



Digitability is the only scalable, STEM-focused model that continues to be recognized as an innovative solution to the unemployment crisis facing a large – and growing – population of those with disabilities. **Whereas less than 30% of people with disabilities are employed, 70% of Digitability graduates obtain full-time employment.**



**Something for EVERY Student:** The needs of individuals who participate in Digitability run the gamut. All of your resources are extensively differentiated to support a wide range of cognitive, communication and behavioral needs.



**Reduce Time Planning & Progress Monitoring:** Digitability manages your existing special education priorities into a streamlined process. We have all the tools to enhance existing programming or serve as a foundation for innovative programming at any school or in any classroom.

#### Program Resources Include:

- ✓ **700+** Digital Literacy Lesson Plans
- ✓ **200+** Social, Communication & Behavior Resources
- ✓ **600+** Workplace Readiness Activities
- ✓ **100+** Functional Academic Resources
- ✓ **900+** Interactive Online Activities
- ✓ IEP Goal Bank and Progress Reports
- ✓ Data Dashboard to Track IEP Transition Data
- ✓ Year-long, teacher coaching on Evidence-based Practices

**Earn Amazon Gift Cards!** Our teacher coaching and professional development services reward each teacher with Amazon Gift cards throughout their process of achieving mastery of evidence-based practices and improving transition outcomes for students.



#### **JOBS**

**Students Obtain Full-Time Employment:** Each student graduates with a work-ready, skills-based portfolio and the social/emotional ability to persevere, self-regulate and self-advocate in learning environments that simulate “real-world” workplace settings. Digitability’s program for today’s modern workplaces has been featured on **MSNBC, CNET, NPR, TechCrunch, Ted Talks**, and showcased at **Silicon Valley's Social Innovation Summit**.

**For more information visit [digitability.com](http://digitability.com) or contact: [info@digitability.com](mailto:info@digitability.com)**

# Digitability™ Award-Winning Curriculum

## Curriculum Categories

### Digital Literacy

- ▶ Sharing & Connecting Online
- ▶ Using Online Accounts
- ▶ Workplace Technology

### Social Skills

- ▶ Flexible Thinking/Problem Solving
- ▶ Active Listening
- ▶ Interpreting Directions

### Language

- ▶ Expressive/Receptive Language
- ▶ Workplace Communication
- ▶ Giving, Receiving & Interpreting Feedback

### Behavior

- ▶ Self-regulation
- ▶ Self-advocacy
- ▶ Time-on-Task Attendance

### Financial Literacy

- ▶ Reading
- ▶ Writing
- ▶ Financial Literacy (earning, spending and saving)

### Transition

- ▶ Interviewing
- ▶ Applying for Jobs
- ▶ Digital Projects

## Identify Interest

## Employment Experience

### Getting Hired to Work

### Performance Reviews

### Portfolio + Interview

## Work-Ready!



### Start Here

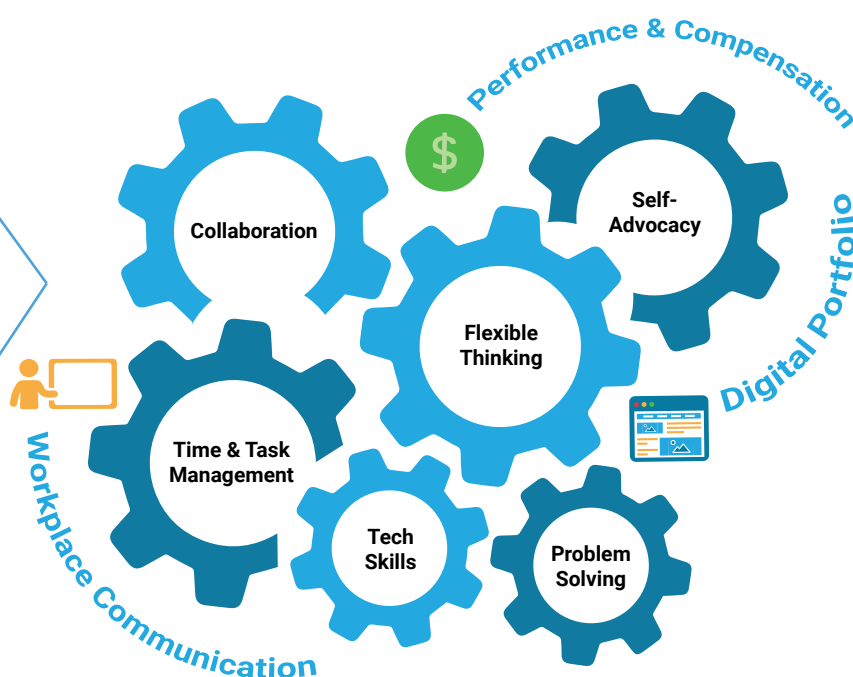
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



### Apply for a Job

#### Project Samples

- Coffee Shop
- YouTube Marketing
- A13 2BC Data Entry
- Website Creation
- + Choose Your Own



- ✓ Resume via Digitability Workplace Partner Projects
- ✓ Digital Project to Showcase to Employers
- ✓ Interview Talking Points from Digitability Work Experience
- ✓ Self-Advocacy Plan



## Product Features

### Lesson Plan Resources

- Video Lesson Library
- Lesson Plans
- Differentiated Assessments and Activities
- Google Drive Templates (Docs, Sheets, Slides and more!)

### IEP Process, Data, and Reporting

- % Student Progress Monitoring
- IEP Goal Bank
- Weekly Emailed Student Updates
- Data Dashboard

### Teacher Support

- 1:1 Year-Long Coaching
- Evidence-Based Practices Training
- Rewards Program



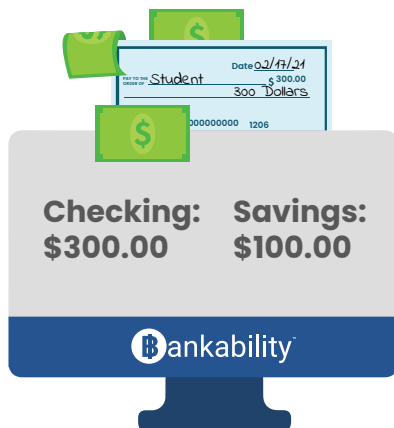
# The First Virtual Banking System for Special Education Students

Powered By  
Digitability

Bankability allows students to experience a modern banking app while learning financial literacy and workplace behavior.

## Online Banking is Here!

Bankability works with The Digitability Social Economy, where students earn (and later spend) virtual money for practicing workplace behavior. With Bankability, students now receive direct deposits on payday, review pay stubs and personal bank statements.



## Pay Bills and Purchase Rewards

Using Bankability, students manage their checking and savings accounts, pay bills, shop, and review their finances all from their online bank account. Teachers can customize classroom bills and rewards, run payroll, and approve purchase requests all from their Bankability dashboard.

## Data & IEP Progress Reports

Bankability also allows teachers to track workplace readiness progress using Digitability's Individual Education Program (IEP) Transition Goal Bank. Assigning each dollar to a behavior will allow teachers to track that behavior overtime. Reports can be generated at the click of a button and shared with their Special Education Team.





## Dr. David Mandell, Sc.D.

Director, Center for Mental Health Policy and Services, University of Pennsylvania | Pennsylvania

**“Digitability gives schools an opportunity to provide support to high school students with autism in a way they wouldn’t be able to otherwise.”**



## Dana Steinwart

Lead Transition Teacher, Blue Valley School District | Kansas

**“What I enjoy most about Digitability is the class participation I get due to the classroom economy system. Earning dollars is highly motivating, and I have 100% class participation. Every student is engaged in the lesson. I have also seen quick behavior changes when students pay dollars for behaviors. I love teaching Digitability.”**



## Dawn Nuoffer

Executive Director, Down Syndrome Association of Wisconsin | Wisconsin

**“We have seen great success with Digitability. In the short time we have been offering this course, we have opened multiple class locations and will continue to replicate it across Wisconsin. Digitability is changing lives and helping our friends to secure meaningful jobs!”**



## Tracey Sterling

Supervisor of Special Education, Perkiomen Valley School District | Pennsylvania

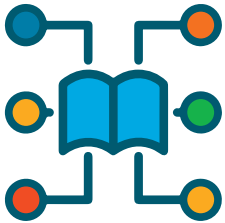
**“We brought Digitability to Perkiomen Valley School District because of the scope and relevance of its unique digital content. The training was differentiated and tailored to each of our students’ needs through evidence-based practices.”**



## The Reason Teachers Love the Digitability Program

- ✓ **1:1 Personal Implementation Coach** for EVERY teacher.
- ✓ **Evidence-based Practice Coaching** by Experts
- ✓ **IEP Goal Bank and Progress Monitoring** (at the click of a button!)
- ✓ **Rewards Program for Teacher Progress**
- ✓ **Easy to Use, Pre-Written & Differentiated Lesson Plans**
- ✓ **Differentiated, Print-Ready Social and Language Activities**
- ✓ **Google Classroom Compatible with Free Google Doc Templates**

Digitability gives teachers a ready-to-implement system that has already packaged effective methods for developing social, emotional and communication abilities as well as preparing students for their transition to independence.



### Reduced Teacher Planning Time.

All lesson plans are already pre-written, scripted, differentiated, and include a three tiered system of modified resources. Your Implementation Coach will help you navigate all resources so you feel comfortable and confident implementing lessons.



### Year-Long Personalized Teacher Support & Coaching

Every teacher works with a personal coach to support classroom facilitation, reduce teacher stress and help customize projects. Teachers can schedule a call with their Coach anytime and brainstorm solutions to barriers, new projects or review curriculum resources.



### Start a New Program with Ease.

We believe that the best way to learn a curriculum is by implementing it. Our model is designed to make sure that teachers are not overwhelmed with a lot of information and feel comfortable starting Digitability asap.



### Data & Report Tools Included!

Monitoring progress of a wide range of individual student goals can be challenging and time consuming. That's why Digitability designed a system that makes the IEP process easier!



### Teacher Rewards Program

Digitability understands the day-to-day demands of teachers. Digitability's Professional Development Reward System incentivizes teachers as they achieve mastery of new evidence-based practices for increasing transition outcomes for students.



### Google Classroom Compatible

In addition to being compatible with Google Classroom, Digitability trains students to use Google Applications to learn word processing, data entry, organization and workplace communication. Digitability also provides teachers with custom Google Doc Templates for creating resumes, presentation personal budgets and more.



**Visit the Digitability Website to  
Learn more about:**



**Free [IEP Goal Bank](#)**



**Easy to Use [Data and Reporting](#)**



**New [Virtual, Online Banking](#)**



**On-Demand [Teacher Support](#)**

# Digitability™



## Preference Assessment



# Digitability™

## Bankability and the Social Economy

Digitability's Social Economy streamlines social and emotional skill development to teach self-advocacy, social skills, self-regulation, and problem-solving in the workplace.

Simultaneously, students develop financial literacy, while paying bills and maintaining a budget using the Digitability virtual currency and online banking system, Bankability.

## Digitability

Digitability's transition curriculum teaches digital literacy and work-ready skills to people with cognitive disabilities. Our award-winning platform prepares students for our tech-driven society and aligns Individual Education Program goals to project-based learning. This increases outcomes and enables students to successfully transition into the workforce as self-advocates.

# Digitability™

## Instructions:

- 1) Distribute “Preference Assessment” to students or send an electronic copy.
- 2) Students will read through the list of activities or items and select the ones that interest them.
- 3) Teacher and staff will use student responses to create Social Economy rewards.

**T1** - Students will read independently.

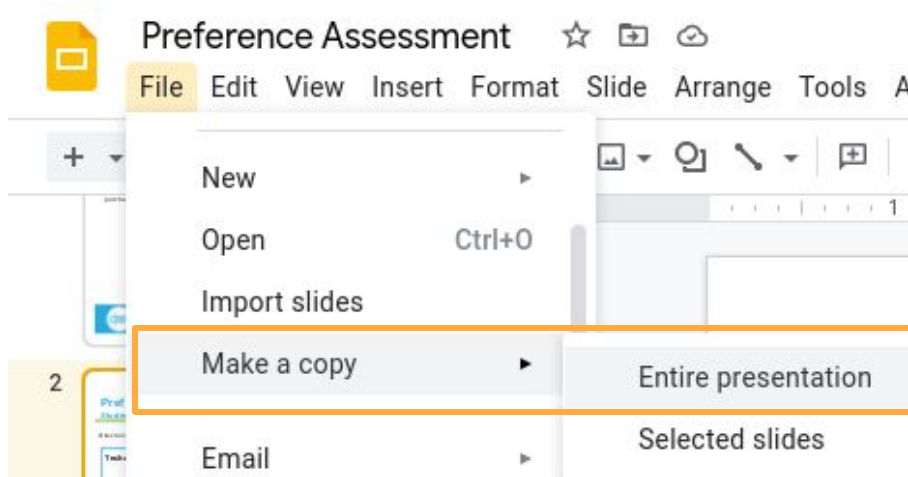
**T2** - Teacher or staff will read items and activities to students.

# Preference Assessment



## How to Use

First, make a copy of this form as shown below.



Edit this presentation to add or replace reinforcers to reflect your classroom's availability and preferences.

Give this form to students, either to fill out independently or with assistance.

To use a digital copy of this on Google Forms, use the following link:

<https://docs.google.com/forms/d/1jyFnf1daDBYit09wiJE2kOyVGyO41UuV89l6s4DDBn4/copy>

## Preference Assessment

Teachers, use this preference assessment to identify effective reinforcers for your students. Once students indicate their preferences on the following form, you can then use that data to determine what will be inputted in your Social Economy and be available for purchase for students on their Bankability accounts.

Doing so will allow students to be motivated to earn Participation Dollars in order to purchase these rewards.



# Preference Assessment

Student: \_\_\_\_\_



Directions: Check off the items or activities that are preferred.

## Technology

- ☐ iPad
- ☐ Computer Time
- ☐ Video Game Time
- ☐ Listening to Music
- ☐ Watching Youtube
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_

## Edible

- ☐ Candy
- ☐ Salty Snacks (chips, pretzels)
- ☐ Juice
- ☐ Soda
- ☐ Baked Goods (cookies, donuts)
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_

## Escape

- ☐ Being left alone
- ☐ Time by yourself
- ☐ Homework pass
- ☐ No work day pass
- ☐ No group work pass
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_

## Sensory

- ☐ Jumping
- ☐ Swinging
- ☐ Fidget toys
- ☐ Deep pressure
- ☐ Squeeze balls
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_



SILICON VALLEY  
SOCIAL  
INNOVATION  
SUMMIT



TechCrunch

# Preference Assessment

Student: \_\_\_\_\_



Directions: Check off the items or activities that are preferred.

## Activity

- ☐ Going for a walk
- ☐ Teacher for a lesson
- ☐ Art time
- ☐ Reading books
- ☐ Teacher's helper
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_

## Tangible

- ☐ Water beads
- ☐ Sand
- ☐ Instruments
- ☐ Puzzle
- ☐ Silly putty / slime
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_

## Attention

- ☐ Talking with friends
- ☐ Talking with teachers
- ☐ Playing games with friends
- ☐ Special lunch with friends
- ☐ Special activity with friends
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_

## Tangible

- ☐ Board games
- ☐ Stickers
- ☐ Bean bag
- ☐ Light up toys
- ☐ Special pen / pencil
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_








# Preference Assessment

Student: \_\_\_\_\_

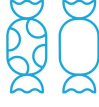






Directions: Check off the items or activities that are preferred.






## Technology

- ☐ iPad 
- ☐ Computer Time 
- ☐ Video Game Time 
- ☐ Listening to Music 
- ☐ Watching Youtube 






## Edible

- ☐ Candy 
- ☐ Salty Snacks (chips, pretzels) 
- ☐ Juice 
- ☐ Soda 
- ☐ Baked Goods (cookies, donuts) 

## Escape

- ☐ Being left alone 
- ☐ Time by yourself 
- ☐ Homework pass 
- ☐ No work day pass 
- ☐ No group work pass 

## Sensory

- ☐ Jumping 
- ☐ Swinging 
- ☐ Fidget toys 
- ☐ Deep pressure 
- ☐ Squeeze balls 



# Preference Assessment

Student: \_\_\_\_\_



Directions: Check off the items or activities that are preferred.

## Activity

☐ Going for a walk



☐ Teacher for a lesson



☐ Art time



☐ Reading books



☐ Teacher's helper



## Tangible

☐ Water beads



☐ Sand



☐ Instruments



☐ Puzzle



☐ Silly putty / slime



## Attention

☐ Talking with friends



☐ Talking with teachers



☐ Playing games with friends



☐ Special lunch with friends



☐ Special activity with friends



## Tangible

☐ Board games



☐ Stickers



☐ Bean bag



☐ Light up toys



☐ Special pen / pencil

