MILO THE BLUE-SCARF TEDDY BEAR

Complete Digital Knitting Pattern



DIGITAL DOWNLOAD ONLY - NO PHYSICAL ITEM WILL BE SHIPPED

Confident beginner / intermediate | Bulky yarn | Knit mostly in the round

2. Digital Download Notice

This PDF is a digital knitting pattern for making the teddy bear design shown on the cover. It is not a finished plushie. No physical item will be shipped.

All finished measurements are calculated design targets. Your result may vary with yarn choice, needle size, knitting tension, stuffing firmness and blocking.

For the closest silhouette, use a smooth bulky yarn, keep the fabric dense enough that stuffing does not show, and follow the placement measurements before permanently sewing pieces.

3. Finished Measurements

Measurement	Design target
Seated height, base to crown	28-30 cm / 11-12 in
Overall width, outer foot to outer foot	approx. 19-21 cm / 7.5-8.25 in
Front-to-back depth in seated pose	17-19 cm / 6.75-7.5 in
Head	14.5-15.5 cm high; 15-16 cm wide
Body	13.5-14.5 cm high; 13-14 cm at widest point
Each arm	11-12 cm long; approx. 5 cm thick
Each foot / leg	10-11 cm long; 6.5-7.5 cm wide
Each ear	6-7 cm across after folding
Muzzle	6.5-7.5 cm wide; 4.5-5.5 cm high
Tail	3-4 cm diameter
Scarf	approx. 5 cm wide x 42 cm long

Proportion note: The large rounded head, pear-shaped belly, oversized seated feet, short tapered arms, small rear tail and pale blue scarf are all intentional design features.

4. Materials and Tools

Item	Recommended specification / amount
Main yarn (A)	Bulky / chunky weight #5, smooth plied yarn in warm cream; approx. 300 g / 330-390 m
Scarf yarn (B)	Bulky / chunky weight #5 in pale powder blue; approx. 45-55 g / 50-65 m
Embroidery yarn (C)	Dark warm brown; approx. 2-3 m for nose and mouth
Needles	5.0 mm circular needle, 80 cm or longer for magic loop; or 5.0 mm DPNs. The scarf may be worked on any 5.0 mm needles.
Eyes	Two 14 mm black safety eyes, or black yarn for embroidered eyes
Stuffing	Approx. 250-300 g polyester fiberfill
Notions	Tapestry needle, locking stitch markers, scrap yarn, pins, scissors, measuring tape

Safety note: Detachable safety-eye components are not recommended for children under 3. Use securely embroidered eyes instead and follow the applicable product-safety requirements where the finished handmade item will be used.

5. Gauge

- Main stockinette in the round: 15 sts x 22 rnds = 10 cm / 4 in after the fabric is relaxed, before stuffing.
- Scarf: work flat in 1×1 rib to the finished measurement; exact row gauge is not critical because length is measured.

Exact gauge affects the finished size. More important than matching the exact number is creating a dense, even fabric that does not expose stuffing. If your stitches are loose, use a smaller needle; if the fabric is rigid and difficult to work, use a slightly larger needle.

6. Abbreviations

Abbreviation	Meaning
BOR	Beginning of round
BO	Bind off
CO	Cast on
K	Knit
P	Purl
k2tog	Knit 2 stitches together; decreases 1 stitch
kfb	Knit into the front and back of the same stitch; increases 1 stitch
rnd / rnds	Round / rounds
st / sts	Stitch / stitches

Working in the round: Most pieces are knitted as small circumferences. Use magic loop or DPNs, whichever you prefer. Knit every round for stockinette unless the instructions say to purl.

7. Construction Overview

Pieces: 1 head, 1 body, 1 muzzle, 2 ears, 2 arms, 2 legs/feet, 1 tail and 1 scarf.

• The head, body, muzzle, arms, legs and tail are knitted in the round.

• Each ear is knitted as a small circular garter disc, folded in half and sewn along the curved edge to create the thick rounded ear rim visible in the design.

• The scarf is knitted flat in 1×1 rib.

• The body is worked from the open neck downward. The lower body is closed first, then stuffed through the neck opening. This keeps the neck accessible until the head is attached.

• The head is worked from crown to lower head. Safety eyes are installed before the final lower-head decreases close the access opening.

• Final assembly order: face guides and eyes -> head stuffing -> body stuffing -> head to body -> muzzle -> ears -> arms -> legs -> tail -> facial embroidery -> scarf.

Right and left always mean the plushie's own right and left. When you look at the teddy from the front, the plushie's right side appears on your left.

Orientation system

Keep the BOR marker at the center back (CB) of both head and body. At the full circumference, place a removable scrap-yarn guide at the exact opposite point for center front (CF). Lay the piece flat with CB and CF aligned, then mark the two physical side folds. These physical side markers are the right/left landmarks used for ear and arm placement.

Head at 72 sts: CF is 36 sts from BOR. Body at 56 sts: CF is 28 sts from BOR. Body at 64 sts: CF is 32 sts from BOR. Keep guide threads outside the work and remove them after all corresponding pieces are securely sewn.

8. Complete Written Pattern

HEAD - make 1

Yarn A. Work in the round. BOR is center back. CO 8 sts, distribute evenly and join without twisting. Leave a 15 cm starting tail.

Rnd	Instruction	Count
1	K all sts	8
2	kfb in each st around	16
3	K all sts	16
4	(K1, kfb) x 8	24
5	K all sts	24
6	(K2, kfb) x 8	32
7	K all sts	32
8	(K3, kfb) x 8	40
9	K all sts	40
10	(K4, kfb) x 8	48
11	K all sts	48
12	(K5, kfb) x 8	56
13	K all sts	56
14	(K6, kfb) x 8	64
15	K all sts	64
16	(K7, kfb) x 8	72
17-27	K all sts in every round	72 each rnd
28	(K7, k2tog) x 8	64
29	K all sts	64
30	(K6, k2tog) x 8	56
31	K all sts	56

HEAD - continued

Rnd	Instruction	Count
32	(K5, k2tog) x 8	48
33	K all sts	48
34	(K4, k2tog) x 8	40
35	K all sts	40
36	(K3, k2tog) x 8	32
37	(K2, k2tog) x 8	24
38	(K1, k2tog) x 8	16
39	k2tog around	8

Head access checkpoint: After Rnd 8, use the starting tail to neatly close any crown gap and secure the tail on the inside. After Rnd 16, add the CF and physical-side scrap-yarn guides. After Rnd 31, stop and install the safety eyes at the placement coordinates on the Head Placement page. Confirm both washers are fully seated before continuing.

After Rnd 36, stuff the head firmly and evenly, keeping the face broad and the lower head slightly narrower. Continue Rnds 37-39, adding small amounts of stuffing as needed. Cut yarn leaving 20 cm, thread through the remaining 8 sts twice, pull closed and secure. The lower closure will be covered by the body neckline.

MUZZLE - make 1

Yarn A. Work in the round. CO 8 sts, leaving a 20 cm starting tail; distribute evenly and join without twisting.

Rnd	Instruction	Count
1	K all sts	8
2	kfb in each st around	16
3	K all sts	16
4	(K1, kfb) x 8	24
5	K all sts	24
6	(K2, kfb) x 8	32
7-8	K all sts in both rounds	32 each rnd
9	(K2, k2tog) x 8	24
BO	Bind off loosely; leave a 60 cm sewing tail	24

After Rnd 4: Thread the starting tail through the cast-on edge loops and pull the center completely closed. Weave the starting tail securely through several nearby stitches so it will remain hidden when the muzzle is reversed. After completing the BO row, turn the muzzle inside out so the bumpy reverse-stockinette side faces outward. Keep the 60 cm bind-off tail available for sewing. Do not stuff yet; the muzzle is lightly padded while it is being sewn to the head.

EARS - make 2 identical

Yarn A. Work in the round in circular garter stitch. CO 8 sts, leaving a 20 cm starting tail; distribute evenly and join without twisting.

Rnd	Instruction	Count
1	P all sts	8
2	kfb in each st around	16
3	P all sts	16
4	(K1, kfb) x 8	24
5	P all sts	24
6	(K2, kfb) x 8	32
7	P all sts	32
BO	Bind off knitwise; leave a 45 cm tail	32

After Rnd 4: Use the starting tail to close the cast-on center completely and secure on the wrong side before continuing. Flatten the disc and fold it exactly in half. Match the two semicircular bound-off edges and whipstitch those curved edges together. The fold becomes the straight ear base. Do not stuff. Make the second ear the same way; the pieces are identical, while placement is mirrored on the head.

TAIL - make 1

Yarn A. Work in the round. CO 8 sts, leaving a 20 cm starting tail; distribute evenly and join without twisting.

Rnd	Instruction	Count
1	K all sts	8
2	kfb in each st around	16
3	K all sts	16
4-5	K all sts in each round	16 each rnd
6	k2tog around	8
7	k2tog around	4

After Rnd 3: Close the cast-on center firmly with the starting tail and secure inside. Lightly stuff after Rnd 6. After Rnd 7, cut yarn leaving 45 cm, draw through the 4 remaining sts and close. Keep the long tail for sewing.

BODY - make 1

Yarn A. Work from the neck downward. BOR is center back. CO 24 sts, distribute evenly and join. The CO edge remains open for stuffing and for the head-to-body seam.

Rnd	Instruction	Count
1	K all sts	24
2	(K2, kfb) x 8	32
3	K all sts	32
4	(K3, kfb) x 8	40
5	K all sts	40
6	(K4, kfb) x 8	48
7	K all sts	48
8	(K5, kfb) x 8	56
9-15	K all sts in every round	56 each rnd
16	(K6, kfb) x 8	64
17-27	K all sts in every round	64 each rnd
28	(K6, k2tog) x 8	56
29	K all sts	56
30	(K5, k2tog) x 8	48
31	K all sts	48
32	(K4, k2tog) x 8	40
33	K all sts	40
34	(K3, k2tog) x 8	32
35	K all sts	32
36	(K2, k2tog) x 8	24
37	(K1, k2tog) x 8	16
38	k2tog around	8

After Rnd 8, mark CF and the physical side folds for the 56-st upper-body section. After Rnd 16, refresh the CF guide for the 64-st lower-body section. After Rnd 38, cut yarn, thread through the remaining 8 sts twice and close the lower body. Leave the neck CO edge open.

Stuff the body through the open neck. Use medium firmness through the upper body and slightly firmer stuffing in the lower belly. Press the lowest 3-4 rounds gently against a flat surface while redistributing stuffing so the teddy has a stable seated base. Do not overfill the neck opening.

ARMS - make 2 identical

Yarn A. Work in the round. CO 8 sts, leaving a 20 cm starting tail; distribute evenly and join without twisting.

Rnd	Instruction	Count
1	K all sts	8
2	kfb in each st around	16
3	K all sts	16
4	(K1, kfb) x 8	24
5-14	K all sts in every round	24 each rnd
15	(K4, k2tog) x 4	20
16-19	K all sts in every round	20 each rnd
20	(K3, k2tog) x 4	16
21-24	K all sts in every round	16 each rnd
25	(K2, k2tog) x 4	12
26	K all sts	12
BO	Bind off; leave a 55 cm sewing tail	12

After Rnd 4: Close the paw-center cast-on opening with the starting tail and secure inside. Stuff the lower two-thirds lightly to moderately. Keep the top 2-3 rounds almost unstuffed so the arm lies close to the body. The two arm pieces are intentionally identical; the mirrored look comes from mirrored placement and angle.

LEGS / FEET - make 2 identical

Yarn A. Work from toe toward heel. CO 8 sts, leaving a 20 cm starting tail; distribute evenly and join without twisting.

Rnd	Instruction	Count
1	K all sts	8
2	kfb in each st around	16
3	K all sts	16
4	(K1, kfb) x 8	24
5	K all sts	24
6	(K2, kfb) x 8	32
7-16	K all sts in every round	32 each rnd
17	(K6, k2tog) x 4	28
18	K all sts	28
19	(K5, k2tog) x 4	24
20	K all sts	24
21	(K4, k2tog) x 4	20
22	K all sts	20
23	(K3, k2tog) x 4	16
24	K all sts	16
25	k2tog around	8

After Rnd 4: Close the toe-center cast-on opening with the starting tail and secure inside. Before Rnd 25, stuff the toe firmly and the heel moderately. Work Rnd 25, cut yarn leaving 55 cm, draw through the remaining 8 sts and close. The closure is the heel/back end. Make the second leg the same way; the outward toe angle is created during assembly.

SCARF - make 1

Yarn B. Work flat in 1×1 rib.

CO 8 sts.

Row 1 and every following row: (K1, P1) × 4. [8 sts]

Repeat until the scarf measures approximately 42 cm / 16.5 in from the cast-on edge.

BO loosely in pattern.

Weave in both ends. The target size is about 5 cm x 42 cm. Finished length is more important than row count.

Scarf finishing: Keep the rib columns even and do not stretch the scarf wider while blocking. Lightly steam or wet-block only if your yarn label allows it.

9. Placement Maps

Use removable scrap-yarn guides and pins before sewing. Check the teddy from the front, both side views and the rear. Right/left are always the plushie's own right/left.

HEAD / FACE PLACEMENT MAP

PLUSHIE RIGHT	CENTER FRONT / FACE	PLUSHIE LEFT
Ear midpoint: Head Rnd 21 on physical side guide	Eyes: between Head Rnds 22-23 10 sts center-to-center 5 sts each side of CF	Ear midpoint: Head Rnd 21 on physical side guide
	Muzzle: Head Rnds 23-31 centered on CF	

Exact head placements: Eyes go between Head Rnds 22-23, centered 10 sts apart: one eye 5 sts to plushie right of CF and one eye 5 sts to plushie left of CF. The muzzle is centered on CF, with its top edge at about Rnd 23 and lower edge at about Rnd 31; its widest point should extend about 5 sts to either side of CF. Each ear base midpoint sits on the physical side guide at Head Rnd 21. Pin each folded ear base on a shallow diagonal from around Rnd 17, 5 sts toward CF from the side guide, to around Rnd 24, 5 sts toward CB from the side guide. Mirror this placement on the opposite side.

BODY / LIMB PLACEMENT MAP

PLUSHIE RIGHT	CENTER FRONT	PLUSHIE LEFT / REAR
Arm midpoint: Body Rnd 12 on physical side guide	Leg centers: Body Rnd 24 10 sts each side of CF	Arm midpoint: Body Rnd 12 on physical side guide
	Toes point forward; angle 10-15 degrees outward	Tail centered on CB Body Rnds 23-27

Exact body placements: Center each arm's BO edge on the physical side guide at Body Rnd 12. Pin the sewn edge over about Body Rnds 10-15 and shift the arm very slightly toward CF so it hangs forward rather than backward. Mirror the angle on the opposite side.

For the legs, use the 64-st lower-body section. At Body Rnd 24, mark two centers 10 sts to either side of CF. Pin the heel/back third of each foot to the body over about Rnds 22-27, with toes pointing forward and each toe angled 10-15 degrees outward. Keep both feet equally low so the body rests between them.

Center the tail on CB over Body Rnds 23-27. For the head-to-body join, align both CB/BOR guides, then sew the 24-st body neck CO edge one-to-one around the 24-st ring of Head Rnd 37. This hides the head closure below the neckline and gives a neat, centered neck.

10. Stuffing and Shaping

Piece	Stuffing level	Shaping target
Head	Firm	Round and broad through the cheeks; no hard lumps. Keep the lower 3-4 rounds slightly narrower for the neck.
Body	Medium upper / medium-firm lower	Pear shape with a fuller lower belly. Flatten the base gently by redistributing stuffing, not by compressing stitches.
Arms	Light-medium	Fuller at paw end; top 2-3 rounds nearly unstuffed so arms lie naturally against the body.
Legs	Firm toe / medium heel	Large rounded foot with a smooth toe; avoid overfilling the heel so it can sit flush to the body.
Muzzle	Light	Soft shallow dome only. Too much stuffing will hide the eye spacing and make the muzzle project too far.
Tail	Light	Small rounded nub.
Ears / scarf	None	Ears rely on doubled fabric; scarf remains flexible.

Visual shaping check: Before sewing limbs, set the stuffed head and body together and place both feet with pins. The teddy should sit upright without the body tipping behind the feet. If it rocks, reduce stuffing at the heel-side of the feet or move the leg attachment points 1 round lower before sewing.

11. Assembly Instructions

1. Finish the head access steps. Confirm the safety-eye washers are secure before the final head decreases. Finish stuffing and close the head. Do not remove the face/side guide threads yet.

2. Finish and stuff the body. Close the lower body, stuff through the open neck and keep the 24-st neck CO edge accessible.

3. Join head to body. Align CB/BOR markers. Pin the body neck edge around Head Rnd 37, matching all 24 body neck sts evenly to the 24-st head ring. Sew one-to-one with small whipstitches through full stitch legs. Work around twice if needed for a firm neck. Bury the yarn tail inside the body before the final few stitches are tightened.

4. Attach the muzzle. Pin the muzzle to the head using the placement map. Confirm that the bumpy reverse-stockinette side of the muzzle is facing outward before sewing. Sew around the bound-off edge. When about 2.5 cm / 1 in remains open, insert a small amount of stuffing, spread it evenly, check that the muzzle is centered, then close the final gap and bury the tail.

5. Attach the ears. Pin both ears using the mirrored diagonal coordinates. View from front and rear: the ear heights should match and the curved seam should frame the outer rim. Sew the folded base securely to the head. Bury tails inside the head.

6. Attach the arms. Pin both arm BO edges at Body Rnd 12 side guides. Check equal height and the same forward angle. Sew the BO edge firmly to the body; add two small hidden anchoring stitches about 1 cm below the top edge if you want the arms to stay close to the torso.

7. Attach the legs. Pin both feet before sewing either one. Keep the toe centers level and equally spaced from CF. Sew the heel/back third of each foot to the body, taking several passes at the lower attachment edge because this area supports the seated pose. Check the teddy on a flat surface after the first leg is only partially attached, then complete both seams symmetrically.

8. Attach the tail. Center the tail on CB over Body Rnds 23-27. Sew around a small circular base, keeping it low enough to be visible from the rear but not so low that it pushes the teddy forward when seated.

9. Embroider nose and mouth. With Yarn C, make a compact triangular nose centered on the upper half of the muzzle, about 2-2.5 cm wide and 1.5-1.8 cm high, with the point facing down. Bring one vertical stitch line about 1.5 cm down from the nose point. From the bottom of that line, make two shallow curved mouth arms, one to each side, approximately 1.5 cm long. Keep the two curves balanced.

10. Add embroidered eyes if not using safety eyes. Use the same eye coordinates. Make two compact black oval or round embroidered eyes, equal in size, and bury all yarn tails inside the head.

11. Remove guide threads. Once the face, ears, limbs and tail are permanently secured, carefully pull out all scrap-yarn CF/CB/side guides. Confirm no guide thread is trapped under a seam.

12. Add the scarf. Wrap the blue scarf once around the neck. Cross the ends and tie a loose overhand knot on the plushie's left side (viewer right). Arrange one end slightly longer than the other, with both ends lying flat over the upper chest. Do not tighten enough to distort the neck.

13. Final tail management. Weave or bury every remaining yarn tail securely through stuffed sections, bring the needle out several centimeters away, pull gently and trim so the cut end retracts inside.

12. Final Visual Checklist

- Head is centered over body with CB markers aligned and no visible neck gap.
- Eyes are level, 10 sts center-to-center, and balanced around CF.
- Muzzle is centered below the eyes; nose is centered on the muzzle and mouth curves are even.
- Ears are the same height, mirrored in angle, and sit at matching side landmarks.
- Arms attach at matching heights and both angle slightly forward.
- Feet are level, equally spaced from CF, point forward and angle outward by the same amount.
- Teddy sits stably on a flat surface without rocking backward or to one side.
- Tail is centered on CB and does not interfere with the seated base.
- Scarf lies smoothly around the neck; knot sits on plushie left and ends hang naturally.
- No visible stuffing, large holes, loose seams, trapped guide threads or unsecured yarn tails.

If one feature looks wrong, unpin or reopen only that attachment before adjusting the rest. Small placement corrections are much easier before every seam is fully tightened.

13. Troubleshooting

Issue	Practical fix
Stuffing feels loose	Open the nearest accessible seam, add small tufts instead of one large clump, then redistribute with fingertips before resewing.
Stuffing shows through stitches	Use smaller tufts, avoid overpacking that stretches the fabric, or use a slightly smaller needle if remaking the piece.
Eyes look uneven	Before final head shaping, compare from directly in front. If using safety eyes, reposition before washers are permanently seated. For embroidered eyes, remove and redo the higher/lower eye.
Muzzle is off-center	Use CF guide and eye midpoint as two separate checks. Re-pin the muzzle before fully sewing; do not rely only on its relation to one eye.
One arm or leg twists	Check that the attachment seam follows the planned guide rather than spiraling around the body. Remove a few stitches, repin the top and bottom points, then resew between them.
Feet are uneven / teddy rocks	Move the higher foot 1 round lower or reduce stuffing at the heel. Confirm both toe centers remain the same distance from CF.
Ear angles do not match	Repin both ears at the same time using the side-guide midpoint and the mirrored CF-to-CB diagonal before resewing.
Visible holes at joins	Take smaller attachment stitches through full stitch legs and work a second pass in the gaps. Avoid pulling so tightly that the fabric puckers.
Scarf curls or looks bulky	The 1×1 rib should lie flat; if the scarf looks bulky, loosen the knot and lightly block according to the yarn label.

14. Printing and Customer Notes

• DIGITAL DOWNLOAD ONLY - NO PHYSICAL ITEM WILL BE SHIPPED.

• Print at 100% / Actual Size if you want the page layout to remain unchanged. No printed templates require scaling.

• Measurements are design targets and may vary with yarn, tension, stuffing and blocking.

• The pattern is written in standard knitting terminology and uses metric and approximate imperial measurements.

• This digital pattern is for personal handmade creation unless your purchase or license states otherwise.

• Do not redistribute, upload, copy or resell the digital pattern file or its written instructions.

• If you make the finished item for a young child, use embroidered facial features instead of detachable safety-eye components and follow applicable local safety requirements.

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Pattern complete.