

alize

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MANAGING EDITOR

Uğur Dönbekci

PREPARED BY

Tülin İriş Aysun Genç Gülizar Aydoğan Beyoğlu Elif Aslı Şençopur

GRAPHIC DESIGN & PHOTOGRAPHY

Elif Durgut Gökçe Kaskara Leyal Erkin Mustafa Öner

PRINTERS

Promat Basım Yayın San. ve Tic. A.Ş.



Every Child is an Artist.

weeWHAT IS PUFFY ?

Puffy is a yarn with ready loops.

What is a loop?

In customary knitting; we form gentle loops with yarn using needles.

We call such knots as "loop". However, for knitting with PUFFY yarn, we use only our FINGERS.

www 4 ~~~~



This is our

PUFFY

yarn ball

This is the look of Puffy yarn, and we call these circular forms as loop.





NOTE: PUFFY FINE loops are smaller then PUFFY loops.

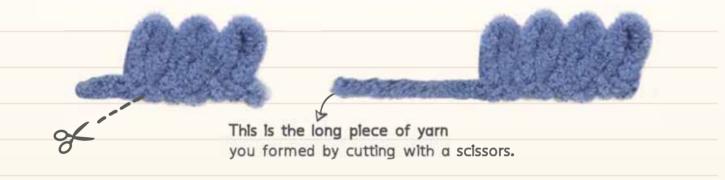


How do we knit with PUFFY?

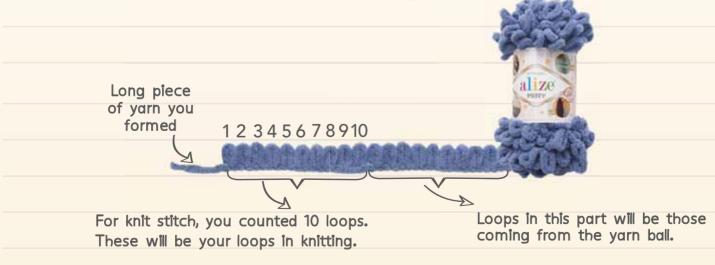
There are many activities explaining it in the book. If we elaborate the terms used therein;

To obtain a piece of long yarn;

We need to undo the first loop when starting to knit with Puffy yarn. To do so, you must place a scissors in the loop and cut the yarn to obtain a long piece of yarn as shown in the picture.



For instance, let's do a KNIT STITCH with 10 loops





You may watch the videos of Puffy knitting techniques by scanning the QR code.

In this book, we teach KNIT STITCH and TWIST STITCH.

To make a Knit Stitch;

You must couple your loops coming from ball with the ones in the knit from back toward front.



In a knit of 10 loops; you must pass 11th loop through 10th loop from back to front, and couple all other loops in the similar way to continue knitting.

We do not turn the knit piece back and forth when knittingl





You must work <u>leftward</u> when the loops from the ball are on the right hand side.

To make a Twist Stitch;

When using twist stitch technique, you may twist the loops to right or left to match them with those from the working yarn.

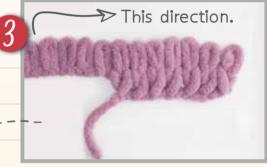
NOTE: if you would like, you may twist it to right, also. Which direction you twist it is important so that you must do the same all along the knit length.



For instance, let's make a twist stitch with 7 loops. Turn the 7th loop leftward and pass the 8th loop through the 7th one from back toward front.

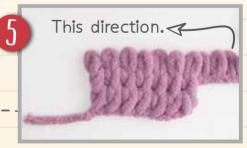


Complete the row working the other loops in the same manner.



You've already finished the 1st row. For the 2nd row, since your loops from ball are on the left-hand side, continue working by coupling loops from left toward right.





Now, on the 3rd row, your loop from ball is on the right-hand side, match loops from right toward left. Continue working this manner.

What's an Increase, and Why to Make it?

We increase for enlarging the knit width. When increasing, pass and pull upward 2 loops from ball together through the loop in knit. This makes an increase.



Take 2 loops coming from ball.



Pass it through the single loop with which increment will be performed.

What's a Decrease, and Why to Make it?

We decrease for lessening the knit width. Making a decrease, in other words, making 2 loops into 1 loop. When applying decrement, hold two loops in the knit together as shown, and pass the loop from ball through these 2 loops. This makes a decrease (decrement).



Pass the loop coming from ball through two loops with which decrement will be performed...



pull them upward. This makes a decrease as seen.

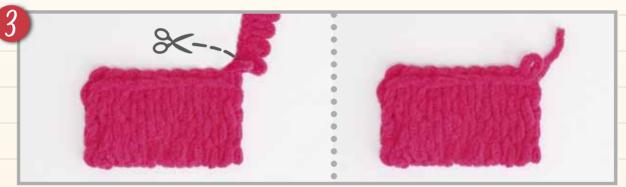
How do we Bind off loops?



To start binding off, pass the 2nd loop through the first one and pull it up as shown.



Pass all the loops through each other one after another.



After binding off all loops, undo the first loop from ball using a scissors, and cut the yarn whereat the scissors is in the picture.



Pass the long piece of yarn though the last loop and pull it upward.



Pass and hide the remaining end of yarn through the knit.



A A A A A A A A

~~~~~~~~~

4 4 4 4 A A **A A A A A A B** 

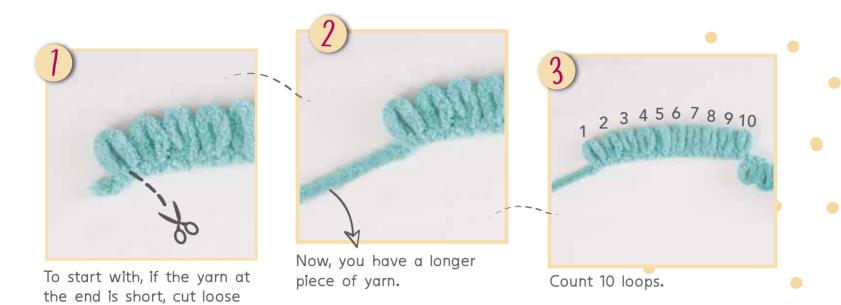


# ACTIVITES

with alize PUFFY







You'll be needing this

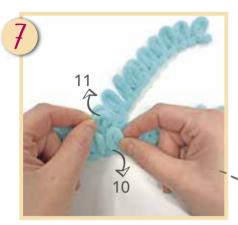


the first loop with scissors.

after the 10th loop.

loops

of the circle



Now, tie the pink yarn to turquoise yarn and continue matching up loop in the knitting direction.



You matched up all the loops of circle with those coming from ball. So you completed 1 row.

To work the other Rrows, continue matching up in the same direction.



Work 5 more rows in the same way. When you complete 5 rows, obtain a long piece of yarn by opening up the first loop from ball using scissors.



Cut the long yarn whereat scissors indicates.

If the yarn at the end of pink yarn is short, cut loose the first loop using scissors to have a longer piece of yarn for tying.

> Now, tie the pink yarn to turquoise yarn and continue matching up loop in the knitting direction.

www 14 ~~~~



Work 5 more rows with pink yarn.



Work 5 rows each with blue, yellow, grey, and red yarns, respectively.

It's time to make the head of worm. For that, you need to decrease loops.

How?



Hold 2 loops in your knit together as shown. Pass the first loop coming from ball through these 2 loops you held.

Worm knitting



So, you've learned to decrease by passing 1 loop through 2 loops.



Hold the remaining loops in your knit in twos to match them up with those coming from ball. Now, you have 5 loops.



these 5 loops.

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After completing 3 rows, obtain a long piece of yarn by opening up the first loop from ball using scissors. Cut off the yarn from the ball.



Hold 5 loops in your knit together as shown and pass the long piece of yarn through them.



...and pull the long yarn upward.



You've finished the head part of worm, too. Hide the excess long yarn within the knitting.



Cut off and open up 3 loops from the red ball to obtain a long yarn; place it under the worm head as shown and make a knot.



Have long pieces of yarn and make knots with them for making other nodes of worm.



Remember the long piece of yarn at the very beginning? Pass it across as shown.



Continue passing it from left to right, right to left.



When entire opening is closed, pull the yarn upward.



Hide the excess long yarn within the knitting.



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If the yarn at the end is too short, open up the first loop using scissors to have a longer piece of yarn. 1 2 3 4 5 6 7 8 9 10 11 12 13 14

Count 14 loops.



Tie the long yarn twice after the 14th loop to have your circle.



Match up the loops coming from ball with those of the circle. Pass the 15th loop through the 14th one from back toward front.



To work with the other rows, continue matching up in the same direction.



Work 11 more rows in the same way. You've finished the body part. Now, it's time for making its head. For that, you need to decrease your loops.

HOW



Hold 2 loops in the knit together as shown. Pass the first loop coming from ball through these 2 loops you held, and pull it upward. Hold the other loops in twos to match them up with those coming from ball. Now, you have 7 loops.



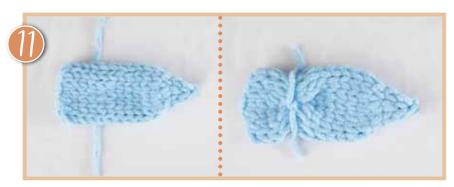
Now, work 1 rows with these 7 loops.



You need to reduce your loops to 3 in the next row. To do so, hold the loops in twos and match them up with those coming from ball. Hold the last 3 loops together and match them up with those coming from ball.



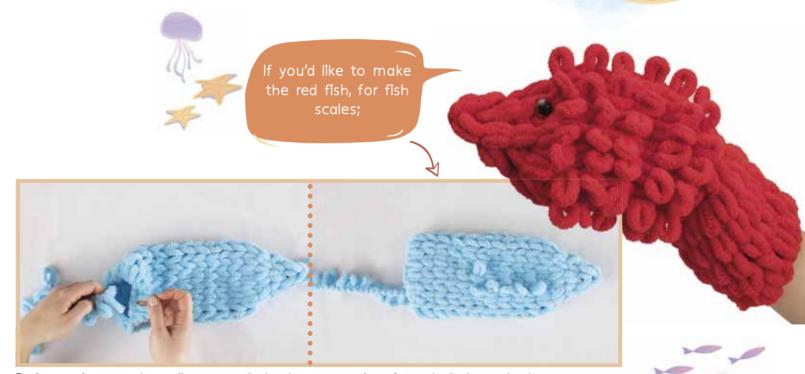
Hold 3 loops in your knit together as shown and pass the <u>long piece</u> of yarn through them. obtain a long piece of yarn by opening up the first loop from ball using scissors. Cut off the long yarn from the ball.



For working the tail of fish, cut off and open up 3 loops from working yarn to obtain a long yarn; place it under the fish and make a knot as shown.

Place eyes on the head to complete the fish.





Before tying up the tail part, pull the loops coming from ball through the body part as shown.





If the yarn at the end is too short, open up the first loop using scissors to have a longer piece of yarn.



Count 8 loops.



Tie the long yarn twice after the 8th loop to have your circle.



Match up the loops coming from ball with those of the circle. Pass the 9th loop through the 8th one from back toward front. Continue knitting by matching up the other loops in the circle with those coming from ball.



To work with the other rows, continue matching up in the same direction.





Work 5 more rows in the same way. You've finished the head part of octopus. Now, it's time for making its tentacles. Each one of 8 loops will be one tentacle.



Pass the loop coming from ball through the first loop in your knit. Repeat this procedure 10 times as shown. (As if making chains.)



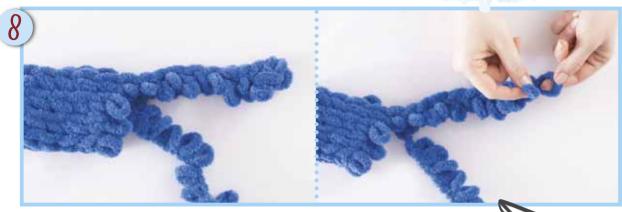
You've almost completed the 1st tentacle. For starting the 2nd one, you need to reach to the loops of the head of octopus, here.



Come to the head part by passing the loops coming from ball one by one, as shown, at the side of the chain you completed.

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Now, bind off these loops at side by passing them through each other as show.



Pass the next loop of octopus through the last bound-off loop and start making the 2nd tentacle.



NOTE;
Remember to start
binding off the
loops at its end.



Work the loops coming from ball by making chains on each loop for 10 times over the next chain as done in the 1st tentacle.

Afterward, bring the loops to the head of octopus at side and start working another tentacle.





Work all 8 tentacles in the same way. When the last tentacle is finished, obtain a long piece of yarn by opening up the first loop from ball using scissors. Cut off the yarn from the ball. Pass the long yarn through the last loop and tie it around the octopus head.



To close up the top of octopus, use the long piece of yarn you left at the very beginning. Use this yarn to close up the opening of knitting by crossing it back and forth as shown.









# FOR INSPIRATION...

We included these toys to give you some ideas.





Textures and knitting techniques of the toys herein are different. If you want to work this texture with Puffy, you may scan the adjacent QR code to watch the relevant video.

















First of all, you need to calculate how many loops you'll start the vest with. For this, measure the circumference of the toy's body with Puffy yarn, not too tightly, as shown.



The body circumference of our rabbit is 24 loops. You start measuring your toy.



By matching the loops coming from ball to these loops, continue knitting.



As shown; work the knit up to its underarm. Now, it's time to form the armhole of vest.

When you the knit on your toy, you'd see better where armhole should be.

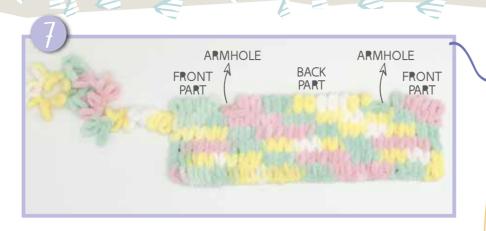


Bind off the loops at underarm. Thus, you formed the armhole. When binding the loops off; pass the 2nd loop through the 1st loop. And then, pass the 3rd loop through the 2nd loop.



Apply the same procedure for the other arm.

## NOTE: Remember that the number of loops to be bound off will vary depending on your toy's arm





Now, we do work this row. For neck opening, you'll need to reduce the loops at front.



For neck opening; hold together and match up 2 loops at the beginning of row with the one coming from as shown.



Match up the loops one by one until reaching to underarm. To shape the armhole, leave as many loops as you bound off without working and continue matching up the loops again.

Come on, go to the next page...

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For the other armhole, also, leave as many loops as you bound off without working and continue matching up the loops.



For neck opening; hold together and match up 2 loops at the end of row with the one coming from as shown. Thus, you applied decreasing at the beginning and end.



On the next row, apply decreasing again at the beginning and end for neck opening, and work this row by matching up the other loops to those coming from ball.



Now, you may dress up the toy with the vest you finished so far. If there is any wideness at back neck of vest, decrease loops at the beginning, center and end of the row so that vest fits on the toy properly.



Vest is arranged on the toy by decrements at start, end, and in between. Now it's time to bind off the loops.



Pass the 2nd loop through the 1st one at the opposite end of the ball as shown. And then, pass the 3rd loop through the 2nd loop. Bind off all the loops by passing them through each other.





After binding off all the loops, open up the first loop coming from ball using scissors, and cut off the yarn at the next loop as shown.







Match up the loops coming from ball with those of the circle.

## REMEMBER!

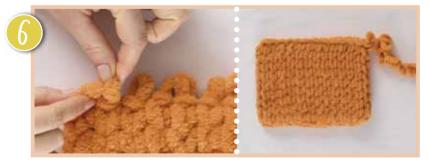
Vhen you completed the first row, continue working in the same direction around the circle.



Work 8 rows by matching up the loops as shown.



Place your knit flat on a surface as shown, and pass the loops facing one another through each other. Thus, the top of beret will be closed.



In order to bind off the remaining loops, pass the loops through one another. (Pass the 2nd loop through the 1st one, and bind off the others one by one)

## REMEMBER

You must start binding loops off at the opposite direction of the ball. Otherwise, you can't bind off the last loop.



Open up the first loop from the ball to have a long piece of yarn, and cut it off at the bottom of the next loop. As shown in the picture, pass it through the last loop to finish you knitting.



Now, it's time of making the earflaps of beret. For that, cut off and open up 3 loops from the ball to obtain a long yarn; place it under the knit as shown and make a knot. When you finish the other earflap, toy's beret will be ready.









First of all, you need to calculate how many loops you'll start the poncho with. For this, measure the circumference of the toy's neck part with Puffy yarn, not too tightly, as shown.

The neck circumference of our rabbit is 15 loops. For the poncho we will work, the number of loops needs to be 4 and the multiples of 4.

Accordingly,

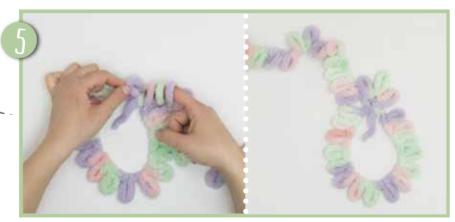


We start with 16 loops. You may also calculate how many loops you'll be needing for your toy.

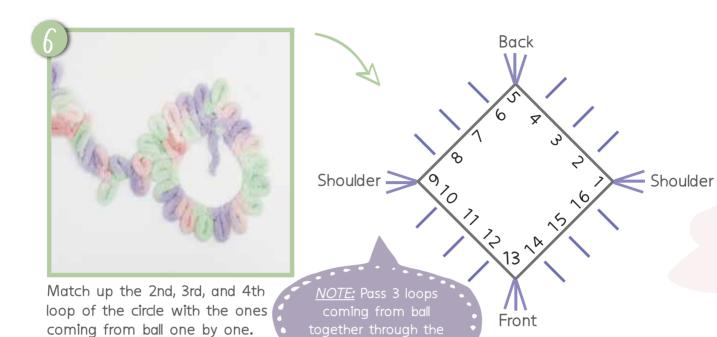
NOTE: If the yarn at the beginning is too short, open up the first loop using scissors to have a longer piece of yarn.



Tie the long yarn twice after the 16th loop to have your circle.



Hold and pass 3 loops coming from ball together through the first loop of the circle.

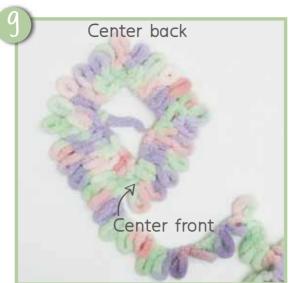




Work 1 more row working other loops in the same way.



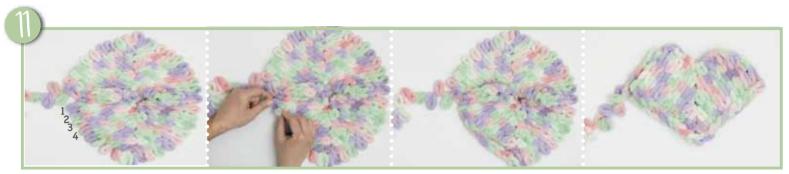
Match up the loops with the loops coming from ball until to the point where you applied an increase at front, i.e., where you picked up 3 loops out of 1 loop.



As shown in the picture, apply increments by picking up 3 loops out of the loop in the center of the front part.



Until reaching to the poncho length you'd want, continue picking up 3 loops each time out of the center loops at the center back and center front so that poncho gets larger. Do not make any increment at shoulders.



When you reached to the length you desired, start binding off the loops. In order to binding off; pass the 2nd loop of the knit through the 1st loop. And then, pass the 3rd loop through the 2nd loop. This way, bind off all the loops by passing them through each other.



Open up the first loop from the ball to have a long piece of yarn, and cut it off at the bottom of the next loop.



Pass the long yarn between the loops as shown, and finish your poncho after binding off the last loop.













To start at the hemline; first, calculate how many loops you need.

To do so;



undo the first loop with scissors.



As shown in the picture, arrange the loops so that it'll be a little larger on the doll's body. The loop looking too many will ensure that hemline will be fluffy.

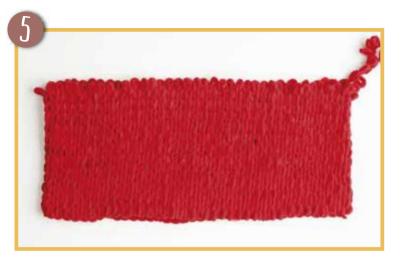


Obtain a circle by tying twice.

To work the other rows, continue matching up in the same direction.

loops coming from working yarn

Match up the the loops coming from ball with those of the circle. Pass the loops coming from ball through those of the circle from back to front.



1-2 rows before the skirt length is as you want, stop working knit stitch at the row.



Loops for waist part are too many.



Pass the loops coming from ball through the first 3 loops in your knit as shown. Work all the loops in three. This way you decreased the loops.

On the next row, match up the loops coming from ball in two and one as in the picture.





This way you made the waist part narrower.
Surely, remember measuring it up by dressing your doll.

NOW IT'S TIME TO MAKE THE TOP:



Up until here, you were working in circular rows. Now, you must work by making returns at the row ends in order to form the low-cut back.
How?



Go on to the next page...



You must know that for low-cut back, you must apply decreasing by passing the first 2 loops through 1 loop at both ends. That way you will form the low-cut back opening. IN OTHER WORDS;



Apply decrement by matching up the first 2 loops with the one coming from ball.



Match up the other loops one by one.



Apply decrement by matching up two loops at the end with the one coming from ball.



REMEMBER!
You must continue
working by returning at
the row end. This way
you will form the back
opening of dress.



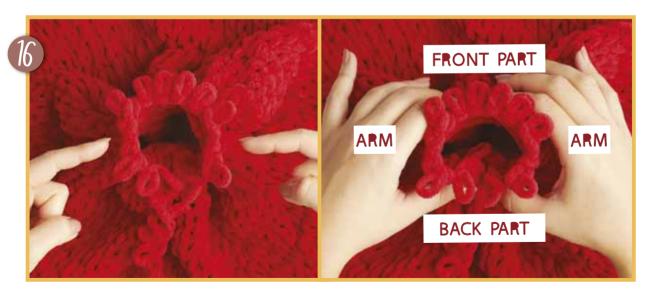
For the body part, work until the underarm. 3 rows were enough for our doll.



Now, it's time to form sleeves.



By measuring up on your doll; Divide the loops for front and back pieces. Bind off the loops underside the doll's arms by passing them through each other one by one.



You have applied the armhole shaping. Now, work the front and back pieces separately.





Work the loops allocated for the back piece up to the doll's shoulder. On the next row, pass 2 loops through 1 loop coming from ball for decreasing. Leave the last loop and cut the yarn. You'll be needing that 1 loop for joining to the front piece later on. Work the other back piece in the same way.



You may tie the new yarn to the loop at the bottom row as in the picture.



For the front piece, tie the yarn at one side of the knit and work 1 row.



For neck opening, work the front piece up to the shoulders separately. For neck opening, work two loops in the middle holding together as shown in the picture.



On the last row, decrease loops by working 2 loops together.



By measuring it on your doll, see if the shoulder part is enough. If so, join the loops on the front and back pieces.



After joining front and back pieces, if you'd like, you may make sleeves on dress or just leave it as is.



For balloon sleeves, pick up loops around armhole as in the picture. (Pick up 2 loops at the same place on shoulder)



Work the loops for 2 rows.



On the 3rd row, work the loops in threes for balloon sleeve.

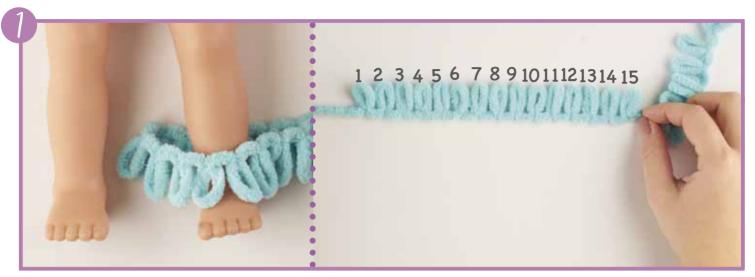












Start working the trousers at <u>CUFFS</u>. In order to make bell-bottom trousers, measure to find out how much width you want for the cuffs as shown in the picture. We need 15 loops for our doll.



Therefore, we tie the long yarn after the 15th loop to have a circle. You, also obtain a circle by tying after the loop you need.



To work the other rows, continue up matching up in the same direction.

By matching up the loops coming from ball with the ones of the circle one by one, work up to the doll's knees.



Work the other leg in the same way.



Now, it's time to work the upper leg parts of the trousers. For that, you need to decrease your loops.

HOW?



Hold two loops in the knit together as shown. Pass the first loop coming from ball through two loops you held.



Match the adjacent loop with the loop coming from ball.



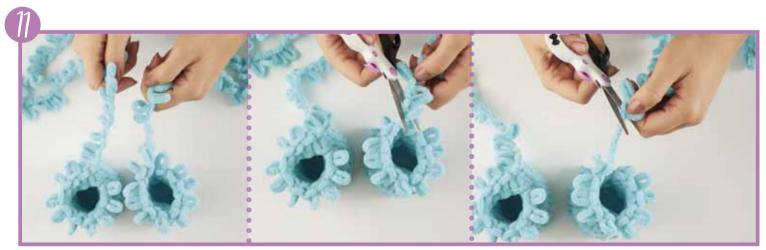
Work entire work knitting one single and one double.



Now, work the remaining loops up to the crotch.



Work the other leg in the same way. Now, it's time to joining two legs.



Since you have two yarns, cut one of them with scissors, and fix it by tying inside the knit. You will continue knitting with the yarn.



In order to joint at crotch, bind off the loops at inseam by passing them over each other as shown in the picture.



Continue knitting after matching the last remaining loop with the loop coming from ball.



Since you joined the crotch part, there is no loop here. As shown in the picture, picking up the loops coming from ball at this point to close the gap, and continue working in circle up to the waist part.



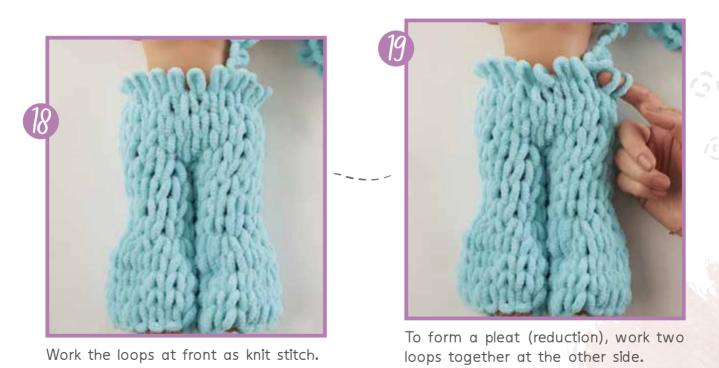
Now, you are at the waist.



For the buttonhole, you need to leave the back open. As shown, continue working by returning at center back.

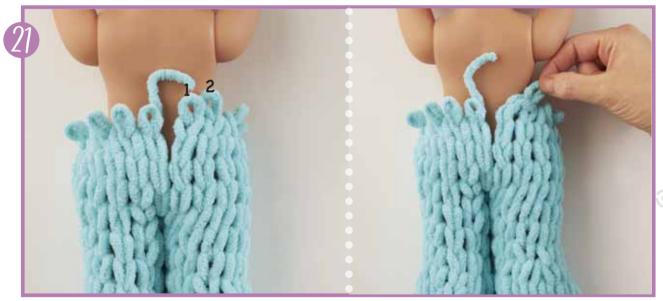


To form a pleat (reduction), work two loops together at sides around waist part. (You may need to repeat this twice. Check by measuring it on your doll). This way the trousers will fit better.





At the row end, obtain a long piece of yarn by opening up the first loop coming from ball using scissors. Cut off the yarn from the ball.



At the opposite end of the long yarn, bind off all the loops by starting to pass the 2nd loop through the 1st one. Tie the last loop left when binding off using the long yarn to lock it.



When you sew the button, the trousers of your doll is finished. Now, it's time to work the blouse.

(0)

(3)



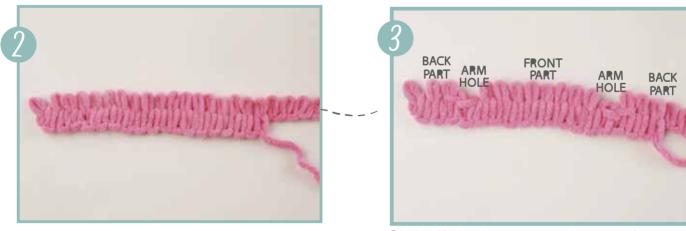






First of all, you need to calculate how many loops you'll start the blouse with. For this, measure the circumference of the toy's body with Puffy Fine yarn, not too tightly, as shown.

**NOTE:** Obtain a long piece of yarn by opening up the first 2 loops from ball using scissors. That piece of yarn will be used for closing up the back part of blouse later on.



Work all loops for 1 row as knit stitch (or up to underarm depending how long you would want it). Bind off the loops at underarm after measuring it on your doll. Thus you shaped armholes.



Work the loops of the back piece for 1 row.



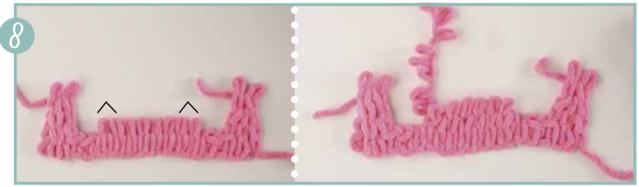
If you'd want to make a back opening as on page 78, you may form a back opening by taking 2 loops together as shown in the picture.



Calculate how much you need to knit by measuring it up on your doll.



When the length is sufficient, cut the yarn and work the other back piece in the same way.



For front piece, tie a loop and take 2 loops at sides together to shape armhole.



In order to have a "V" neck opening, divide the remaining loops equally for the right and left sides, and work them separately up to the shoulders.

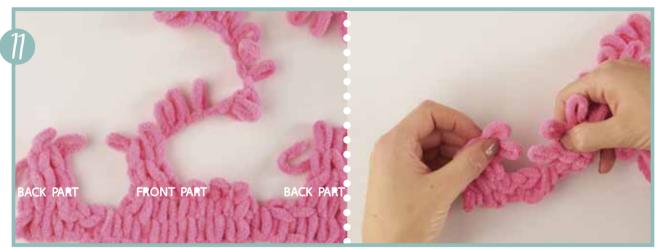
HOW?

no to the next nage

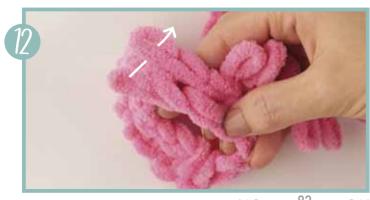
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Work the loop left in the middle part on the 1st row together with the adjacent loop. You formed the neck opening by applying decrement. On the rows 2 and 3, work the loops as knit stitch.



Join by passing the loops of the front and back pieces through each other.



Now, you need to bind off these 2 loops. To do so, pass the loops through each other.



Pass the long yarn through the last loop to finish the joining, and cut off the yarn.



Work the other side in the same way.

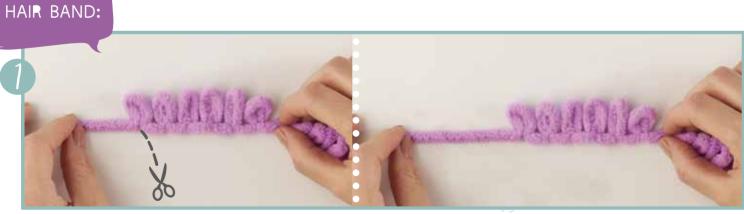


In order to make tassels on the blouse, pull the loops coming from ball through the blouse at any interval as shown.

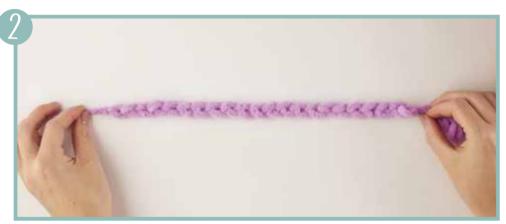




Pass the long yarn left at the beginning in between as shown in the picture for closing up the back part of blouse. If you desire, you may sew a Velcro band or a button.



At the beginning of making hair band, open up the first loop using scissors to have a long piece of yarn. 



Find out how many loops by measuring the head circumference of your doll. Afterwards, for a chain by passing the loops through each other.

Pass the long yarn you obtained at the beginning through the last loop of the chain to form a circle, and tie the long yarn twice.





In order to make the flower on hair band, pass 7 loops coming from ball through 1 loop in the knit to form a flower.

like this...

## SCARF-BERET

What would you say for making a scarf and a beret? for your friends?





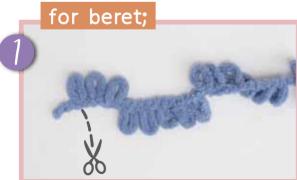
First of all; find out how many loops you need by measuring up the <u>head</u> <u>circumference of the person you will knit the beret for with Puffy.</u>



We need 26 loops for making this beret. This figure surely be different with your measurement. Remember the figure you'll find out! You'll be needing it.

Start knitting beret at its top, right here

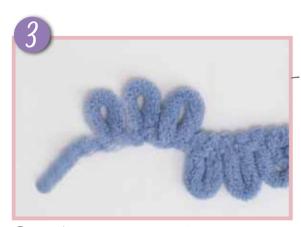




For start, if the yarn at the end is short, open up the first loop with scissors as shown in the picture.



Now, you have a longer piece of yarn.



Count loops.

Tie the long yarn after the 3rd loop to form a circle. Pass the 4th and 5th loops through the 3rd loop. Pass the 6th and 7th loops through the 2nd loop. Pass the 8th and 9th loops through the 1st loop. Now, you have 6 loops after passing loops in twos through 3 loops each.

Thus, you've completed the 2nd row.

# NOTE: To work the other rows, continue matching up in the same direction.



For the 3rd row, increase 6 loops to 12 loops by passing loops in twos through each loop.

15 16 17 18 19 20 14 21 13 22 12 22 11 10 8 7 6 5 4 3 21

For the 4th row, increase 12 loops to 24 loops by passing loops in twos through each loop.

#### REMEMBERI

How many loops you found out when measuring the head circumference for beret? Do you think 24 loops enough for you? For instance, we found out 26 loops in measurement.

For that:



Pass 2 loops coming from ball together through the next loop to have 26 loops, or reach to the number of loops you need by repeating this procedure.



When you reached to the number of loops you want, match up each loop in your knit with the loops coming from ball, respectively. NOTE: You may reduce or increase the number of loops depending on the beret circumference you want.



Work 7 rows in circular manner in the same way. Since these 7 rows determine the beret length, it varies depending on your number of loops and the person you knit for.

Now it's time to bind off the loops.



loops in the knit.



Pass the 2nd loop through the 1st loop. And then, pass the 3rd loop through the 2nd loop. Bind off all the loops by passing them through each other.



Open up the first loop from the ball to have a long piece of yarn, and cut it off at the bottom of the next loop. Pass the long yarn through the last loop as shown in the picture.





Count 8 loops and match up the the loops coming from ball with the ones you count.

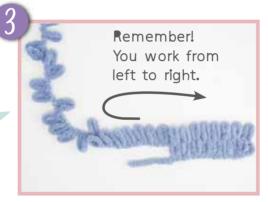


Pass the 9th loop through the 8th one from back to front as shown.



#### NOTE:

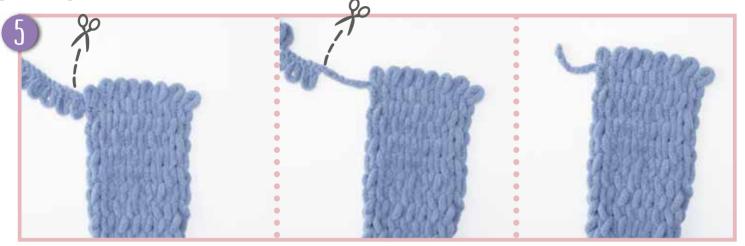
Since the loop coming from ball is on left, continue knitting by matching up the loops from left to right.



Match the remaining loops in the same way and complete the row.



Continue knitting until reaching to the length you want.



When the scarf is at the length you want, open up the loop coming from ball with scissors to obtain a long yarn, and cut the yarn off the ball.

#### REMEMBER !

You must start binding loops off at the opposite direction of the long yarn.



To bind off the loops; pass the 2nd loop through the 1st loop.



Pass the 3rd loop through the 2nd loop, and bind off the loops passing them through each other, respectively.

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Pass the long yarn through the last loop, and advance the remaining yarn through the knit to finish your scarf.



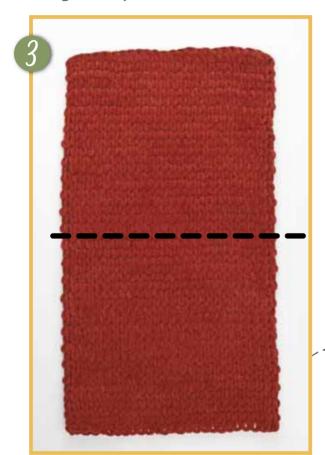




Count enough number of loops matching to the bag width you want.



Start working by matching the loops with each other.

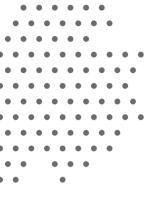


When you reached to the bag length you desired, complete the rectangle by binding off loops.





After folding the knit piece into two, hold the edge loops of the lower and top pieces together as shown in the picture and pass the loop from working yarn through these two loops.





Pass all the loops through each other in the same way to the row end.

As seen in the picture, starting at the opposite side of the working yarn, pass the 2nd loop through the 1st loop. Pass the 3rd loop through the 2nd loop.

Bind off all the loops by passing them through each other.



### YOU MAY USE EITHER SIDE; RIGHT OF REVERSE SIDE.





This is the reverse side of knit.

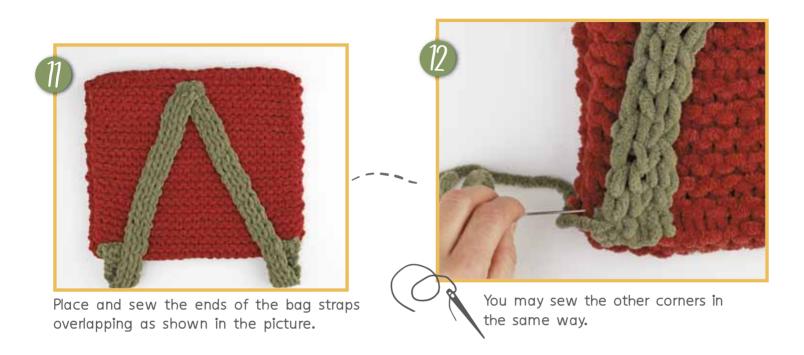
This is the right side of knit.



Make a chain in the length you want by passing the loops through each other.



Start with 3 loops and work 2 pieces in the strap length you want.

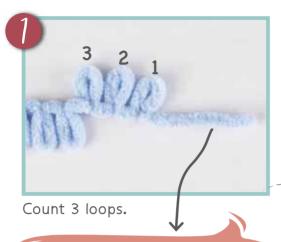




Starting at the center front, as in the picture, pass the completed tie through the loops.





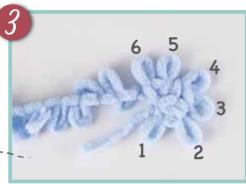


#### **Remember!**

If you don't have a long yarn at the beginning, you must have it by opening up a loop. You'll be needing it for tying when making a circle.



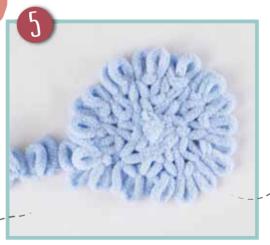
Tie the long yarn after the 3rd loop to form a circle.



Pass the loops coming from ball in tows through each loop of the circle. This will increase 3 loops to 6 loops. Now, you've learned how to make increases with Puffy Fine.



On the 3rd row, pass 2 loops through each loop to increase to 12 loops.



Apply increments on the 4th row; pass 2 loops through each loop to have 24 loops on the circle.



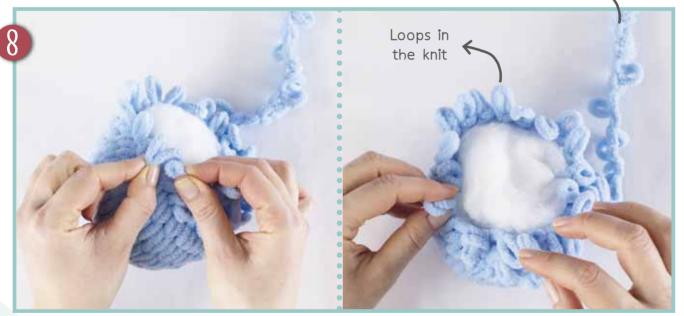
On the rows 5, 6, and 7 (i.e., for 3 rows), knit by matching up each loop with each loop coming from ball. Work as knit stitch without increment.



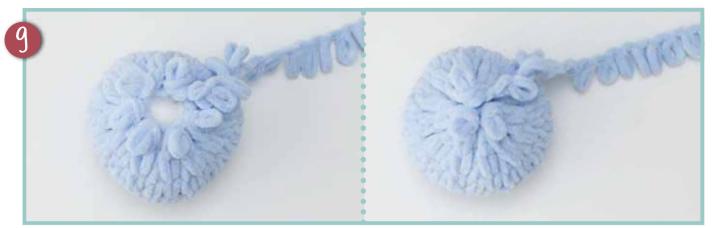
Place the filling material (fiber, cotton, or fabric scraps) into the ball at this stage. For you will start binding loops off, it would be difficult to stuff the ball afterwards.

COME ON; START
BINDING LOOPS OFF TO
FINISH THE BALL

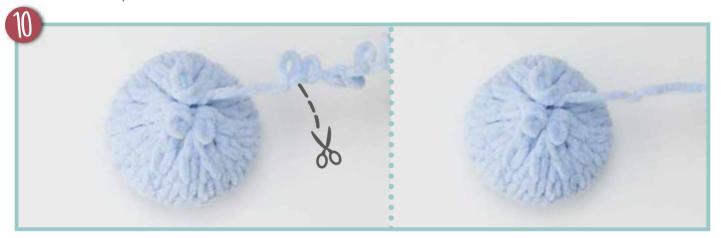
Loops coming from ball **\simes** 



Match up 2 loops in the knit, holding together, with the loop coming from ball as shown. All the loops like this...



...match up all the loops in the knit, holding them together, with the loops coming from ball until 3 loops remain



Obtain a long piece of yarn by opening up the first two loops from ball using scissors. You'll need this long yarn to tie those 3 loop.



Cut off the long yarn to separate the knit from the ball.





Hold 3 loops in your knit together as shown and pass the long piece of yarn through these 3 loops.



Hide the remaining long yarn in the knit before starting to play your ball.





## Are you ready to set up your own game?

## roof



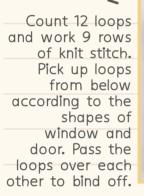
Count 12 loops and knit 1 row. On the 3rd row, holding the loops at the beginning and at the end together, match them up with the loop coming from ball, and on the next row, bind off the loops.

## tree leaves



For the top part of tree, count 7 loops and knit 4 rows of knit stitch. On the 5th row. holding the loops at the beginning and at the end together, match them up with the loop coming from ball. On the 6th row, work all the loops as knit. (So that you have 5 loops). On the 7th row, decrease the loops at the beginning (to left with 3 loops). On the 8th row, pass 3 loops through each other to bind

## house body





tree trunk



Count 3 loops and knit 7 rows of cable stitch to form the tree trunk.

them off.

## pool



For pool, count 10 loops and knit 4 rows of knit stitch.

If you'd like, you may sew these on a blanket you would knit. See the next page to have some ideas.







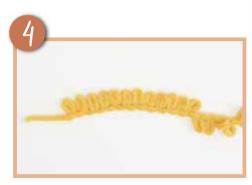
Place your pattern under the plastic canvas as in the picture.



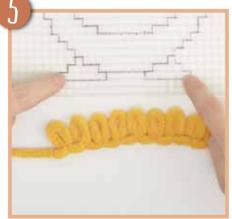
Draw the contours of the pattern on the plastic canvas using an acetate pen. Even if the pattern may not match up the canvas holes exactly, you may complete the drawing with slight offsets. If you'd like, you may ask an adult to help you at this stage.



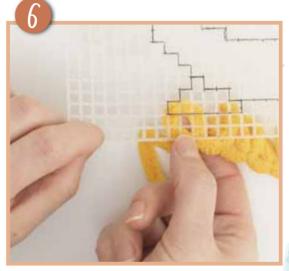
Your pattern is ready. Now, you need to fill the spaces of the pattern with the colors of your choice.



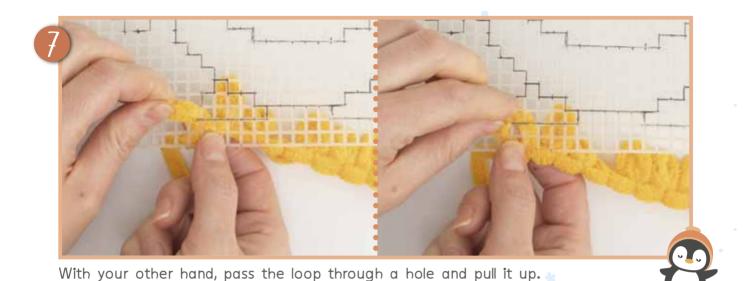
**Rememberl** you must have long yarns at the beginning and the end of balls you will use working on your pattern.

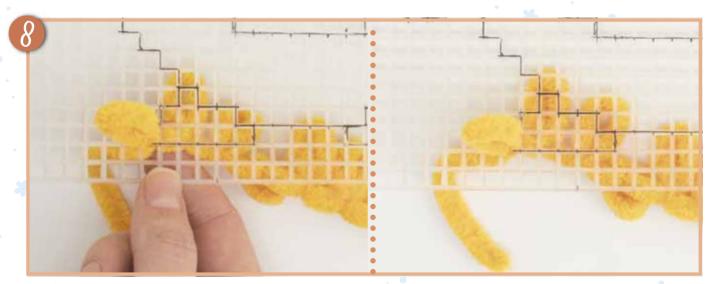


Penguin feet were yellow. Let's start working feet first. It'll be easy to form the shape because you already marked the places you need to fill with yellow color.



Place the loop of Puffy Fine under the plastic canvas with your hand as shown in the picture.





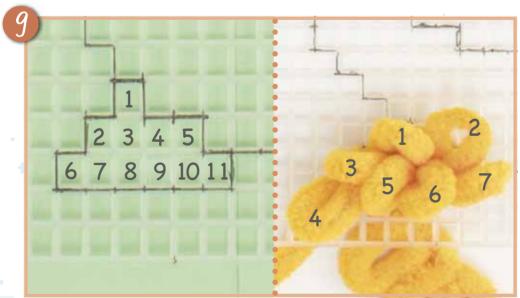
You've passed the first loop. Complete your pattern by passing the loops one by one through holes from underside upward.



#### Rememberl

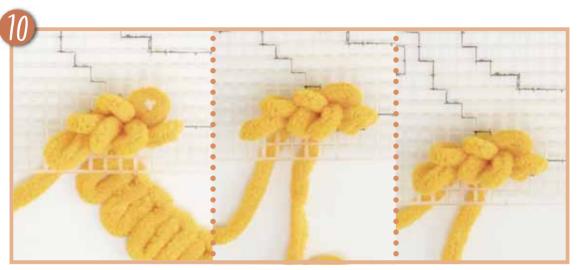
Holes of plastic canvas you use may be different. What is important is to fill the area you draw in a manner not to be too tight. You may leave some holes empty. If you fill each and every hole you will form a very tightsurface. That would create a look not desirable. Fill the area by passing loops through holes randomly.





For instance; in the space we defined on this canvas for foot, there were 11 holes, but only 7 loops were enough.

You filled the drawn area with yellow color. Now, it's time to make the other foot. First of all, open up a loop coming from ball and cut it off from the ball. So that you may proceed with the other foot.











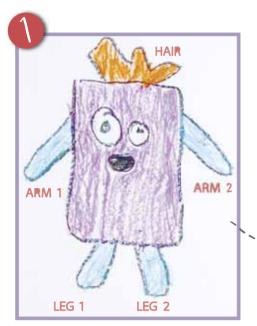




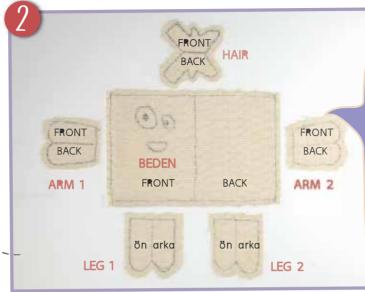


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First of all, draw and color the toy or cartoon character of your favorite.



### NOTE:

You must be careful here that each piece must be drawn and trimmed as front and back side-by-side as seen in the picture. This will be handy for you later on for sewing. Fold it at the centerline and sew its edges.

Make your drawing on the perforated fabric one by one using a pencil with the assistance of an adult. Trim each drawn item by leaving 1 cm allowance at their edges as shown in the picture. (Note: Such allowances will be needed for sewing toys). These forms will be your **patterns**.



Place the loop of Puffy Fine from working yarn under the body pattern with one of your hands as seen in the picture.



...with your other hand, pass the loop through a hole using a hook and pull it up. Repeat this procedure along entire row.

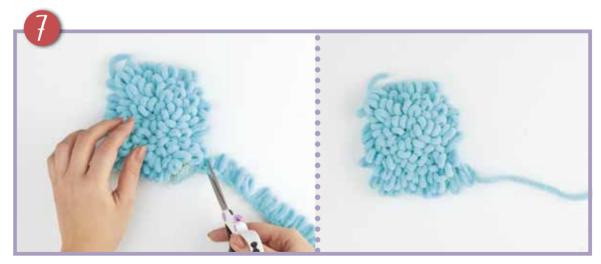
Passing the loops using the hook as shown, cover your patterns with Puffy Fine.

#### **REMEMBER!**

Holes of the fabric you use may be different.
What is important here is to fill the area you draw in a manner not to be too tight. You may leave some holes empty. If you fill each and every hole you will form a very tight surface. That would create a look not desirable. Cover the area by passing loops through holes randomly



After covering all the patterns, now it's time to integrate your toy by sewing with sewing needle.



For sewing; open up the loops from working yarn using scissors to have a long yarn after the last loop you passed.





# FOR INSPIRATION







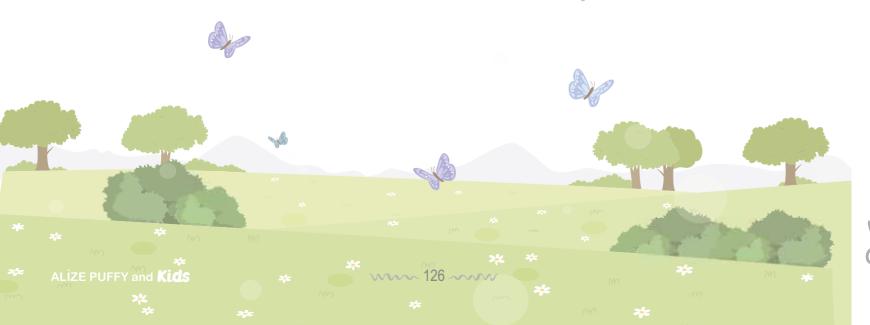




Now, you may have your certificate, writing your name on it for hanging on your wall; remember to send us a photograph of it! Our

Our e-mail adress for sending us its photograph

info@alize.gen.tr









Every Child is an Artist.

Children's imagination and creativeness develop with Puffy

Puffy is the patented yarn that **Alize** presents to the entire world. When being acquainted with Puffy, it's obvious that it is not just a knitting yarn.

Due to its composition of ready loops, it's knit only by hand without using needles and hook. Versatile projects are created by passing its loops through each other.

Furthermore, it's suitable for all ages and risk-free.

Children may both imagine and produce what they imagine by means of this book.

Besides knitting their own scarves and berets, they'll experience the happiness of giving them to their loved ones as gift.

Puffy will make learning a fun time for children while helping development of their fine motor and learning skills. It will enrich your planning and ordering skills, and help creative and flexible thinking as well as developing hand skills.

Kids will have good and productive time with their loved ones at home, on road, and even on holiday. Young designers will create marvelous works with Alize Puffy, and you'll be surprised with them!

- STIMULATING AND CREATIVE IDEAS
- \* VARIOUS EXAMPLES OF ACTIVITIES
- \* STEP BY STEP EASY EXPLANATIONS
  - \* ELABORATED PHOTOGRAPHS
- PRACTICAL WORKS WITH STRAIGHT CLUES











