



**Contact**

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[www.Techbrarian.com](http://www.Techbrarian.com)

**Profile**

As a Library/Media Specialist and technology educator for over 20 years, my pedagogical approach has evolved and now crystalizes around the following principle: *Powerful learning outcomes result from content-driven Making.*

Within my Makerspace, outcomes have included students' development of technological fluency, content-area expertise, and becoming change agents within their communities. As an active Teach For America alumnus, my work has always been located within low-socioeconomic status schools. Therefore, issues of equity and access continue to be at the forefront of my approach. Students' social action products are viewable at: [bit.ly/social\\_action](http://bit.ly/social_action) and [twitter.com/TheTechbrarian](https://twitter.com/TheTechbrarian).

**Experience**

**TECHNOLOGY COORDINATOR, PS/MS 188, THE ISLAND SCHOOL; NYC — 2007-PRESENT**

Designed and operate a social action Makerspace for grades 5-8. Using my site, [www.techbrarian.com](http://www.techbrarian.com), students research social issues ranging from homelessness and women's rights to cyberbullying and animal abuse. After self-selecting topics, they create products to help inform others and work towards solutions. Technologies include filmmaking, architectural rendering, jewelry making, 3D printing, game design, digital music composition, lego robotics, leather-crafting, and open-source electronics.

**ADJUNCT PROFESSOR, CITY COLLEGE; NYC — SUMMER 2017**

Working with pre-service and in-service primary/secondary teachers on developing critical literacy and technology in the classroom.

**LIBRARY/MEDIA SPECIALIST, PS/MS 188, THE ISLAND SCHOOL; NYC — 2001-2007**

Working with an architect, I helped design our school's state-of-the-art library/media center, developed and automated the collection. My responsibilities included technology education for students and staff, circulation of resources, storytelling, and grant writing/management. My Pre-K—8th grade technology program included the teaching of Flash, Photoshop, documentary filmmaking, Lego Robotics, computer literacy, and Internet search/retrieval.

**LIBRARY/MEDIA SPECIALIST, PS 60, GEORGE L. GALLEG0; NYC 1998-2001**

Restored and revamped our school's tired library. My responsibilities included circulation/acquisition of resources, technology instruction for K-5 students and staff, storytelling, and puppetry.

**Education**

- Teachers College at Columbia University, NY — Ed.D. Instructional Technology & Media, 2016
- Pratt Institute, NY — MA Library & Information Sciences, 2002
- University of California at Santa Cruz — BA Psychology, 1998

**Publication**

Lahana, Lou (2018). Positioning Educational Makerspaces within Schools Serving Low-Socioeconomic Status Students. *International Journal of Innovation in Education*. 5(1), pp. 31 - 44.

**Skills**

Curriculum design; learning space design; Filmmaking; grant writing; music production; programming (Scratch, Arduino, Mindstorms); Woodworking; SketchUp; open-source electronics; metalsmithing, leather-crafting, 3D printing; Lego Robotics; Photoshop; Spanish language.

**Recent Achievements**

- Recipient: Excellence in School Technology Award, NYCDOE, 2017; Algebra For All Grant, 2017
- Billion Oyster Project Teaching Fellowship, Pace University 2015-2017
- 'Educator of the Year', Seidenberg School of Computer Science and Information Systems at Pace University, 2015
- Profiled in Yong Zhao's *Take-Action Guide to World Class Learners*, 2015; No Such Thing Podcast: [E11](#) and [E17](#), 2018; [Adafruit](#), 2016
- Profiled on [Arduino](#), 2016; [ExpandEDSchools](#), 2015; [MouseSquad.org](#), 2015; Featured in the documentary [Print the Legend](#), 2014
- Featured in The Daily Telegraph article "[Clive Thompson says the digital age is making us smarter and the kids are still all right](#)", 2014
- Feature on CNN Radio "[Helping Kids Cross the Digital Divide](#)", 2012