

19. Join the Head and Body

20. Place the stuffed body upright. Set the stuffed head above it with CB seams aligned and CF directly opposite the CB seams.
21. Quarter both neck openings with temporary markers: CF, CB, monster's right side and monster's left side.
22. The head neck edge has 96 edge units and the body neck edge has 64. Between each pair of quarter markers, match 24 head units to 16 body units.
23. Using Green, whipstitch the two CO edges together. In each quarter, repeat the following 8 times: catch 2 adjacent head CO edge loops together to 1 body CO edge loop, then join the next 1 head loop to the next 1 body loop. Each repeat consumes 3 head units and 2 body units, giving exactly 24 head units to 16 body units per quarter.
24. Before closing the final 4-5 cm / 1.5-2 in, adjust stuffing at the neck so the head sits straight. Finish the seam, secure the yarn and bury the tail inside.

Neck shape

The head should remain wider than the body. Do not pull the neck seam tight enough to pinch the body opening inward.

20. Attach the Ears

25. Pin one ear vertically over each head side-quarter fold: one centred over the boundary between sts 24/25 and the other over the boundary between sts 72/73.
26. The long axis of each ear must run vertically. Position the open inner attachment edge over approximately Head Rows 10-19.
27. Compare the front and back views. Make sure both ear tops reach the same height and both ears have the same shallow outward projection.
28. Using Green, whipstitch both layers of the open inner attachment edge securely to the head.

21. Attach the Neck Bolts

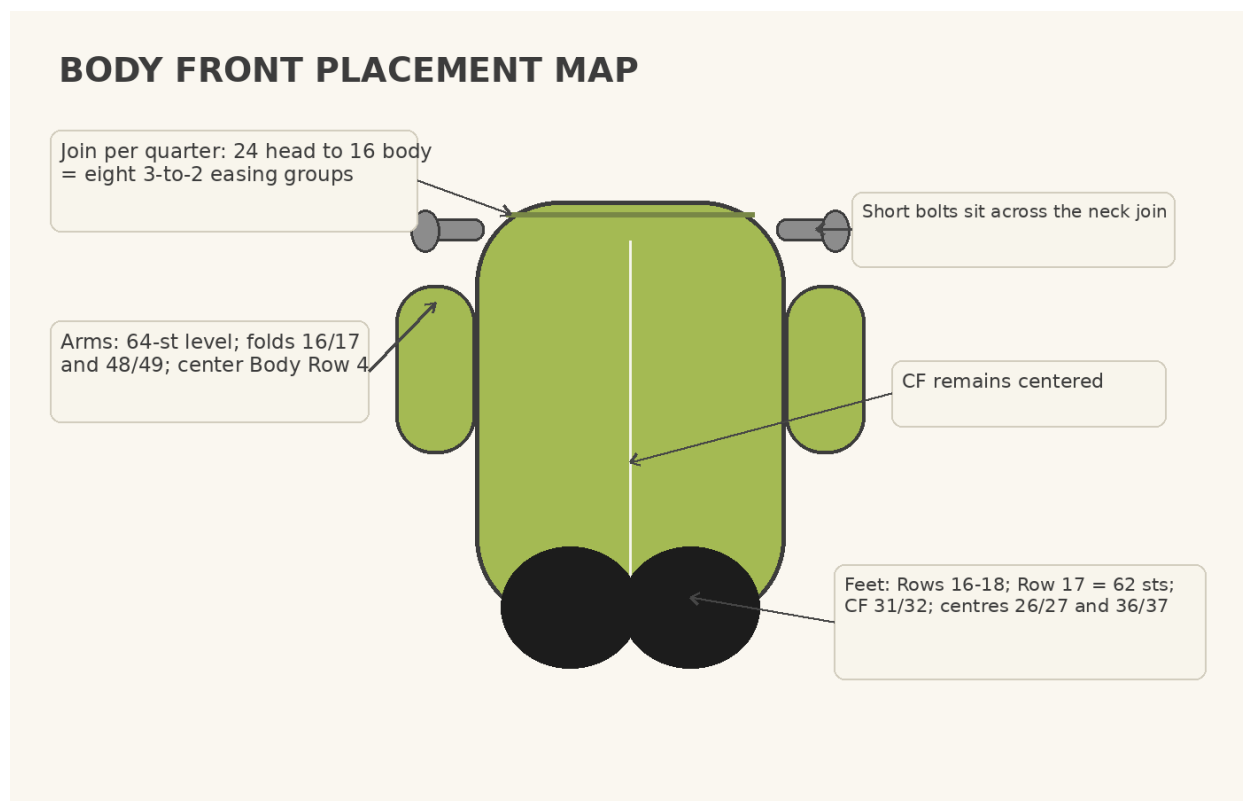
29. Pin one bolt stem on each side of the neck join, directly below the ears. The stems should extend horizontally outward.
30. Centre each inner stem opening over the head/body seam near the side quarter points.
31. Using Grey, sew around the inner stem opening, catching the neck fabric securely. Keep the stem horizontal as you stitch.
32. Check both side views so the two caps sit at matching height and extend by the same amount.

22. Attach the Arms

33. Locate the side points around Body Rows 3-5. At the 64-st level, use side points approximately between sts 16/17 and sts 48/49, centred around Body Row 4.
34. Flatten each arm's open CO shoulder edge so the front and back layers lie together. Pin one arm to each side with the short flattened edge horizontal.
35. The arms should hang downward with a slight forward angle. Check that neither arm twists toward the back.
36. Using Green, sew each shoulder across a short horizontal line. Every stitch must pass through both flattened arm layers before entering the body.

23. Attach the Feet

37. Place the body upright on a flat surface. Turn each foot so its longer axis runs left-to-right.
38. Position the feet over approximately Body Rows 16-18. Use Row 17, with 62 sts, as the coordinate reference; CF lies between sts 31 and 32. Centre the monster's right foot between sts 26/27 and the monster's left foot between sts 36/37.
39. Leave a small visible gap between the inner edges of the feet. The front halves of the feet should project slightly beyond the body.
40. Pin both feet and check the front, side and underside views. The body should stand evenly without leaning.
41. Using Black, sew the upper/back third of each foot firmly to the lower front body with small whipstitches. Do not stitch around the entire foot; leave the front and lower portions free so the feet keep their rounded shape.



24. Finishing and Shaping

42. Massage the head stuffing toward the upper corners so the head reads as a rounded square rather than a sphere.
43. Smooth the body stuffing so the base remains broad and the neck join remains centred.
44. If one ear or bolt sits slightly lower, remove only the nearest attachment stitches, reposition and resew before burying the tail.
45. Gently shape the arms so they hang beside the body without flaring outward.
46. Press the feet against a flat surface and redistribute stuffing until both contact the surface evenly.
47. Secure every yarn tail with two or three small anchoring passes inside nearby seams, then bury it deeply inside the stuffed piece.
48. Remove all temporary markers and pins.

25. Stitch Count Quick Check

Piece	Count path	Key check
Head	96 sts throughout	Colourwork changes colour only; it does not change the count.
Body	64 → 66 → 68 → 66 → 64 → 62	Increases: Rows 5 and 7. Decreases: Rows 13, 15 and 17.
Ear panel	2 → 4 → 2	The final 2 sts are drawn closed.
Arm	10 → 5	Row 11 works five k2tog decreases.
Foot panel	4 → 6 → 8 → 6 → 4	The 4 sts are bound off on Row 13.
Bolt stem	6 sts throughout	The short tube is bound off on Row 4.
Bolt-cap panel	2 → 4 → 2	The final 2 sts are drawn closed.

26. Piece Count Quick Check

Piece	Quantity
Head sleeve	1
Body sleeve	1
Ear panels	4 = 2 finished ears
Arms	2
Foot panels	4 = 2 finished feet
Bolt stems	2
Bolt-cap panels	4 = 2 finished caps

27. Troubleshooting

Problem	Likely cause	Practical correction
Stuffing shows between stitches	The fabric is too open or overfilled.	Use a smaller needle for the next piece, or remove a little stuffing and redistribute it more evenly.
The head looks round instead of square	Stuffing has collected in the centre.	Move stuffing into the upper corners and along the side edges. Flatten the front and back gently with your palms.
The hairline puckers	The carried strands are too tight.	Ease the colourwork section width with your fingers and loosen any accessible floats from the WS. On future rows, spread stitches along the needle before carrying yarn.

Problem	Likely cause	Practical correction
One eye is higher than the other	The feature centres were not matched by row.	Use the row columns beside each eye to compare. Remove the higher or lower eye embroidery and rework it to match the first.
The smile is off-centre	CF was not marked before embroidery.	Locate the midpoint between sts 48 and 49 and rework the smile so its centre sits directly over that point.
An ear tilts forward or backward	The base was sewn at an angle.	Undo a few attachment stitches, straighten the long inner attachment edge vertically over Head Rows 10-19, repin, and resew.
A neck bolt droops	The inner stem seam is too small or the stem is overstuffed.	Remove a little stuffing and add one or two extra anchoring stitches at the upper edge of the stem opening.
An arm twists	The flattened shoulder edge was attached on a slant.	Resew the shoulder across a short horizontal line and check the arm from both side views before securing.
The body rocks instead of standing evenly	The base seam or foot stuffing is uneven.	Redistribute body and foot stuffing, then repin the feet while the body stands on a flat surface.
The neck seam gaps	The 96-to-64 easing was concentrated in one area.	Resew the loose section, distributing all eight 3-to-2 easing groups evenly through that quarter.
Finished size is too large or too small	Your gauge differs from 21 sts × 29 rows.	Choose a needle size that brings both stitch and row gauge closer to the stated gauge before making another version.

28. Final Visual Checklist

- ☐ Head sits straight above the body with CF and CB aligned.
- ☐ Hairline points are even and the black cap is not puckered.
- ☐ Eyes are level and balanced around CF.
- ☐ White eye highlights sit in matching positions.
- ☐ Eyebrows are similar in length and height.
- ☐ Scar is on the monster's right forehead.
- ☐ Smile is centred and curves evenly.
- ☐ Ears are level and project outward at the same angle.
- ☐ Neck bolts are level and extend by the same amount.
- ☐ Arms hang downward without twisting.
- ☐ Feet are level, point forward and leave a small central gap.
- ☐ Body stands without leaning.
- ☐ No stuffing is visible through the fabric.
- ☐ No seam opening remains.
- ☐ No yarn tail or temporary marker remains visible.

Frankie Is Finished

Give the head a final gentle reshape, settle the feet on a flat surface and smooth the arms beside the body. The finished plush should have a broad rounded-square head, a slightly narrower green body, level side details and a relaxed friendly expression.

