

WESTERN REGIONAL PARTNERSHIP

Tribal Engagement Committee

June 2026

ENHANCING RESILIENCE TO
AVOID CASCADING DISASTER



Today's Agenda



- **Welcome and Introductions**
- **Featured Presentations:**
 - **Making Interactive Media for Indigenous Communities - It's as easy as writing a blog** by Dr. AnnMaria De Mars, President, 7 Generation Games
 - **Update on WRP Principals' Meeting** by Amy Duffy, WRP Coordinator
- **WRP TEC Next Steps and Actions**
- **Around the Phone Updates**





**AnnMaria
De Mars, Ph.D.**

President
7 Generation Games



- **President of 7 Generation Games**
- **Educator:**
 - Taught math at all grade levels from 5th grade through doctoral students and at public, private and tribal colleges
 - Co-Principal Director of the Growing Math project, providing curriculum to teach Indigenous history, mathematics and agricultural science
- **Developer:**
 - Lead developer on 14 educational games, including Making Camp Lakota, Making Camp Ojibwe and Spirit Lake: The Game.
- Ph.D., Applied Statistics, Tests and Measurement, University of California, Riverside. MBA, University of Minnesota. BSBS, Business, Washington University.
- First American to win a gold medal at the World Judo Championships



Making Interactive Media for Indigenous Communities - It's as easy as writing a blog

AnnMaria De Mars, Ph.D.

7 Generation Games



Our story began in the Upper Nicola Valley

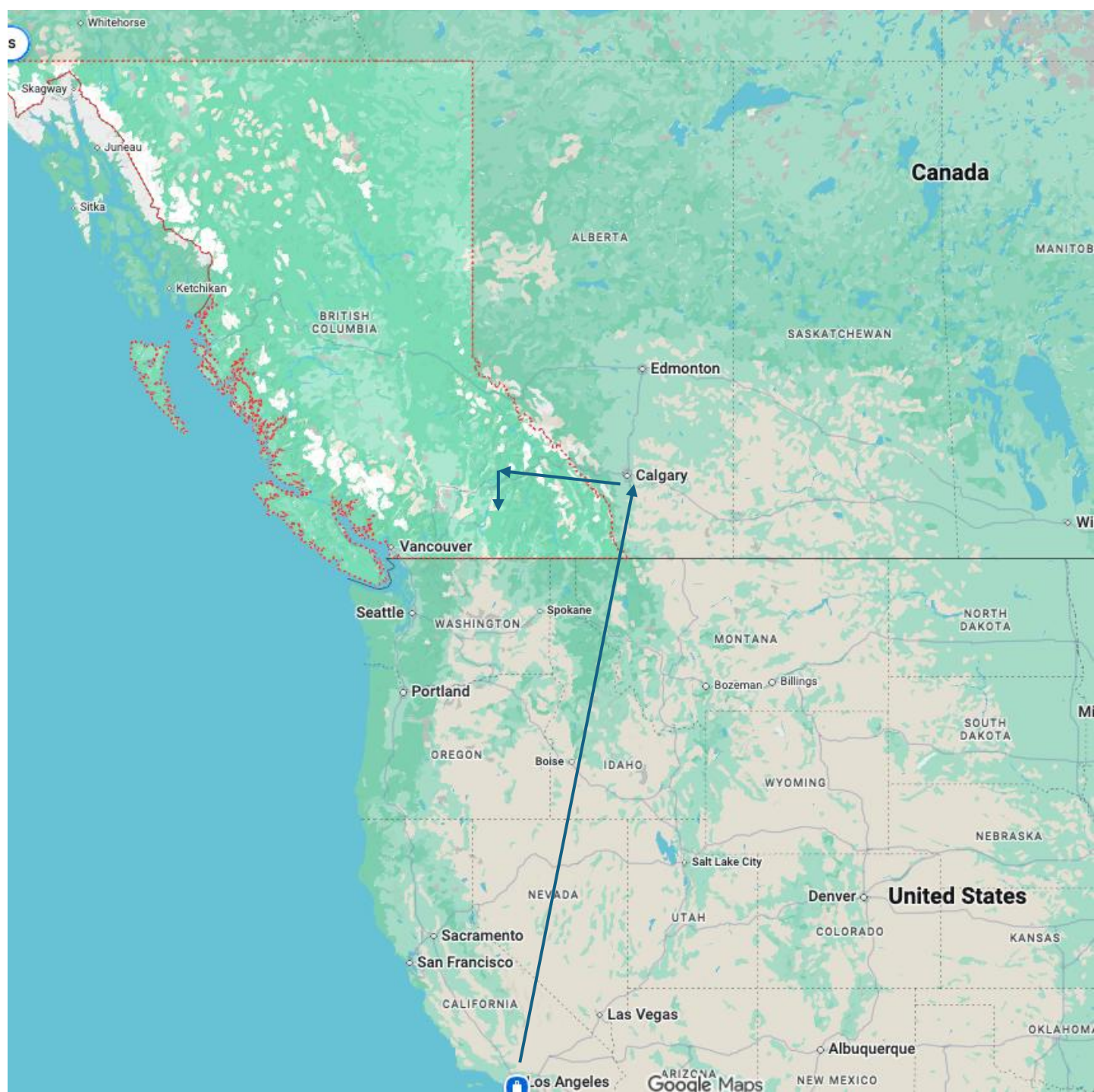
MAKING CAMP

LAKOTA

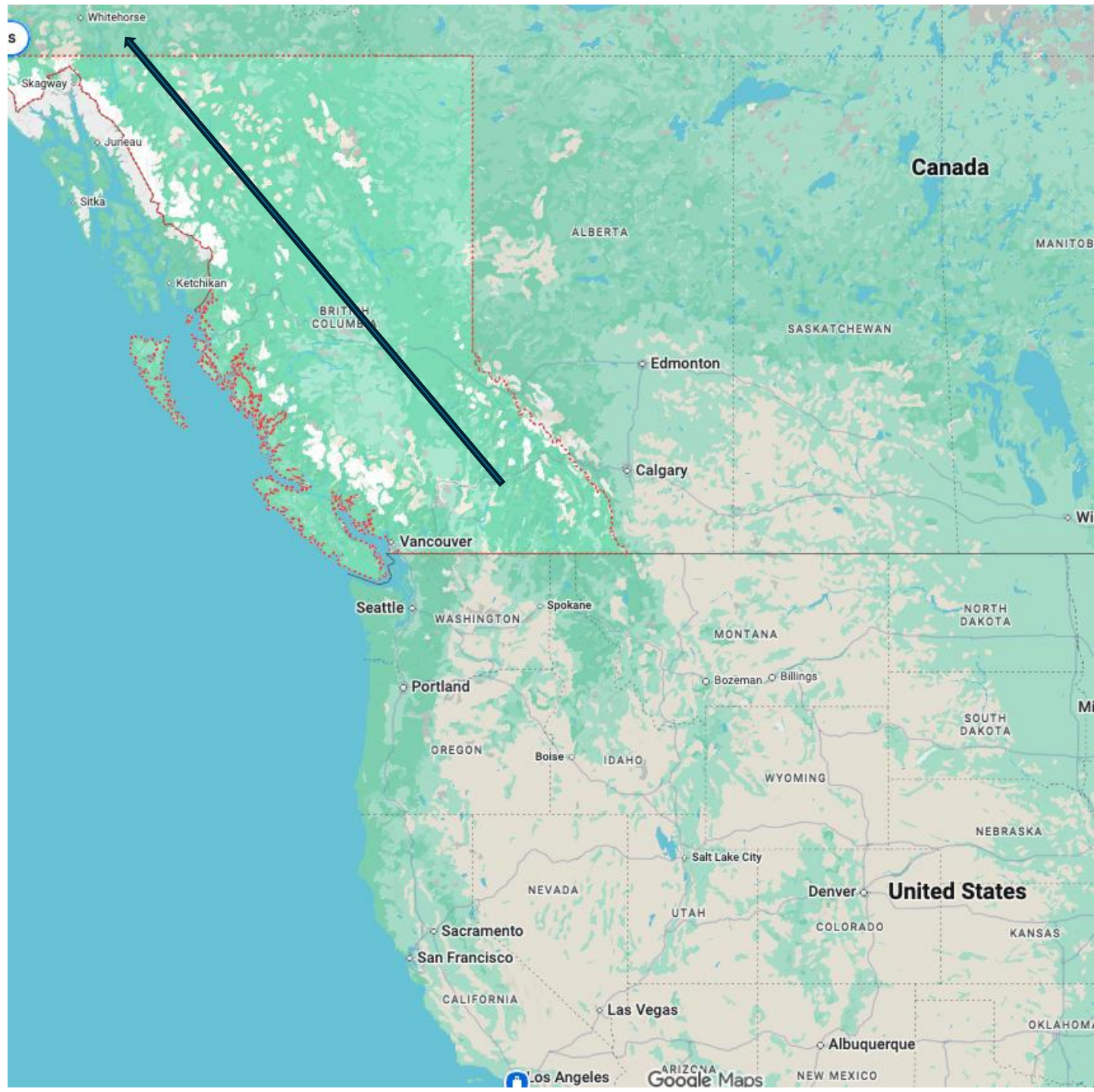


7 Generation Games

”Can you stay?
Some people from
way up north want
to talk with you?”



7 Gen Blocks came about because I could not help the teachers way up north revitalize their language.







Children learn while playing*

“If making an educational game was as easy as writing a blog, educators could create games that reflected their community and language.”

* Adults do, too.



7 GEN BLOCKS GAME BUILDER

Snap together virtual blocks to make educational games without code.

What do you want to do?

- ☐ Create a New Game
- ☐ Edit an Existing Game



The solution .. But first ...



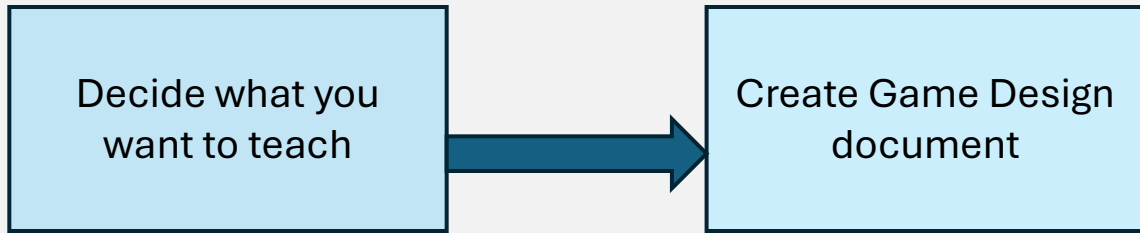
1. CREATE A GAME
DESIGN WITH AI



2. CREATE IMAGES WITH
AI

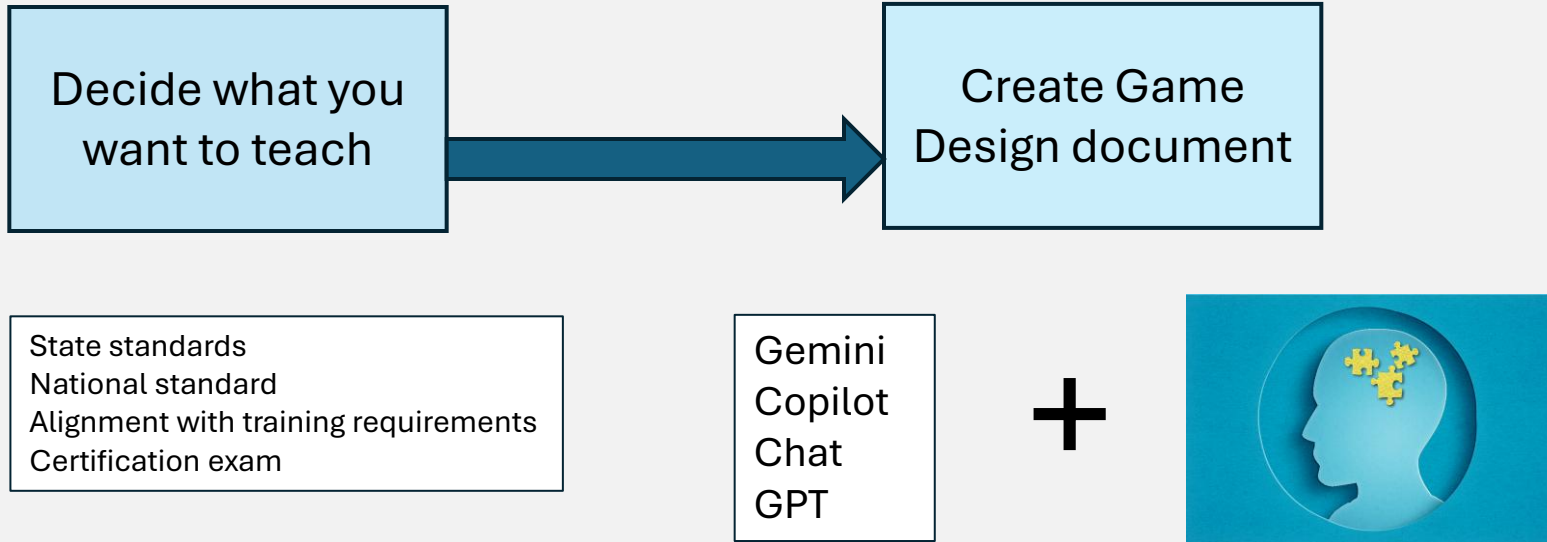


Easy path to game development

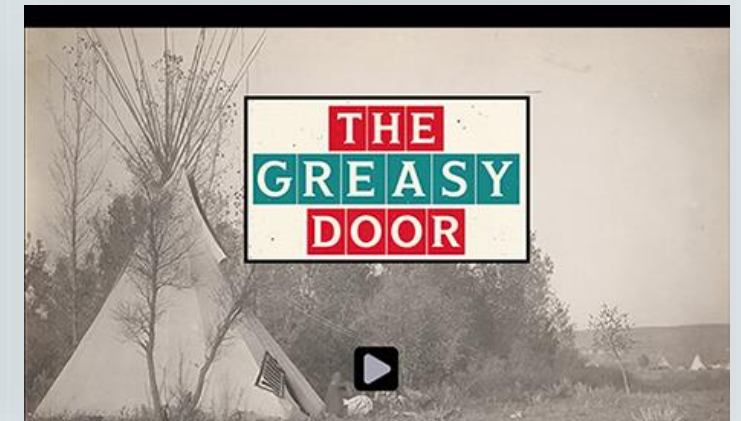
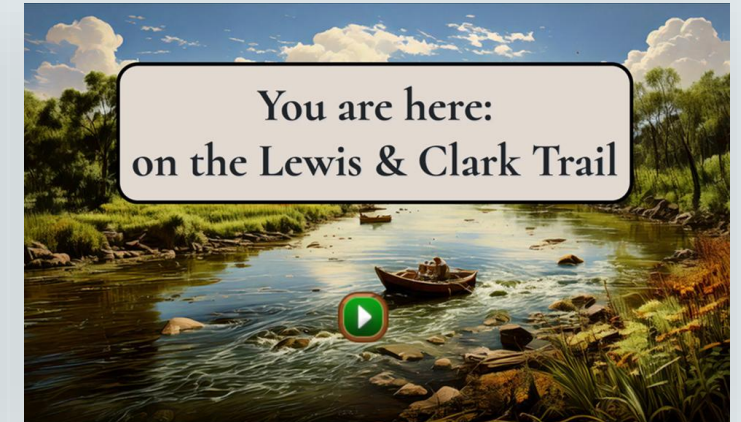


State standards
National standard
Alignment with training requirements

Easy path to game development



Splash screen is your title page



Optional (start with a prompt)

- Context: I need to create an educational game that runs on [Chromebooks for middle school students](#), using a [game builder platform](#) that has blocks of code for each game component.
- INSTRUCTIONS: Except for the splash screen and end game block, it is acceptable to use a block more than once.
- PROMPT: Write an educational game design that has the history of Molokai as the game narrative and teaches the following math standards: [CCSS.Math.Content.6.NS.C.7](#) Understand ordering and absolute value of rational numbers.
- Use only the blocks found here. Begin with a splash screen and end with an end game block
 - [Splash screen](#)
 - [Drag into Categories Assessment](#)
 - [Level Up](#)
 - [Make a Visual Novel](#)
 - [Matching Terms](#)
 - [Moving Targets Game](#)
 - [Runner Game](#)
 - [End Game Block](#)



Copied from this page:

<https://7genblocks.com/blocks-edu/build-with-blocks-edu/>

Blocks Game Design: *The Shores of Molokai: Depths and Heights*

1. Splash Screen

Visual: A stunning, stylized illustration of the towering sea cliffs of Molokai meeting the deep blue ocean.

Text: *The Shores of Molokai: Depths and Heights*. * **Subtitle:** Explore the history of the "Friendly Isle" while mastering the absolute value of rational numbers!

Button: "Begin the Journey"

2. Make a Visual Novel

Scene: The player's character arrives at an ancient Hawaiian *loko i'a* (fishpond) on the southern coast of Molokai. A wise elder (*Kupuna*) welcomes them.

Narrative: The Kupuna explains how ancient Hawaiians engineered these massive stone walls in the ocean to catch and farm fish. He introduces the concept of **sea level as zero (0)**.

Math Integration: The Kupuna explains that birds flying above the fishpond represent positive elevations (e.g., +15 feet), while the fish swimming below represent negative depths (e.g., -15 feet). He introduces *Absolute Value* as the total distance a creature is from sea level (0), regardless of whether they are above or below the water.

3. Matching Terms - Mechanic: The player must match math concepts and historical Molokai facts to progress.

Matches:

Card 1: "Sea level at the Molokai fishpond" -> Match: "0"

Card 2: "Absolute Value" -> Match: "Distance from zero, written as $|x|$ "

Card 3: "Distance a diver went into the ocean to place a stone (-10 ft)" -> Match: " $|-10| = 10$ feet"

Card 4: "Elevation of an observer on the beach (+5 ft)" -> Match: " $|5| = 5$ feet"

4. Moving Targets Game - Mechanic: Floating targets appear on screen representing different rational numbers (e.g., -8.5, 3, -12, 5.5).

Narrative: The player helps the fishpond caretakers identify specific depths and heights to repair the pond walls and harvest fish.

Math Challenge: Text prompts ask the player to hit specific targets based on absolute value and ordering.

Prompt 1: "Hit the target representing the deepest depth!" (Player must hit the lowest negative number).

Prompt 2: "Hit the target with the greatest absolute value!" (Player must hit -12, because $|-12| = 12$).

Prompt 3: "Hit a target less than -5."

Are we making a game yet?

One more step ... get your artwork
together.



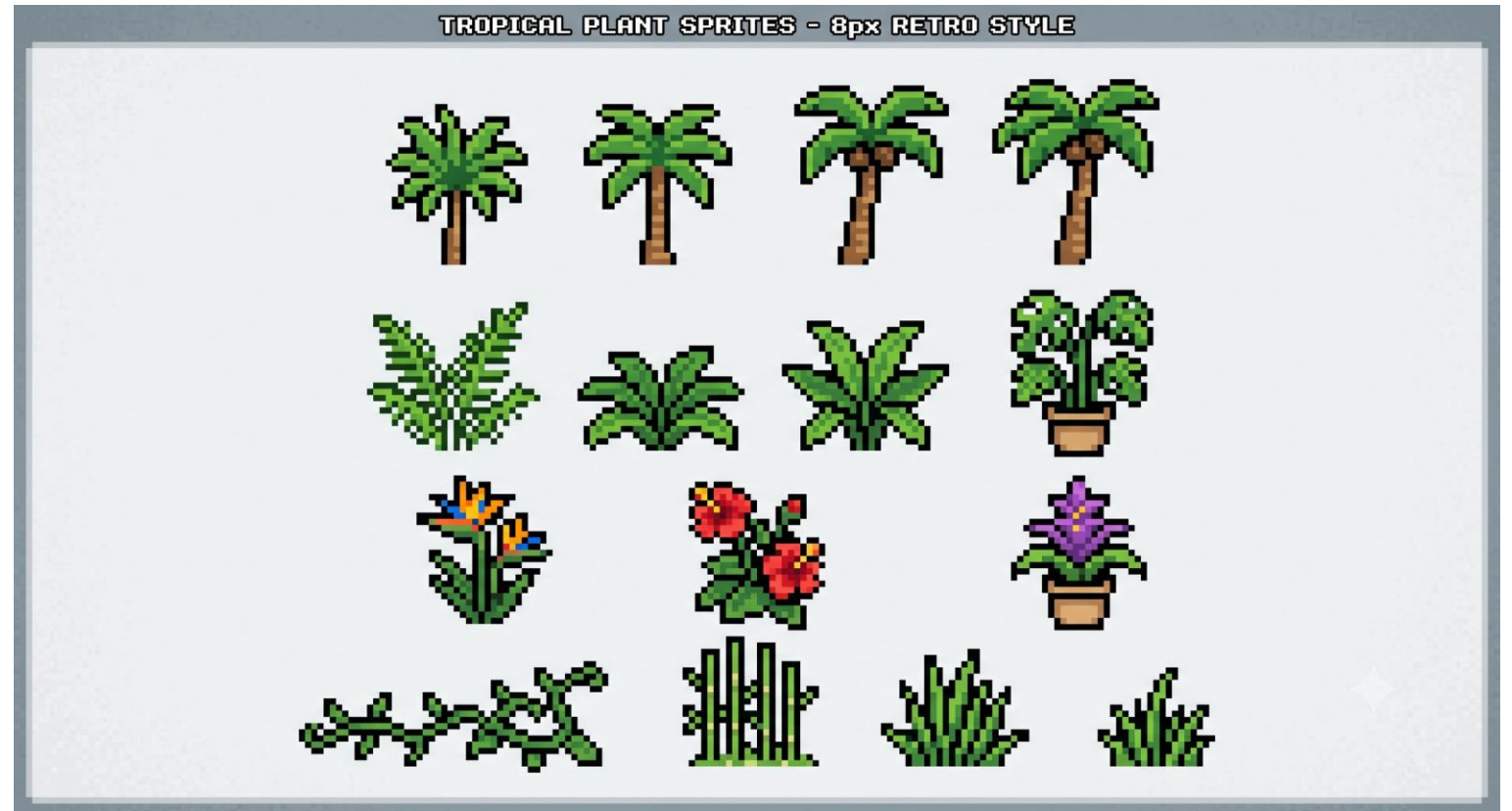


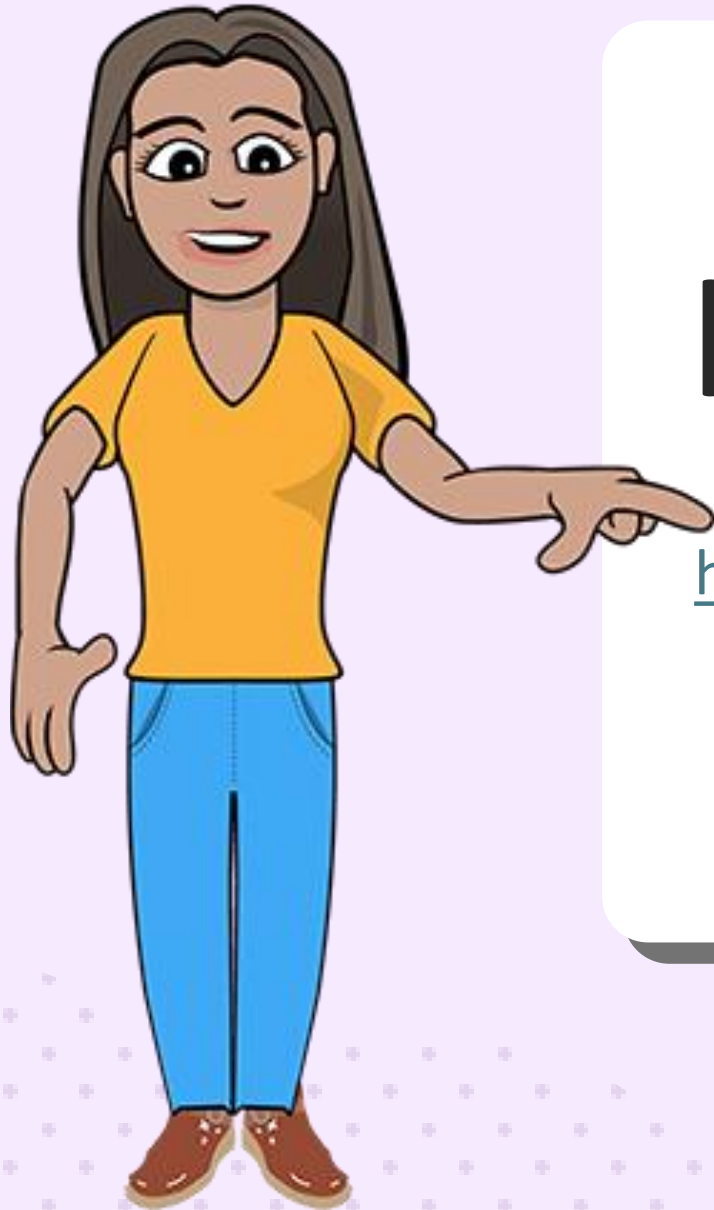
Four places to get artwork

- Create it yourself if you have talent (I don't)
- Download it from public domain sources (Library of Congress is great)
- Have your students create artwork
- Create it with AI (Adobe Firefly, Gemini, Copilot)
- Consider using photos as reference

PROMPT: Tropical plants
to be used in a video
game in 8px retro style

Pro Tip: Save
things





Here is the link!

<https://game-builder-7gen.com/login>

7 GEN BLOCKS GAME BUILDER

Snap together virtual blocks to make educational games without code.

What do you want to do?

- ☐ Create a New Game
- ☐ Edit an Existing Game



7 GEN BLOCKS GAME BUILDER

Snap together virtual blocks to make educational games without code.

1. Name your game

Game Name:

 SUBMIT

NOTE: Your game will be saved as this name.html, all lower case and with no spaces, e.g. rocks_from_mars.html

7 GEN BLOCKS GAME BUILDER

Snap together virtual blocks to make educational games without code.

Your game name is rocks_from_mars

The URL for your game is null/rocks_from_mars

2. Pick a Theme



● Old-fashioned: Uses Copperplate font, grey and black icons



● Cartoon (best for younger players): larger font, two lines per screen in visual novel



● Mid (best for middle school)

7 GEN BLOCKS GAME BUILDER

Snap together virtual blocks to make educational games without code.

Your game name is molokai

The URL for your game is <https://game-builder-7gen.com/static/users/annmaria/molokai>

Choose Your Block



Splash Screen Block

Drag into Categories Assessment Block

Level Up Screen Block

Matching Terms Assessment Block

Moving Targets Game Block

Runner Game Block

Visual Novel Block

End Game Block

Your theme is - Mid

7 GEN BLOCKS GAME BUILDER

Moving Targets

A mini-game in which players click on 'good' items to catch them, like salmon. There may also be 'bad items' to avoid, like old shoes.

Creating Moving Targets block for game: `test_game_title`

What is the name of your block? We recommend something easy for you to remember and descriptive, like "Catch Salmon".

SUBMIT



7 GEN BLOCKS GAME BUILDER

Moving Targets

A mini-game in which players click on 'good' items to catch them, like salmon. There may also be 'bad items' to avoid, like old shoes.

Creating Moving Targets block for game: test_game_title

Your block name is catch_bugs. Your block url is test_game_url/catch_bugs.html

The next five questions are about the overall game setup. After that, you'll give information on the targets.

What are the instructions for the game? For example, "Click on 8 salmon to win. Leave the other fish".

SUBMIT



Filter by tags:

Select Tag from List

Clear

All Tags

Any Tag



lake



buffalo_on_hill



splash



gloria



splash.jpg



scene1



title_pyramid_inside.jpg



scene2.jpg



scene3.jpg



scene3.jpg



scene4.jpg



scene5.png

Showing 1 to 12 of 17 results

Upload Asset

<

1

2

>

Click to select from images provided or upload your own images.

? GEN BLOCKS GAME BUILDER

Splash Block

This is the screen your players will see when they start a game. It will have a background image and a title, which can be text or an image.

What is the name for the next block? This should be something like: runner or find_the_cheese. Do not include the directory or .html

SUBMIT

It doesn't matter if this block doesn't exist yet. Also, you can always come back here later and change the name if you change your mind.



Editing is easy

Block Type: Runner
Component Name: runner
Component URL: <https://game-builder-7gen.com/static/users/annmaria/msm/runner/runner.html>

Instructions	Try to get your car to the wharf so you can get to work. USE THE SPACE BAR TO JUMP.
Collision Counter Label	Rock Collisions
Win Game Message	Your car, and you, survived the road. Now, let's build that wharf.
Collision Limit	5
Message for too many collisions	Sorry, you have a flat. You hit too many rocks.
End game obstacle count	8
Ground Level	150px
Runner Height	50px
Completion Block	math_facts

Background Image
(click on image to change)



Runner Image
(click on image to change)



Goal Image
(click on image to change)



Obstacle Image
(click on image to change)



Submit Options Edits

Create Another Block

Create/Edit Another Game

Log Out



Games Teaching Indigenous & Rural History with Primary Sources

Thanks to the Library of Congress Teaching with Primary Sources grant from the western region, we were able to meet with cohorts of teachers to co-design games. The first seven are completed. Four of these completed games – Follow the Bubbles, The Greasy Door, Healing Journeys and Plant Knowledge are “bell ringer” or ‘warm-up’ games, designed to be played in 5–15 minutes at the beginning or end of class. The other two games take longer, maybe a full class period, but our suggestion is that you play a couple of levels each class until done. The latest game, [Powwow Stands](#), is in answer to the many requests we have received for a game that teaches a lower level of mathematics. This game uses addition to run a couple of powwow stands.



[Follow the bubbles](#) – Designed for grades 4–6. Social Studies content includes discussion and examples primary source, hangman games to teach vocabulary and a couple of math mini-games (tic-tac-toe and caves and ladders) to review multiplication and division. Bonus: This game is 100% accessible for players with visual impairments.



[The Greasy Door](#) teaches the Lakota value of generosity and addresses Opeti Sakowin Essential Understandings Standard 2.3 – Recognize that there is a continuum of tribal identity, ranging from traditional to contemporary lifestyle that includes the challenges of living in two worlds.



[Healing Journeys](#) – Designed for grades 6–8. This short game, tells the story of Dr. Susan La Flesche Picotte, the first Native American doctor, can be played in 15–20 minutes, maybe a little less if your students don't hit too many buffalo with their train.



[Plant Knowledge](#) – Designed for grades 5–7. This short game has four levels teaching about important plants (sage, sweetgrass and prairie turnips), food preservation, Hidatsa agriculture and chokecherries. Teachers from the CIRCLES program [wrote this amazing unit that includes the game.](#)



Thanks to Library of Congress funding, we created 7 games with blocks designed by teachers and now we are moving to having teachers make their own games

<https://www.7generationgames.com/games-teaching-indigenous-rural-history-with-primary-sources/>



[Powwow Stands](#) is our first online game for grades 2–3. Students practice addition while running a powwow stand.

Webinars

July 15, Wednesday noon- 1pm Pacific Time

July 22, Wednesday 5-6 pm Pacific Time

August 6, Thursday 4-5 pm Pacific Time

August 18, Tuesday 6-7 pm Pacific Time

<https://forms.gle/N2rQ3s9JbiR6muTz9>



<https://www.youtube.com/@7GenBlocks/playlists>



7GenBlocks

@7GenBlocks • 9 subscribers • 19 videos

Want to make an educational game but new to Javascript? Experienced developer who w...more

7genblocks.com and 1 more link

 Subscribed 

Videos

Playlists





No-code educational game development

View full playlist



Experienced Developer Examples

View full playlist



Getting Started with 7 Gen Blocks

View full playlist



Make customized interactive learning games in minutes

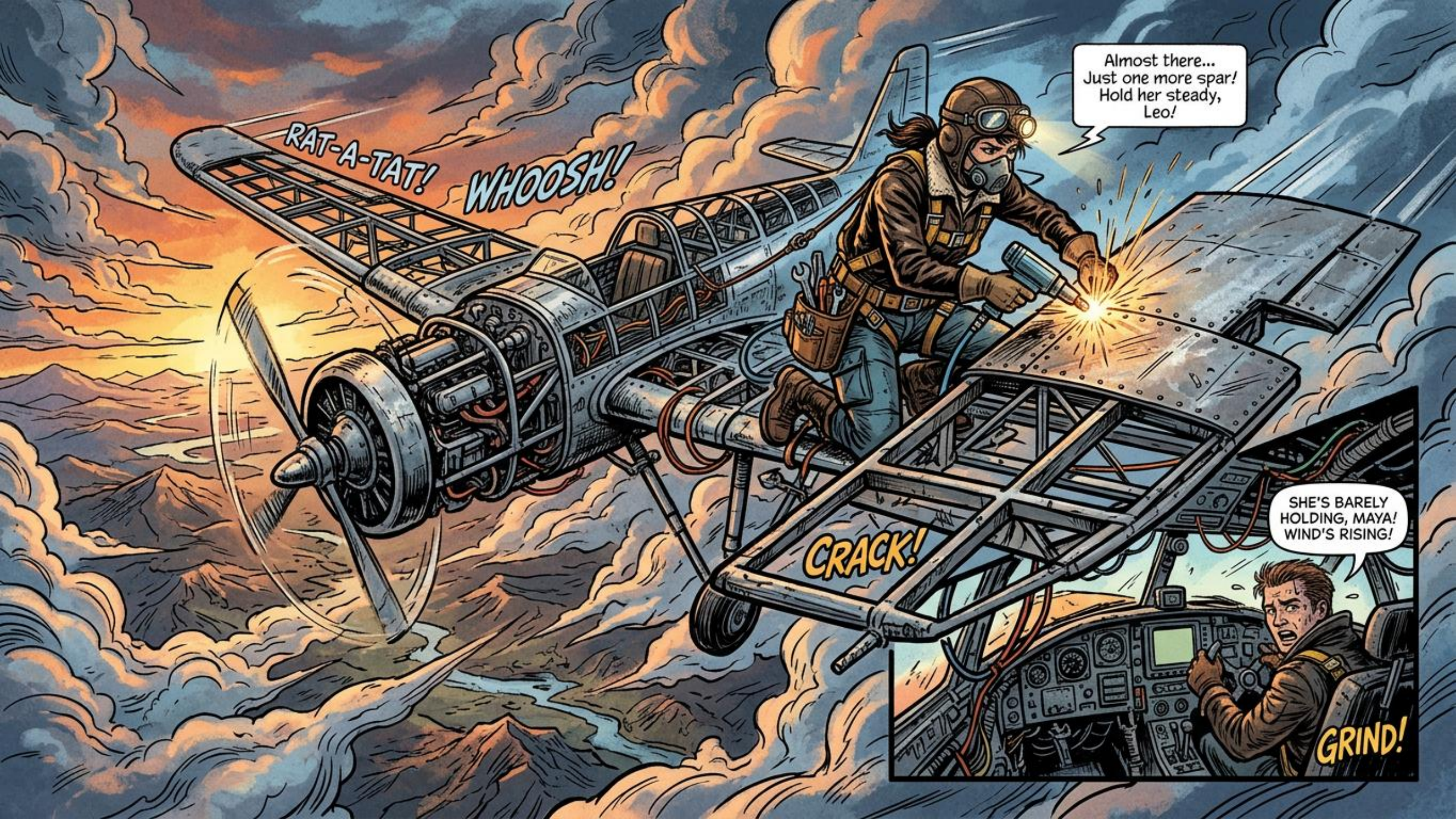
7 Gen Blocks is an educational game development platform that streamlines creating engaging and effective learning games.

No-Code Game Builder

Games Built With Blocks

Developer Blocks

<https://7genblocks.com/>



RAT-A-TAT! WHOOSH!

Almost there...
Just one more spar!
Hold her steady,
Leo!

CRACK!

SHE'S BARELY
HOLDING, MAYA!
WIND'S RISING!

GRIND!

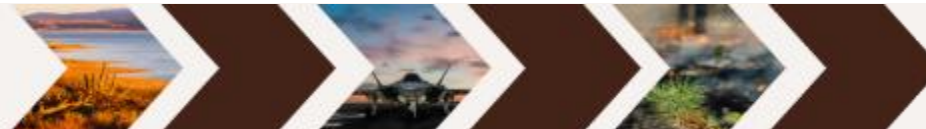
2026 WRP Principals' Meeting



WRP Principals' Meeting Agenda

May 28-29, 2026 ♦ Deer Valley, Utah

- Pre-Meetings: DOW, state and DOI
- **Welcome and Opening Remarks**
 - Posting of the Colors by Utah Military Academy
 - Tribal Invocation by Larry Cesspooch, Ute Spiritual Leader
- **Remarks by WRP Co-Chairs** (Utah, DOW, and DOI HQ)
- **WRP Overview and WRP SC Recommendations and Business Session**
- **WRP Partner Highlight: Conversation with DOW Leaders**
- **Three Plenary Sessions:**
 - Water Security/Resilience
 - Wildland Fire (Response/ Prevention)
 - Aviation/ Airspace Needs



2026 WRP Principals' Meeting

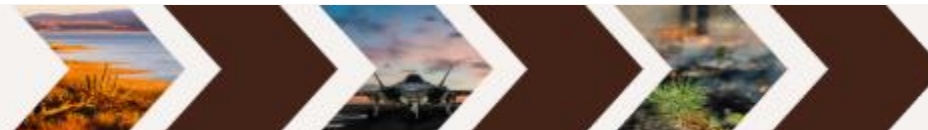
118 senior policy-level leaders and supporting staff in attendance



Mr. Mike Mower, Senior Advisor, Utah Governor Spencer Cox: *"The 2026 WRP Principals' Meeting brought together experts from many areas to address some of the biggest challenges regarding American base resiliency in the Southwest. It was a great time to collaborate and work together on realistic solutions. It was a good example of interstate and interagency collaboration during the 250th Anniversary of our nation's founding."*

Ms. Linnea Melbye, Acting DOI Co-Chair (Senior Advisor, representing the Assistant Secretary for Water and Science, U.S. Department of Interior): *"Thank you to WRP and everyone who traveled to the Principals' Meeting. Strong partnerships will be essential to addressing the future challenges facing the West, from enhancing water resilience and mitigating wildfires to ensuring military readiness. By working collaboratively, we can develop solutions that benefit communities across the region."*

Ms. Kristin Thomasgard, Acting Deputy Assistant Secretary of War for Environmental Management & Restoration: *"Thank you to everyone whose contributions made the 2026 WRP Principals' Meeting a resounding success. The WRP exemplifies the immense value of state, Tribal, and Federal partners working as one to address complex challenges across the West. This partnership is directly tied to our national security: the Western region provides the essential installations, ranges, airspace, and strategic depth the Department of War needs to sustain our warfighting readiness. I am especially grateful for the WRP's continued championing of sentinel landscapes across the region—including the dedicated efforts of the Sentinel Landscape Working Group and the vital collaboration that led to the newly designated Pikes Peak Sentinel Landscape in Colorado."*



Conversation with DOW Leaders



- **Moderator:** Kristin Thomasgard, Acting Deputy Assistant Secretary of War for Environmental Management & Restoration:
- **Panel Members:**
 - Brigadier General G. Hall Sebren Jr., Commander, Ogden Air Logistics Complex, Hill Air Force Base, Utah
 - Brigadier General Nick I. Brown, Commanding General, MCIWest - MCB Camp Pendleton
 - Rear Admiral Rich Jarrett, Commander, Navy Region Southwest
- **Key takeaways:** importance of the WRP Region to national defense, including its airspace, ranges, installations, maneuver corridors, and strategic depth that no other region can replicate and are critical to address the National Security Strategy of the United States, 2026 National Defense Strategy and other military mission requirements



WRP Water Security/Resilience Panel



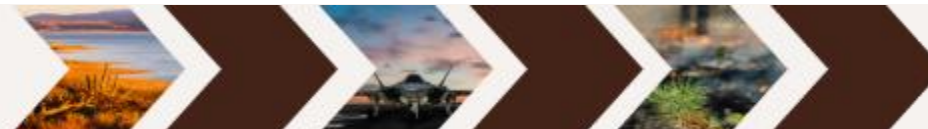
- **Moderator: Blake W. Bingham, P.E., Deputy State Engineer, Utah Department of Natural Resources, Division of Water Rights and WRP Natural Resources Committee Co-Chair**
- **Panel Members:**
 - Rob Manning, Colonel, U.S. Army (Retired), National Programs Directorate, Bureau of Reclamation
 - Samantha Arthur, Deputy Secretary for Water, California Natural Resources Agency
 - Cody Stewart, Director of Strategic Engagement for the Colorado River Authority of Utah
 - Stephen Bartell, Assistant Chief, Natural Resources Section, Environment & Natural Resources Division, United States Department of Justice
- Panel highlighted that water security is national security, emphasizing that reliable, affordable, and resilient water supplies are essential to military readiness, agriculture, energy, public health, and community resilience across the West



WRP Wildland Fire (Response/Prevention) Panel



- **Moderator: Jack Waldorf, Executive Director, Western Governors' Association (WGA)**
- **Panel Members:**
 - Sarah Fisher, Forest Service's Deputy Chief for Fire and Aviation Management, Safety, and Employee Well-being
 - Chris Wilcox, Deputy Chief for Fire Readiness and Training, US Wildland Fire Service, US Department of the Interior
 - Paul Matheis, U.S. Fire Administrator, U.S. Fire Administration
- Panel highlighted that the West needs a truly integrated, year-round fire system, built on stronger state-federal-tribal partnerships, faster mutual aid and resource mobilization, sustained mitigation and workforce investment, and common operating standards, to keep pace with longer, more destructive wildfire seasons



WRP Aviation/Airspace Needs Plenary session



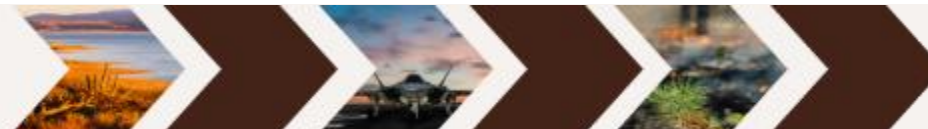
- **Moderator: Gary Harter, Commissioner, Utah Department of Veterans and Military Affairs**
- **Panel Members:**
 - Arjuna “Tuna” Fields, Senior Advisor AAM & UAS Integration/Air Traffic Organization /Strategy, Federal Aviation Administration (FAA)
 - Mark Bontrager, System Delta 80/S3 Technical Director, Cape Canaveral Space Force Station
 - Matthew (Matt) Mass, Director, Utah Department of Transportation (UDOT) Division of Aeronautics.
- Highlighted that resilient airspace in the WRP region depends on modernized, flexible, and collaboratively managed aviation and space systems that can safely integrate rising demands from military operations, commercial aviation, drones, and space launches without degrading existing operations



Actions



- **New WRP Strategic Priority of “National Security for the WRP Region”**
 - **Survey due:** July 17th. This critical input will be used to create new WRP Deep-Dive teams and further guide goals and address expectations.
- **Affirmed:** WRP Charter and the Vision/Mission Document
- **Affirmed:** 2026-2027 WRP SC leadership
- **Continued:** WRP Sentinel Landscape Temporary Working Group was continued for one more year
- The 2027 WRP Principals’ Meeting will take place in Nevada in August.
- **Hanson Scott Leadership award was bestowed upon Mr. Gary Harter** for his long-standing leadership and continued service to WRP, helping grow its impact across the region over nearly two decades.





2026-2027 WRP Strategic Priority



WRP Mission Statement



WRP provides a proactive and collaborative framework for senior-policy level **Federal, State and Tribal** leadership to identify common goals and emerging issues in the states of **Arizona, California, Colorado, Nevada, New Mexico and Utah** and to develop solutions that support WRP Partners and protect natural and cultural resources, while promoting sustainability, homeland security and military readiness.



2026-2027 WRP Strategic Priority

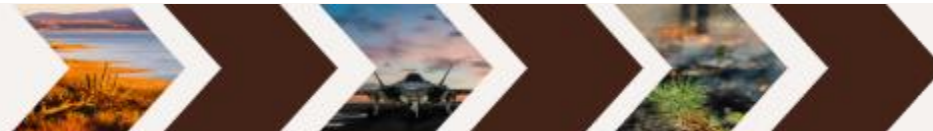
Approved



National Security for the West

Statement of Purpose:

The priority of “National Security for the WRP Region” is critical and timely. There are many issues of importance such as emergency management, preparedness for larger catastrophic events caused by fire, floods, etc., securing sufficient energy and water needs, importance of protecting critical assets from disaster, and supporting infrastructure needs. Other potential focus areas could be permitting reform, streamlining regulations, and other governmental efficiencies to better leverage and maximize efforts. The WRP Region has both significant resources and critical needs. Agencies are facing great challenges and success will depend on greater collaboration among state, federal, and tribal entities.





WRP TEC Next Steps

WRP Tribal Engagement Committee Co-Chairs



Will Micklin

- CEO, Ewiiapaayp Band of Kumeyaay Indians

**LeRoy N.
Shingoitewa**

- Hopi Tribal Council Representative

**Floyd W
Velasquez Sr.**

- Emergency Services Administrator, Morongo Band of Mission Indians



Roll up of Action Items



- **Please sign up for a WRP account – wrpinfo.org**
 - Invite/Encourage other Tribal members/liaisons to be part of TEC
- **Please provide input on Tribal Leadership Excel document**
- **Seeking additional TEC Co-Chair**
- **Interest in being part of a WRP Deep-Dive:**
 - Water Security/resilience
 - Wildland Fire (response/ prevention)
 - Aviation/ Airspace Needs
- **Please indicate if you:**
 - Are interested in being part of the Outreach Subcommittee
 - Have recommendations on future agenda topics
 - Have additional resources like a study/funding for the good of the team



WRP TEC Calls



July 31	▪ Advancing Tribal Digital Sovereignty & National Security in the West: Where Data is Kin by David Moran, Founder, Energy Field Security and Glenn Rhoades, National Executive Director
August 28	▪ Working with the Government Accountability Office: GAO's Role and How It Relates to Tribes and Agencies by Anna Maria Ortiz, Director of Native American and Tribal Issues and Leslie Pollock, Assistant Director of Natural Resources and Environment, U.S. Government Accountability Office
Sept 25	
Oct 30	
Dec 4	



Around The Phone



Policy Changes/Updates



- Office of Indian Energy Director Priorities
- Tribal Water Rights in California
- Interior Extends Tribal Forestry Management Program
- EPA Announces \$25.5 million to Address Wastewater Challenges in Rural, Small, and Tribal Communities
- The Essential Role of Tribes in Regional Water Management
- Navajo Nation Declares Drought Emergency as President Buu Nygren Signs Order
- Drought emergency at largest Native American reservation in the US could create ripple effect
- Navajo Nation declares a state of emergency due to extreme drought conditions
- Navajo Nation declares drought emergency due to water concerns
- Navajo Nation declares a drought emergency
- Statement of Tó Nizhóní Ání and Diné C.A.R.E. on FERC Acceptance of Preliminary Permit Application for Chilchinbeto Pumped Storage Project on Black Mesaí
- Interior Enters into Nation's First-Ever Tribal Energy Agreement
- Indian Country Energy and Infrastructure Working Group held in Oklahoma City
- Protecting Our Water, Supporting Our Ranchers
- Ecological Drought Recording: Drought Dashboards to Improve Drought Monitoring, Inform Tribal Resilience, and Preserve Ecological and Cultural Resources
- Greater Chaco Cultural Landscape named one of country's 'most endangered' historic places
- Public Policy Institute of California (PPIC) released *Tribal Water Rights in California*, a 24-page report that aims to shed light on Tribal water rights



Policy Changes/Updates



- Trump administration releases \$40 million for Colorado River District's purchase of the historic Shoshone water rights
- Native resilience shines through as US marks 250th
- Justice Department Files to Transfer 45,000 Acres from Arizona to Hopi Tribe
- Mechoopda Indian Tribe Reclaims 450 Acres in First Ancestral Land Return in Big Chico Creek Watershed
- Mechoopda tribe acquires 450 acres of ancestral land
- Nygren News June 2026
- NATHPO's 26th Annual Conference & Sacred Places Summit will take place **August 24-28**, 2026, at the Hotel Albuquerque
- **FUNDING OPPORTUNITIES:**
 - Energy Department Announces \$50 Million Investment to Advance Affordable, Reliable, and Secure Energy for Tribes. Applications due **July 24, 2026**, at 5 PM ET
 - Collaborative Capacity Program Grants funds will support collaborative activities that support wildfire resilience, recreation opportunities, land & watershed restoration, and rural economies. Tribal applicant deadline: **July 13, 2026**. The Community Partner applicant deadline has passed. \$20,000 - \$50,000 grants.





Thank you!