

Pokémon

“Pokémon: 30 Years of Evolution”
Image collage from 1996 → 2026

Our Assembly Purpose

- Celebration
- Community
- Shared joy across generations
- Maybe even a surprise 🙄🙄



◆Beginning

Satoshi Tajiri's idea

Game Boy era

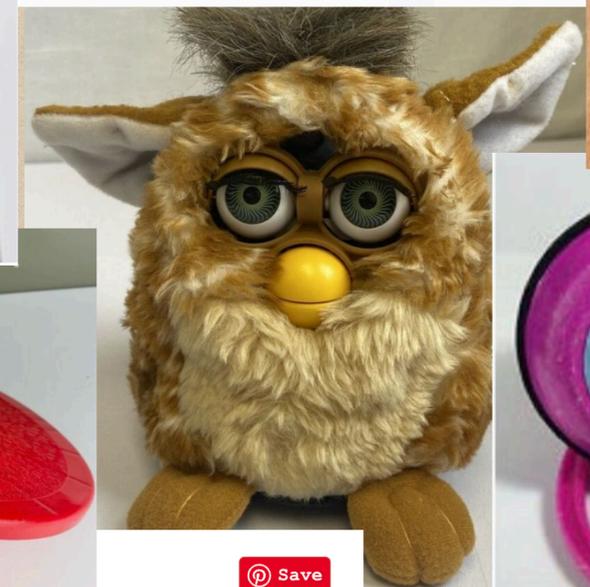
151 Pokémon

Trading as social glue

The Explosion (Late 90s)

- Anime
- Cards
- Movies
- Cultural phenomenon

“Who here still has cards at home?”



1996–2026

1996 – The Spark in Kanto

- Pokémon Red and Green launch in Japan for the Game Boy.
- Created by Satoshi Tajiri, inspired by childhood bug collecting.
- 151 Pokémon. Link cable trading. Playground legend begins.



Growing Up with Pokémon

- New regions
- Online trading
- Mechanics getting deeper
- Community expanding

1998-1999 Global

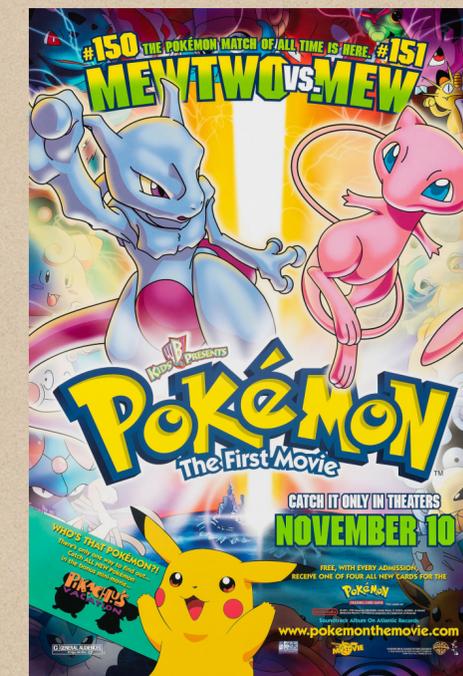
Pokémon Red and Blue launch internationally.

The **Pokémon** anime debuts.

Trading Card Game explodes in schools.

Pokémon: The First Movie hits theatres.

Pikachu becomes a global mascot of childhood.





2002-2006 New Regions, New Tech

Pokémon Ruby and Sapphire introduce abilities and double battles.

Pokémon Diamond and Pearl bring online trading.

Pokémon grows with its players.





2013 - The 3D Leap

Pokémon X and Y move the franchise fully into 3D.

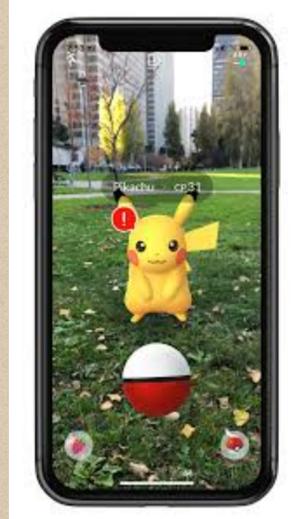
Mega Evolutions add new strategic layers.

Online connectivity becomes central.



Pokémon GO Moment

- AR
- Families playing together
- Outdoor movement
- Global shared experience
- Augmented reality turns parks into PokéStops.
- Multi-generational players walk together, phones in hand, chasing digital creatures in real space.



Modern Era

- Switch games
- Open world
- Esports & championships
- 1000+ Pokémon
- Pokémon Sword and Shield arrive on the Nintendo Switch.
- Dynamax battles. Stadium scale energy.
- Pokémon now spans console, mobile, cards, streaming, esports.



2022-2026 Open World & 30 Years

Pokémon Scarlet and Violet introduce open-world exploration

Competitive Pokémon is a global esport.

From 151 Pokémon to 1000+.

30 years later, it remains about curiosity, collection, strategy, and community.



Why It Still Matters

- Strategy
- Collaboration
- Persistence
- Creativity
- Community
- Optional tie-in to school values.

You Don't Start Fully Evolved

Every great Pokémon starts small.

- Charmander doesn't begin as Charizard.
- Magikarp looks... well... splashy.
- Growth takes time, experience, and a few battles.

Learning works the same way.
You are allowed to be "Level 5" at something.
School is not about being fully evolved.
It's about earning experience.

✍ Say it time:
"Turn to someone beside you and say: I'm still evolving."



It's super effective!

Type Matchups Matter

In Pokémon:

- Water beats Fire.
- Grass beats Water.
- Some moves are “super effective.”

In school:

- Some strategies work better for certain tasks.
- Sometimes you need a different approach.
- Sometimes you need help from a teammate.

Learning is not about brute force.
It's about choosing the right strategy.



Attacking		Defending		
Strong Against	Weak Against		Resistant To	Vulnerable To

You Gain XP from Mistakes

When your Pokémon faints:

- The game doesn't delete your save file.
- You learn.
- You try again.

In school:

- A wrong answer isn't failure.
- It's experience points.
- XP is invisible... but powerful.

Every attempt adds up.



You Don't Build a Team of All One Type

Strong trainers build balanced teams.

Different strengths.

Different styles.

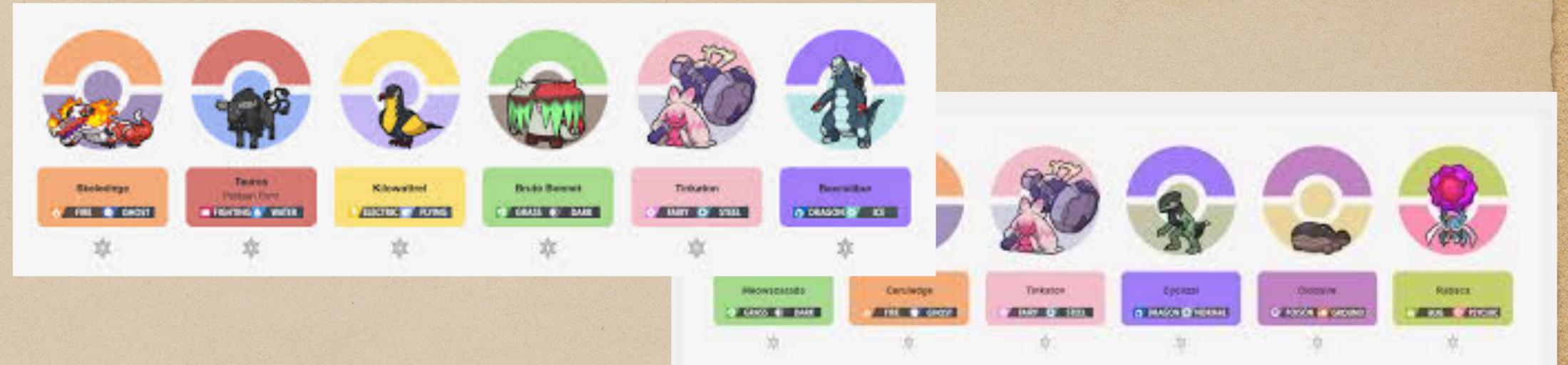
Different roles.

Our school is the same.

Some students:

- Love math strategy.
- Love storytelling.
- Love art.
- Love coding.
- Love leading.
- Love quiet thinking.

A great community needs all of it.



You Have to Leave Pallet Town

Every journey begins in a safe place.

But progress happens when you:

Step into tall grass.

Try a gym battle.

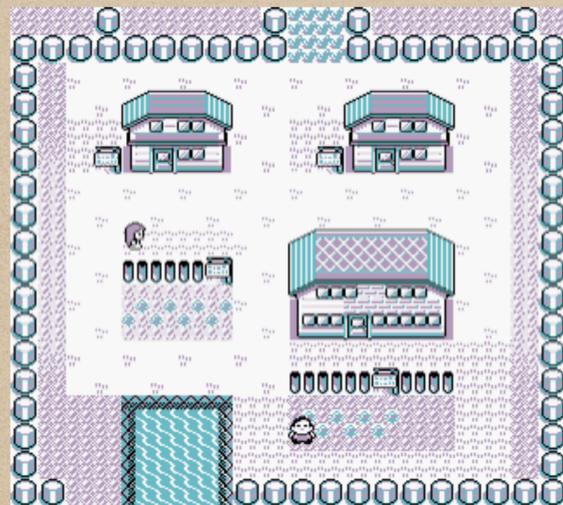
Explore a new route.

Learning sometimes feels like tall grass.

A little uncertain.

A little risky.

Full of possibility.



For 30 years, Pokémon has reminded us of something important:

You grow.

You adapt.

You build a team.

You try again.

You evolve.

And just like in Pokémon...

The journey matters more than the Pokédex.

Cultural References

◆ Regionalities

Regions were more global -

Unova = New York

Kanto is based on the real Kanto region of Japan.

Johto reflects traditional Kansai, with historical architecture and folklore tones.

Alola draws directly from Hawaii.



why is that a dragon??

Pokémon designs are often rooted in real ecosystems and mythology.

- **Exeggutor** becomes a towering palm tree in its Alolan form, reflecting tropical Hawaii.
- **Gyarados** draws from Japanese dragon legends about transformation through perseverance.
- **Ludicolo** blends a lily pad with Latin American festive imagery

Should I

Open it...

Or should I

Keep it Sealed?

Sharing Collections!

Show your favourite card(s)