



Pokémon images

In this project you will train a computer to predict the type of Pokémon based on how they look.

The screenshot shows the Scratch workspace titled "pokemon-images". The stage features a red mat with a yellow Pikachu sprite. A green button labeled "name Pikachu" and a blue button labeled "prediction electric" are visible. Below the mat, several other Pokémon sprites are scattered. The script area contains the following Scratch script:

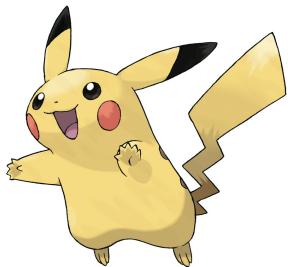
```
when I receive [classify v]
  hide variable [prediction v]
  set [prediction v] to (recognise image [pokemon-image-data v])
  show variable [prediction v]
```

The script palette on the left includes the following blocks under the "ML" category:

- Motion: costume image, backdrop image, save screenshot to costume
- Looks: save screenshot to costume
- Sound: play sound [pika-pika v] for [1 sec]
- Events: when green flag clicked, when I receive [classify v], when I receive [recognise image v], when I receive [recognise image v] (confidence), when I receive [add training data v], when I receive [is the machine learning model ready v]
- Control: repeat (10) [if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end], if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end, if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end, if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end, if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end, if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end, if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end, if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end, if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end, if [prediction = electric v] then [show [pika-pika v] for [1 sec]] end
- Sensing: touch sensor
- Operators: <prediction>, >prediction, = prediction, ≠ prediction, <confidence>, >confidence, <error>, >error
- Variables: prediction
- My Blocks: ML
- Images: ML
- Pokémon images: ML



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This is Pikachu.

Pikachu is an **electric** Pokémon.

There are lots of different types of Pokémon.

The screenshot shows the Pokédex entry for Jigglypuff. It includes the Pokédex number (029), type (Normal/Fairy), height (0.3 m), weight (5.0 kg), abilities (Cute Charm, Competitive), and various stats like EV yield, Catch rate, and Egg groups. A blue arrow points from the text "Jigglypuff is a fairy Pokémon." to the Fairy type entry in the Pokédex data.

Jigglypuff is a **fairy** Pokémon.

Check the types of other Pokémon in the Pokémon database at <https://pokemondb.net>

The types of Pokémon are:

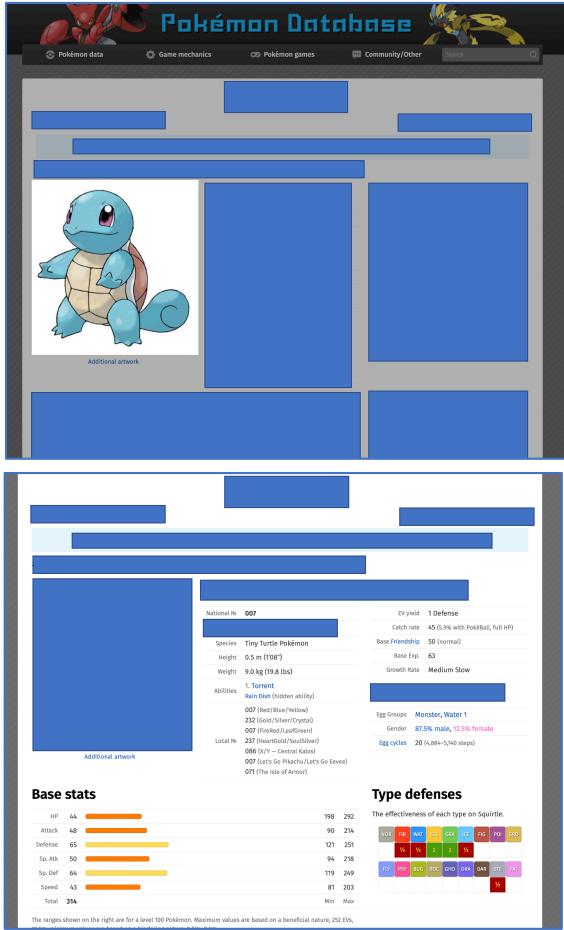
- Normal
- Grass
- Ground
- Rock
- Fire
- Ice
- Flying
- Ghost
- Steel
- Water
- Fighting
- Psychic
- Dragon
- Fairy
- Electric
- Bug
- Dark
- Poison

The screenshot shows the Pokédex entry for Squirtle. It includes the Pokédex number (007), type (Water), height (0.5 m), weight (9.0 kg), abilities (Torrent, Rain Dish), and various stats like EV yield, Catch rate, and Egg groups. A blue arrow points from the text "What type of Pokémon is Squirtle?" to the Water type entry in the Pokédex data.

What type of Pokémon is Squirtle?

Try to guess.

What information do you think you could use to guess the type?



Would you use the way that it **looks**?

Do you think the colours and the shapes would give you a good clue for what the type is?

Would you use the **statistics** that describe the Pokémons size, abilities, and fighting style?

Do you think those numbers would give you a good clue for what the type is?

Neither is perfect.

There aren't rules. But we can learn what they have in common and use this to make a guess.

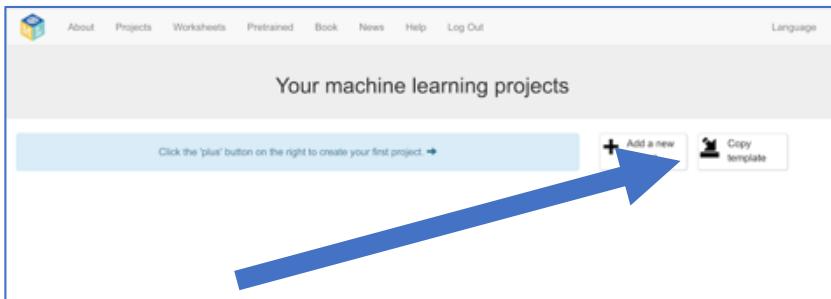
Computers can do this. Computers can work without relying on rules, by learning what things have in common and using this to make predictions.

We call this type of computing **Machine Learning**.

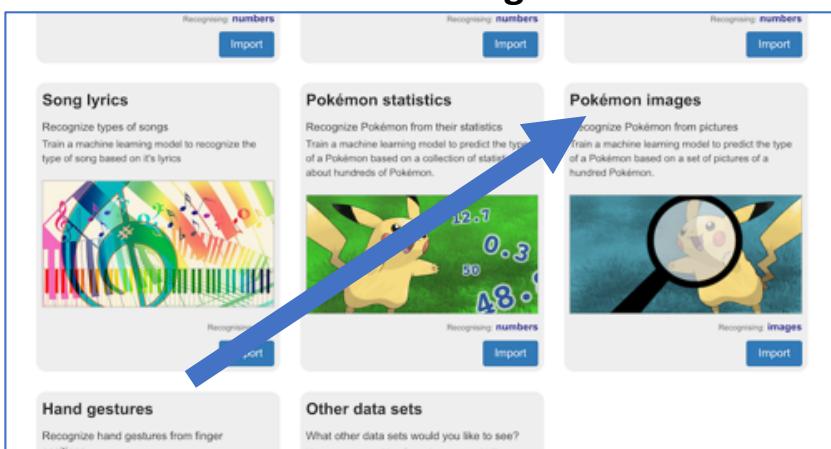
In this project, you will train a computer to be able to predict the type of a Pokémon based on how it looks, by training it with pictures of a hundred example Pokémon.

To make things a little quicker, we won't train the computer to recognise every type of Pokémon, we'll just focus on six of the types as an example.

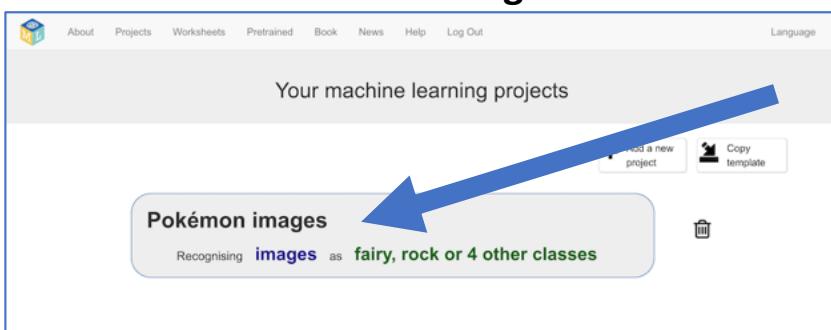
1. Go to <https://machinelearningforkids.co.uk/> in a web browser
2. Click on “Get started”
3. Click on “Try it now”
4. Click on “Copy template”



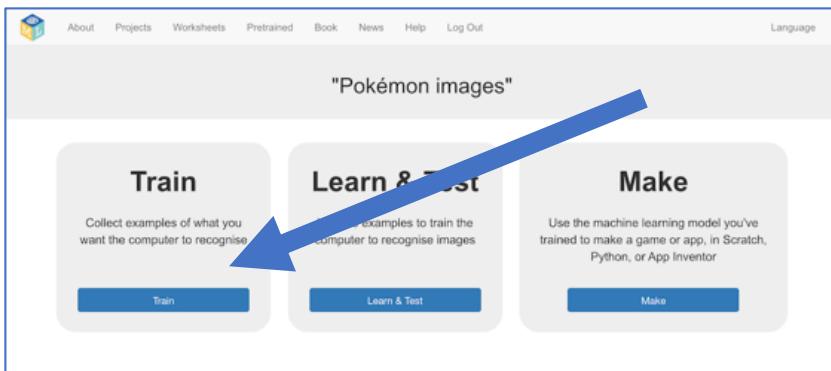
5. Click on “Pokémon images”



6. Click on “STORE ON YOUR COMPUTER”
7. Click on “Pokémon images”



8. Click on “Train”



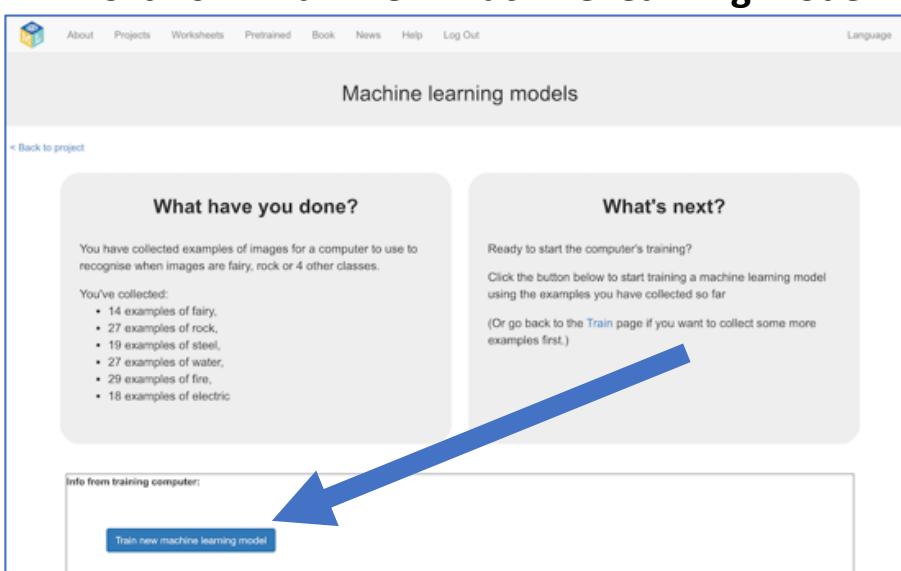
9. Look through the training images

These are the images of over a hundred Pokémon that you will use to train the computer with.

10. Click on “Back to project”

11. Click on “Learn & Test”

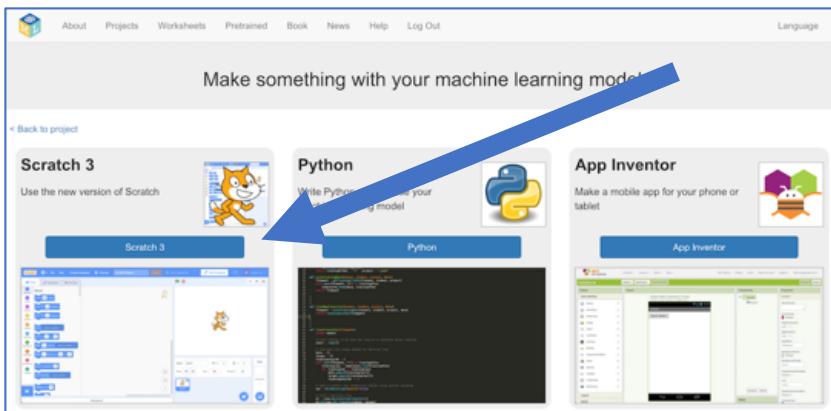
12. Click on “Train new machine learning model”



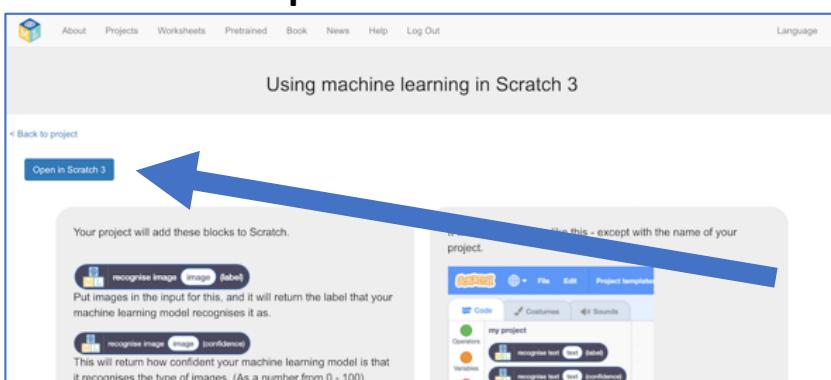
13. Click on “Back to project”

14. Click on “Make”

15. Click on “Scratch 3”



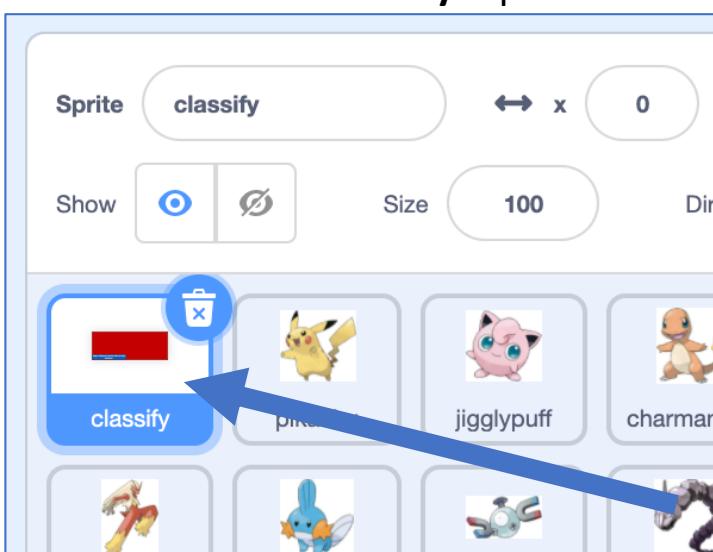
16. Click on “Open in Scratch 3”



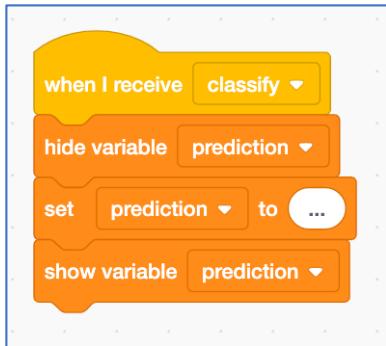
17. Click on “Project templates”

18. Click on “Pokemon images”

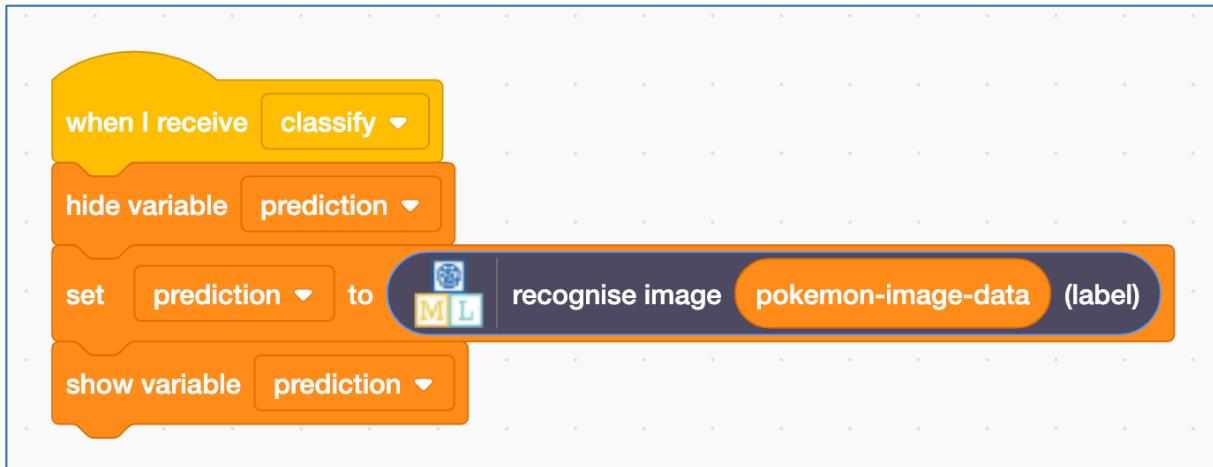
19. Click on the “classify” sprite



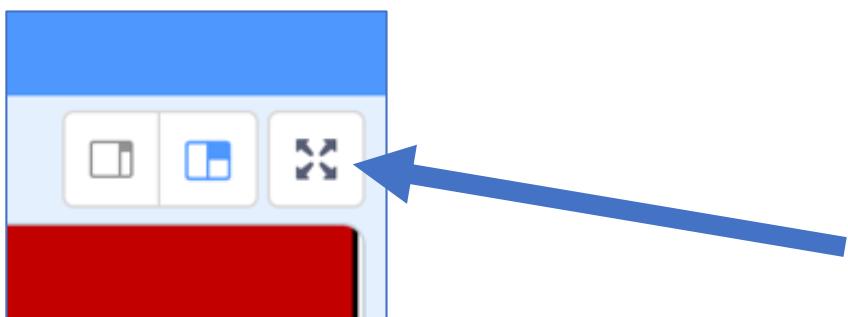
20. Find the “when I receive classify” code



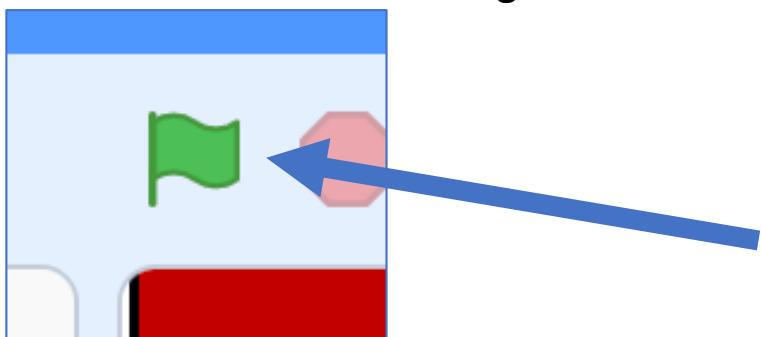
21. Update the code to use your machine learning model



22. Click on the “full-screen” button



23. Click on the “Green Flag”



What have you done so far?

You've used pictures of a random sample of a hundred Pokémons to train a computer to be able to predict the type of a Pokémon from a picture. You've set up a Scratch project that can use your machine learning model.

Next, you'll test your model to see how good it is at guessing the type of new Pokémons.

Images of **six** Pokémons have been prepared for you in the Scratch project. All six of these are Pokémons that were **not** included in the training data you used to train your machine learning model.

Why do you think this is important?

If you want to test with more Pokémons, you can find more images at <https://pokemondb.net>

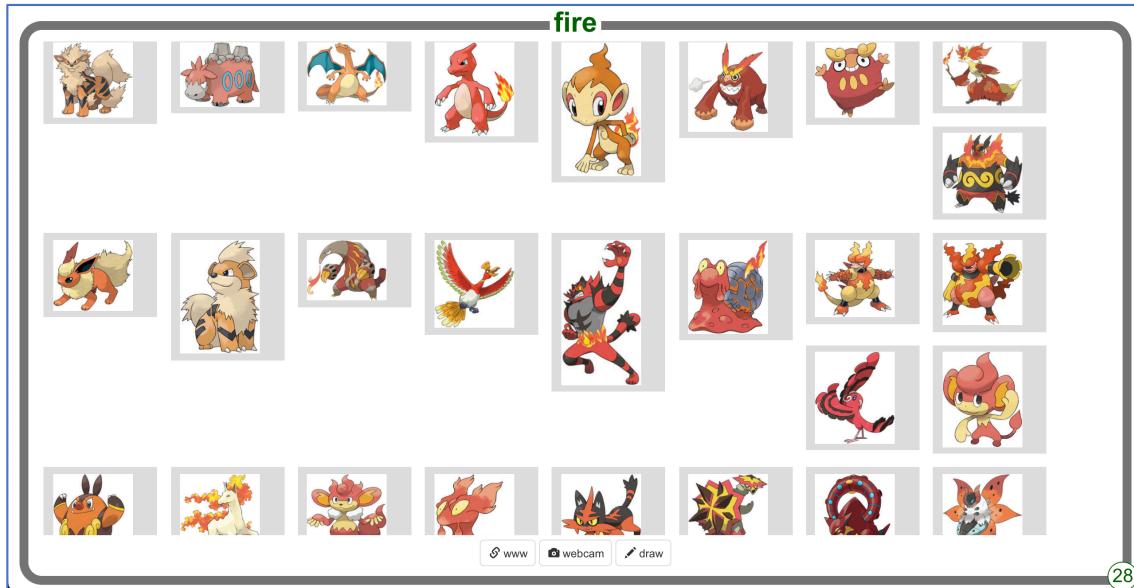
Try testing your model to see what mistakes it makes.

If you find a mistake, look at your training examples again to try and think of a reason for the mistake.

Different models will behave differently, so your results may not be the same as mine. But here are mistakes I noticed in my testing.



Magikarp is a **water** Pokémon, but my model guessed it was a fire type. Why do you think it might have done that?



(28)

It might be the colour. Lots of the fire Pokémons have a lot of red and orange in them, so it's possible that my machine learning model learned to associate red and orange with fire.

Blaziken is a **fire** Pokémon, but my model guessed it was an electric type. Why do you think it might have done that?

(18)

It could be the shapes. Lots of the electric Pokémons have spiky jagged yellow electric bolt-style shapes in them, so it's possible that my machine learning model learned to associate spiky yellow shapes with electric.

What have you learned?

Machine learning models are not perfect.

They can learn to spot patterns, and they can use those patterns to make predictions. Those predictions are often correct. But sometimes they will be wrong.

Understanding why a machine learning model gives a wrong answer is difficult. Machine learning systems often just give you their prediction, without an explanation for why they came up with that answer. We can try to guess for possible reasons by comparing the tests with the data we used for training.

Pokémon images used in this activity came from
<https://www.kaggle.com/vishalsubbiah/pokemon-images-and-types>

Other screenshots used in this activity came from
<https://pokemondb.net>

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Ideas and Extensions

Now that you've finished, why not give one of these ideas a try?

Or come up with one of your own?

Design your own Pokémon!

Try drawing your own Pokémon. What type does your machine learning model think it is?

You can draw a Pokémon in Scratch using the drawing tools for a new sprite.

Or you can draw it with pen and paper, and then use the camera tool to create a new costume in Scratch from a webcam photo of your drawing.