

Lou (Lewis) Lahana, Ed.D

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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 students **Making** projects driven by social action.*

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 and 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, 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 LECTURER, CITY COLLEGE; NYC — 2017-2019

Working with B-12 pre-service and in-service 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, designed our school's state-of-the-art library/media center. 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

- Grand Prize Award Winner: FLAG Award for Teaching Excellence, 2020
- Profile on NY1; Inspiring Teacher Wins 100K to Help Educate Children
- Profiled in AM New York: "A Little Bit of Chaos" and 'Passion-Based Learning' in Manhattan, 2019
- Presenter: ISTE 2019: Teaching Creativity- Leading a Citywide Maker Movement, 2019
- Presenter: SmartBrief Education's STEM Pathways Summit: Building Social Activism in Middle School, 2018
- 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; ExpandedEDSchools, 2015; MouseSquad.org, 2015; Featured in the documentary Print the Legend, 2014