

Art Skills

Year	Drawing	Painting	Sculpture	Printing	Art & Craft Skills	Digital Art	Artists
YR	- Hold and use a pencil correctly. - Make lines (steering, direction, control, patterns) with a variety of tools. - Draw a simple outline to record the shape of objects. - Work from imagination, to illustrate stories, etc. - Choose appropriate colours & begin colouring pictures with pencil crayons. - Experiment with chalk. - Work from observation & fantasy	- Hold paint brush correctly. - Know primary colours – red, yellow, blue. - Mix secondary colours – orange, green, purple. - Control brush to create pictures.	- Shape and model with clay and other modelling material. - Impress and apply simple decoration. - Pinch clay, roll coils and roll slabs using a rolling pin. - Build a construction/sculpture which stands from a variety of objects (junk modelling). - Order sizes for good solid base.	- Develop knowledge of colour & texture. - Draw around templates, fold, cut simple shapes & create a design with them. - Use textured fabric & paper shapes in pictures. - Print from object: leaf, hand, potato, etc. - Make repeat patterns using shapes. - Print using body parts (fingers, hands, feet etc)	- Cut using scissors. - Use a glue stick correctly. - Use PVA glue with a spreader.	Begin to use '2 paint' software to explore shape, colour and pattern. (using 2 Simple)	- Look at and talk about own work and that of other artists including peers. - Say what they like about the artwork - Say what they can see (shapes, making links to experiences) ☺ Georgia O'Keefe
Y1	- Start to record simple explorations in a sketch book. - Recognise that some pencils make dark marks and others make light marks. - Experiment creating different line patterns with a pencil (mark making). - Experiment using charcoal and white chalk and begin to explore light. - Use black felt tip pens to create an outline. - Use colouring pencils and crayons to solidly infill outline shapes in appropriate colours, ensuring there are no 'white sections' unless intended. - Work from imagination, to create fantasy pictures. - Produce patterns and textures that replicate those in the real world through observation. - Work on different types and colours of papers and surfaces (use collage and then draw on top to add detail).	- Understand warm and cool colours. - Explore mixing different shades of secondary colours. - Explore different ways of applying paint (sponges, blowing, bubbles, wax relief etc). - Know when to use a thick and when to use a thin brush. - Use the terms landscape and portrait.	- Draw objects & make mini models using modelling material. - Roll out clay to an even thickness to create a tile, using the clay rolling tiles. - Experiment with simple tools and objects to impress and shape. - Use tools to carefully cut shapes. - Start to combine shapes using 'slip' (water and clay). - Learn papier maché technique using cellulose paste or watered down PVA and strips of newspaper.	- Develop simple patterns by using objects to print with: tops, vegetables, leaves, etc. - Produce simple pictures by printing with objects. - Take rubbings showing a range of textures and patterns - Use transfer prints (E.g by folding paper, hand and finger printing) to create pictures - Explore tie dye to colour fabric	- Use glue and paste carefully. - Appreciate torn edges. - Use primary coloured tissue to create secondary colours in a picture (layering). - Make fabric collage picture - Weave with different paper textures. (Consider warm or cool colours).	- Use the fill tool - Change the brush size - Draw lines and shapes - Take digital photographs and begin to understand how they are transferred to the computer.	- Look at work from a range of artists, craft makers and designers. - Describing the differences and similarities - Make links to their own work. - Start to evaluate their own work and that of their peers. ☺ Picasso ☺ Monet ☺ Artist?
Y2	- Record explorations in a sketch book. - Recognise the numbers and symbols on the pencils and how these tell us the darkness of the pencil tone. - Produce a growing range of patterns and textures and tones with a single pencil too replicate those in the real world (through observation). - Use charcoal and chalk to show light and shadow. - Experiment with pastels in different ways: mixing and hatching - Solidly infill shapes using colour pencils, pastels, etc, only leaving 'white parts' as intended to add light. - Experience working in different ways and on a variety of different coloured, shaped paper. - use a range of drawing media in different ways: hatching, scribble, stippling, blending.	- Mix thick and thin paint - Tint and tone colours using 'neutrals' (black and white) - Revise colour mixing skills to produce the appropriate colours for the art work being produced. - Experiment creating different tints and tones of secondary colours. - Create a wash with watercolour paints. Know to start at the top of the page and paint in the same direction. - Make a wax resist picture using crayon and wash. - Control a brush to create shape and detail. - Paint a portrait carefully placing facial features correctly. - Mix colours to match skin tone. - Create a silhouette and add to a contrasting background colour.	- Use pinch, coil techniques to produce a clay object. - Roll out 'slabs' of clay using the rolling mats - Join clay using slip and hatching technique. - Make distinct patterns with impressed shapes. - Make a papier maché relief picture.	- Create own blocks to print with (use polystyrene tiles or modelling material or cut shapes from sponges/potatoes) - Create patterns and pictures by printing from objects using more than one colour. - Experience relief printing: string, card, art straws etc.	- Show emotion and mood in use of colour. - Combine different media to create an appropriately scaled collage. - Select and control materials. - To weave on a board with controlled technique	- Continue refining use of basic tools in 'paint' software - Experiment with different brush effects in 'paint' software - Rotate images on a screen - Take digital photographs, beginning to think about composing their shots.	- Look at work from a range of artists, craft makers and designers. - Describing the differences and similarities - Make links to their own work. - Evaluate their own work and that of their peers. ☺ Artist? ☺ _Artist? ☺ Artist?
Y3/4	- Use a sketch book to plan and develop ideas. - Select the appropriate pencil for the desired outcome (HB, 2B, 5H etc). - Control a pencil to produce a wide range of tones, patterns and textures. - Explore drawing pencils and the marks that can be produced. - Blend with charcoal and chalk effectively. - Show light and shadow - Create contrasting effects of line texture & tone. - Draw from observation in large and small scale. - Express different feelings through drawing. - Create an abstract design based on their observation drawings. - Select different techniques for different purposes: shading, hatching, etc. - Consider composition – back, mid, and fore ground. - Explore colour mixing with coloured pencils.	- Use a sketchbook to store information on colour mixing, brush marks, etc. (experimentation stage) - Mix colours to match a theme (e.g. autumn, plants) - Predict colour mixing and tinting and toning results with increasing accuracy. - Create atmospheres with tones of colour (e.g. grey) - Create a range of textured powder paint. - Experience using the colour wheel to recognise complementary and contrasting. - Create a watercolour wash starting at the top, painting in the same direction. Add a silhouette. - Select and work from direct observation - Add finer detail with small brushes. - Use warm or cool colours in a design.	- To plan and develop ideas in a sketchbook and make inform choices about media. - Make a clay object using pinch/thumb pot technique. - Learn the coil pot technique with clay. - Blend attached pieces with slip for strength. - Use tools appropriately to carve into media using tools safely. - Blend using impressions to make patterns or replicate textures. - Use papier maché to make a mask or object. - Create a sculpture from observational drawing (E.g part of human body). - Use cardboard materials to create an object/construction.	- Make press print (Use polystyrene tiles) - Print two colour overlays. - Print creating repeating patterns considering the use of colour in the ink and paper used. - Develop skills with relief printing (using string or sticky wax)	- Understand the batik process using Easy Batik glue and recap wax resist pictures. - Apply fabric dyes - Develop ideas in sketchbook. - Appreciate importance of outline in silhouettes. - Give ideas of space & distance. - Mix translucent materials to gain colour mixes. - Make a small scale collage from observation drawing of an object. - Use torn paper to create texture. - Weave & understand warp & weft technique - Select interesting textured & coloured fabrics to create a picture, cut fabrics using templates or patterns. - Experience a range of different threads, strings, materials. Become aware of the different types of fabrics.	- Take digital photos, carefully composing their shots. - Use digital images as a starting point for creative art - Use 'paint' software to explore colour, pattern and texture, line and tone, shape, form and space. - Begin to edit pictures: crop photos in a photo editing package (SOFTWARE NEEDED in photoscape)	- Learn about great artists, architects and designers in history. - Work in the style of an artist or crafts person. - Evaluate their own work and that of their peers using the language of art, craft and design. ☺ Artist? ☺ _Artist? ☺ Artist?
Y5/6	- Start to develop own style using explorations and experimentations from sketch book. - Make quick sketch drawings - Start to process, adapt and change ideas for end pieces. - Use drawing pencils, to become experienced in elements - pattern, texture, line, shape, form and space. - Develop blending skills with charcoal and chalk to show light, shadow, line and texture in observational drawings. - Use a view-finder to focus on small areas. - Work in mixed media. - Mix colours with colour pencils to create a wide tonal range. - Produce a distorted image.	- Use a sketchbook to store information on colour mixing, brush marks, etc. (experimentation stage) - Mix paints to match the subtle colour of someone or something. - Produce a painting that captures the colour, tone & texture of an object. - Develop confidence in working from direct observation and imagination. - Design based on a theme adding detail (E.g. a class themed alphabet) - Design a product considering logo, colour, use etc - Begin to use simple perspective, considering the vanishing point. - Demonstrate consideration about the use of colours and their relationships (complementary / contrasting, primary, secondary, colour triads).	- Use a sketchbook to inform, plan and develop ideas. - Cut and model clay to required shape. - Blend shapes of clay carefully & effectively to make a larger object. - Create a richly textured clay relief tile or a 3D clay sculpture. - Recognise sculptural forms in the environment: furniture, buildings, etc. - Design 3D objects using paintings etc as inspiration - Become aware of the effect of time, etc. upon sculptures. - Combine cardboard & papier mache to create a carefully made sculpture creating mood through the colours. Colour with tissue paper.	- Plan designs in sketchbook. - Create a mosaic picture - Use observation drawing of natural object to create a wool/string collage pattern showing texture - Combine mixture of materials to create a collage based on portrait using appropriate materials to show character and feeling - Create a stained glass window effect picture using overlapping tissue to create colours & outline in black pen - Create an image inspired by part of a painting, using wrap weaving & collage	- Create an abstract batik design learn the cold or hot wax method - Use batik technique to create a multi-layered image: using wax resist on plain fabric, painted with dyes, then waxed again and painted with dyes again. - Combine techniques to produce end piece: embroidery over tie dye, etc. - Create a transfer print combining sharp line & soft colour (overlay up to 3 colours) - Understand how to make an abstract design - Produce detailed relief print. - Create a mono-print from an observation line drawing - Make positive & negative monoprints based on a painting - Starting to overwork prints with biro / colour pencils / paints, etc.	- Use digital and video cameras to record observations - Use digital images as a starting point for creative work in different areas of art - Make simple animations (Zu3D / animation) - Begin to experiment editing photographs they have taken in photo editing software (photoscape / photoshop)	- Learn about great artists, architects and designers in history. - Replicate patterns, colours and textures from the style of a well known artist. - Starting to place key artists into movements, historical awareness. - Evaluate their own work and that of their peers using the language of art, craft and design. ☺ Thaneeya McArdel ☺ Henri Rousseau / Ruth Daniels ☺ Adam Brockbank / Rob Bliss / Todd Lockwood

Art Progression Skills By Section

Painting

YR
Know the primary colours.
Mix secondary colours.
Controlling shape with brush, creating pictures
Hold and use a brush correctly.
Y1
Use primary colours only and mix variety of oranges, greens, purples in paints
Explore different ways of applying paint (brushes, sponges, blowing, bubbles, wax crayon relief etc)
Develop control with brushes. Know when to use a thick and when to use a thin brush.
Create a wash with watercolour paints.
Y2
Mix thick and thin paint and begin to understand how texture affects the final product.
Understand that tint is adding white and tone is adding black. Experiment with this.
Revise colour mixing skills. Experiment creating different tints and tones of secondary colours.
Choose an appropriate brush (thick/thin)
Control paint using small brushes delicately, use spatula or blowing to create texture
Create a wash with watercolour paints. Know to start at the top of the page and paint in the same direction.
Know and use the terms landscape and portrait.
Y3
Predict colour mixing and tinting and toning results with increasing accuracy
Use a sketchbook to store information on colour mixing, brush marks, etc.
Use powder paint to experiment creating a range of textures.
Revise creating a wash with watercolours, starting at the top, painting in the same direction. Add a silhouette.
Select and work from direct observation
Add finer detail with small brushes.
Discuss own work and that of other artists.
Y4
Mix colours to a theme (e.g. autumn, plants, sand)
Use a sketchbook to store information on colour mixing, brush marks, etc.
Scrafitto technique (wax crayon block of colour, paint over with black paint, etch paint off with cocktail stick).
Mix tones of grey and use thin watery paint as a base to create atmosphere.
Select and work from direct observation.
Experience using the colour wheel.
Create a design using warm or cold colours & curved or straight lines.
Discuss own work and that of other artists.
Y5
Mix paints to match the colours in real objects.
Use a sketchbook to store information on colour mixing, brush marks, etc.
Replicate patterns, colours and textures from the style of a well known artist.
Develop confidence in working from direct observation and imagination.
Design based on a theme adding detail (E.g. a class alphabet based on a theme, painting smoothly & carefully)
Design a product considering logo, colour, use etc (E.g. a carrier bag for a given shop)
Discuss and evaluate own work and that of artists and their peers.
Y6
Mix paint colours to match subtle colour of someone or something
Use a sketchbook to store information on colour mixing, brush marks, etc.
Replicate patterns, colours and textures from the style of another well known artist
Begin to use simple perspective in their paintings/compositions.
Produce a painting that captures the colour, tone & texture of an object.
Demonstrate consideration about the use of colours and their relationships.
Design and paint an object, creating humour in the design.
Discuss and evaluate own work and that of artists and their peers.
Starting to place key artists into movements, historical awareness.

Collage

YR
Develop knowledge of colour & texture.
Draw around templates, fold, cut simple shapes & create a design with them.
Cut using scissors.
Use glue in a stick correctly.
Use PVA glue with a spreader.
Use textured fabric & paper shapes in pictures.
Y1
Carefully cut & tear shapes from paper. Glue shapes onto background
Use glue and paste carefully.
Appreciate torn edges.
Use shapes to create a picture.
Use primary coloured tissue to create secondary colours in a picture.
Y2
Use fabric appropriately in the design of a picture.
Combine different media to create an appropriately scaled collage.
Show ability to select & control materials.
Show emotion in use of colour.
Y3
Appreciate importance of outline in silhouettes.
Handle materials, tear & cut shapes reasonably well.
Choose appropriate textures for subject matter.
Give idea of space & distance.
Mix translucent materials to gain colour mixes.
Y4
Make symmetrical shapes by drawing & cutting paper.
Explore qualities of materials & use them effectively.
Small scale collage from observation drawing of an object.
Use torn paper
Y5
Use observation drawing of natural object to create a wool/string collage pattern showing texture
Use art straws/card to create a 3D picture based on a painting
Combine mixture of materials to create a collage based on a painting/drawing
Y6
Interpret a portrait painting in collage, using appropriate materials
Create a mosaic picture
Create a portrait using appropriate materials to show character and feeling
Create a stained glass window effect picture using overlapping tissue to create colours & outline in black pen

YR
Shape and model with clay and other modelling material
Impress and apply simple decoration.
Pinch and has experience of rolling coils and slabs using a modeling media.
Build a construction/sculpture which stands from a variety of objects. Order size for good solid base.
Y1
Draw objects & make mini models using modelling material.
Roll out clay to an even thickness to create a tile.
Experiment with simple tools and objects to impress and shape
Create variety of junk models choosing kind of construction material needed.
Learn papier maché technique using cellulose paste or watered down PVA and strips of newspaper.
Y2
Use pinch, coil and slab techniques to produce a clay object.
Join clay using slip
Make distinct patterns with impressed shapes
Use art straws to make flat constructions
Make models from junk materials choosing construction materials needed.
Make a papier maché relief picture
Y3
To plan and develop ideas in sketchbook and make inform choices about media.
Learn the coil pot technique with clay
Use tools appropriately.
Decorate using impressions printed on surface
Use papier maché on a balloon or similar to create a mask or similar object.
Create 'real life' & 'giant' sized objects from previous observation drawings
Carve into media using tools safely
Discuss own work and work of other sculptors.
Y4
To plan and develop ideas in sketchbook and make inform choices about media.
Make a clay object using pinch/thumb pot technique, blending attached pieces for strength
Create a sculpture from observational drawing (E.g part of human body).
Make a papier maché object
Use cardboard materials to create an object.
Discuss own work and work of other sculptors.
Y5
Use a sketchbook to inform, plan and develop ideas.
Create a richly textured clay relief tile or a 3D clay sculpture from paintings/drawings
Experiment with a variety of media / mixed media sculptures.
Become aware of form, shape and space in the world around them.
Create an abstract 3D papier maché image on paper from paintings/drawings
Colour the papier maché model with tissue papers
Discuss and evaluate own work and that of other sculptors, compare different styles and approaches.
Y6
Use a sketchbook to inform, plan and develop ideas.
Design 3D objects using paintings etc as inspiration
Form curved & straight sided blocks out of clay
Blend shapes of clay carefully & effectively to make a larger object
Cut and model clay to required shape & texture
Recognise sculptural forms in the environment: furniture, buildings, etc.
Become aware of the effect of time, etc. upon sculptures.
Combine cardboard & papier mache to create a carefully made sculpture creating mood through the colours

Fabric

YR
Identify different textures, patterns & understand patchwork. Describe.
Choose fabrics to create a picture. Colour and type of fabric.
Use glue efficiently. Cut fabrics.
Manage in/out sewing & weaving techniques.
Y1
Weave with different paper textures. (Consider warm or cool colours).
Wrap weaving
Sew a simple item & create design on it.
Make fabric collage picture
Tie dye to colour fabric
Y2
Choose variety of appropriate materials to create a class fabric picture
To weave on a board
To control the weaving technique
Create mood through choice of colours
Begin to use screen printing technique to decorate fabric.
Y3
Develop ideas in sketchbook.
Weave & understand warp & weft technique
Select colours & textures appropriately
Select interesting textured & coloured fabrics to create a picture, cut fabrics using templates or patterns.
Experience a range of different threads, strings, materials.
Discuss own work and that of others: textiles around school, from the home, from other countries, etc.
Y4
Develop ideas from observational work using sketchbook.
Understand the batik process using Easy Batik glue and recap wax resist pictures.
Apply fabric dyes
Make a larger than life fabric collage from an observation colour study.
Become aware of the different types of fabrics.
Look at fabrics from other countries.
Y5
Plan a design in sketchbook.
Aware of the different purposes of textiles and their construction: natural / man-made
Board weave an image based on a painting, using tones of colour & textures with care
Create an image inspired by part of a painting, using wrap weaving & collage
able to recognise different forms of textiles in the environment and to be able to express opinions about them.
Use screen printing technique to decorate fabric.
Y6
Plan a design in sketchbook..
Create an abstract batik design learn the cold or hot wax method
Use batik technique to create a multi-layered image- using wax resist on plain fabric, painted with dyes, then waxed again and painted with dyes again.
Combine techniques to produce end piece: embroidery over Tie dye, etc.

Printing

YR
Print from object: leaf, hand, onion, etc.
Use finger, card & transfer printing.
Manipulate simple shapes & limited colours, to produce clear prints in an imaginative manner.
Make repeat patterns & understand idea of symmetrical pattern.
Y1
Develop simple patterns by using objects to print with: tops, vegetables, leaves, etc.
Produce simple pictures by printing with objects.
Take rubbings showing a range of textures and patterns
Use transfer prints (E.g by folding paper, hand and finger printing) to create pictures
Y2
Create own blocks to print with (use polystyrene tiles or modelling material or cut shapes from sponges/potatoes)
Create patterns and pictures by printing from objects using more than one colour.
Experience relief printing: string, card, art straws etc.
Use equipment and media correctly, to be able to produce clean printed image.
Look at and talk about own work and that of other artists.
Start to identify the different forms printing takes: books, pictures, wallpaper, fabrics, etc.
Y3
Use a sketchbook for recording textures/patterns.
Print creating repeating patterns considering the use of colour in the ink and paper used.
Develop skills with relief printing (using string or sticky wax)
Discuss own work and that of other artists.
Y4
Use a sketchbook for recording textures/patterns.
Make press print (Use polystyrene tiles)
Use observation and preliminary drawings as stimulation.
Print two colour overlays.
Y5
Develop ideas from sketchbook work experimentations in other areas.
Create a transfer print combining sharp line & soft colour (overlay up to 3 colours)
Understand how to make an abstract design
Create a press print from observation drawing, enhancing mood with line & colour
Discuss and evaluate own work and that of others, and be aware of printed matter in the world around them
Y6
Develop ideas from sketchbook work experimentations in other areas.
Produce detailed relief print.
Make a controlled repeat pattern, experimenting with different ways to join blocks
Create a successful mono-print from an observation line drawing
Make positive & negative monoprints based on a painting
Starting to overwork prints with biro / colour pencils / paints, etc.
Discuss and evaluate own work and that of others, and be aware of printed matter in the world around them

Drawing

YR
Hold and use a pencil correctly.
Make lines—steering, direction, control, line patterns with a variety of tools.
Work from observation.
Outline and record shape.
Work from imagination, to illustrate stories, etc.
Move towards solid infilling with colour pencil. Choose appropriate colours.
Use chalks to experiment.
Create observation & fantasy drawing using line skills.
Y1
Start to record simple media explorations within a sketch book.
Produce lines in a range of different tones using the same pencil, creating line patterns,
Produce patterns and textures that replicate those in the real world (observation)
Use colouring pencils and crayons to solidly infill outline shapes in appropriate colours.
Experiment with pastels in different ways; mixing and hatching
Work from imagination, to create fantasy pictures.
Use felt tip pens; specifically black as an outline.
Work on different types and colours of papers and surfaces.
Y2
Start to record simple media explorations within a sketch book.
produce a growing range of patterns and textures and tones with a single pencil.
produce an expanding range of patterns and textures that replicate those in the real world.
work from direct observation
work from imagination.
Experiment using charcoal and white chalk
Begin to show light and shadow
solidly infill shapes using colour pencils, pastels, etc.
experience working in different ways and on a variety of different coloured, shaped paper.
use a range of drawing media in different ways: hatching, scribble, stippling, blending
look at and talk about own work and that of other artists
Y3
Use a sketch book to plan and develop ideas.
Control a pencil to produce a wide range of tones, patterns and textures.
Draw from observation in large and small scale.
Show light and shadow using pencil skills.
Express different feelings through drawing.
Create an imaginative drawing.
Create an abstract design based on their observation drawings.
Look at and talk about own work and that of other artists
Y4
Use a sketch book to plan and develop ideas.
Use drawing pencils, charcoal & chalk to create contrasting effects of line texture & tone.
Shade and enhance light.
Blend charcoal & chalk.
Make observation drawing of an object to show shape & pattern.
select different techniques for different purposes: shading, hatching, etc.
Combine painted background with drawing in felt pen. Consider composition – back, mid, and fore ground.
start to explore colour mixing with coloured pencils.
Use very simple perspective.
Y5
Start to develop own style using explorations and experimentations from sketch book.
Use drawing pencils, to create contrasting effects of line texture & tone
Develop blending skills with charcoal and chalk to show line, texture and tone in observational drawings.
Use water soluble fine liner pens to make observation drawings & learn the wash technique
Start to process, adapt and change ideas for end pieces.
Design a label appropriate for an item which is clear & eye-catching
Start to work in the style of a few artists (not copying).
Y6
Start to develop own style using explorations and experimentations from sketch book.
Become experienced in elements – line, tone, pattern, texture, etc.
Use a view-finder to focus on small areas.
Work in mixed media.
Start to process, adapt and change ideas for end pieces.
Complete half a b & w picture using charcoal & white chalk
Able to colour mix with colour pencils and be using a wide tonal range within their work.
Make quick sketch drawings
Produce a distorted image
Create work in the style of well-known artist (not copying)
Able to discuss and evaluate work and discuss the work of others

Yr
Begin to use 'paint' software to explore shape, colour and pattern.
Y1
In 'paint' software, use the fill tool
Change the brush size 'paint' software
Draw lines and shapes in 'paint' software
Take digital photographs and begin to understand how they are transferred to the computer.
Y2
Continue refining use of basic tools in 'paint' software
Experiment with different brush effects in 'paint' software
Rotate images on a screen
Take digital photographs, beginning to think about composing their shots.
Y3
Take digital photographs, carefully composing their shots.
Use digital images as a starting point for creative work in different areas of art
Use 'paint' software to explore colour, pattern and texture, line and tone, shape, form and space
Y4
Take digital photographs, carefully composing their shots.
Begin to crop photographs in a photo editing package (photoscape)
Use 'paint' software to explore colour, pattern and texture, line and tone, shape, form and space
Use digital images as a starting point for creative work in different areas of art
Y5
Use digital and video cameras to record observations
Use digital images as a starting point for creative work in different areas of art
Make simple animations
Begin to experiment editing photographs in photo editing software (photoscape / photoshop)
Y6
Use digital and video cameras to record observations
Use digital images as a starting point for creative work in different areas of art
Make simple animations
Perform simple functions (e.g crop) when editing photographs in photo editing software (photoscape)