



Reinforcing Routines and Procedures



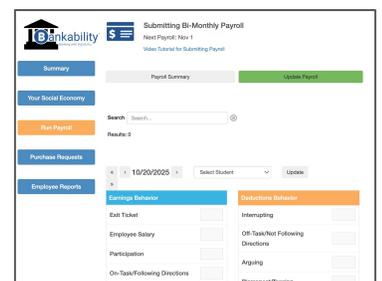
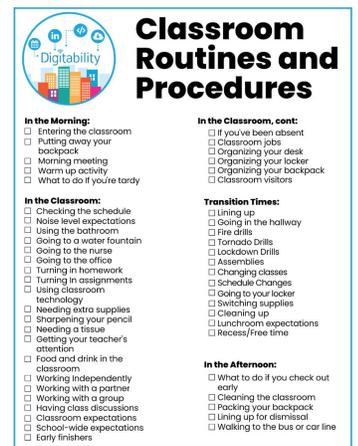
Classroom Routines and Procedures

Materials

- “Classroom Routines and Procedures” Checklist
- Pencils
- Bankability Dollars
- Bankability Dollar Tracker
- Yes/No Answer Board

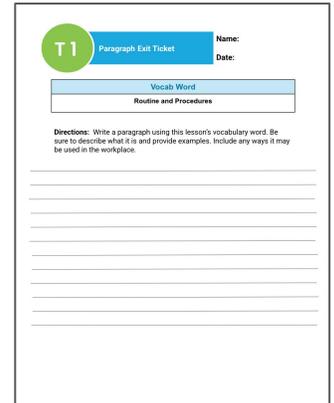
Instructions:

- 1) Distribute the “Classroom Routines and Procedures” checklist to all students. Inform students “Today we will be reviewing our routines and procedures that we use to make us successful with Bankability.”
- 2) Remind students that routines and procedures help us to know our classroom expectations. Read through the checklist with students and discuss what that routine looks like in your classroom.
- 3) Students will describe/explain or answer questions about different classroom scenarios.
- 4) Enter Dollars Earned into Student Accounts in Bankability.



Differentiated Instruction:

- Tier 1 - Students can write a paragraph or bulleted sequence to explain a classroom routine and procedure.
- Tier 2 - Students can verbally describe or explain a classroom routine or procedure.
- Tier 3 - Students can use Yes/No Image Board or a thumbs up/down to show whether or not a classroom routine is described correctly (Example: When we are in the hallway, do we run? Answer: Point to “No”)



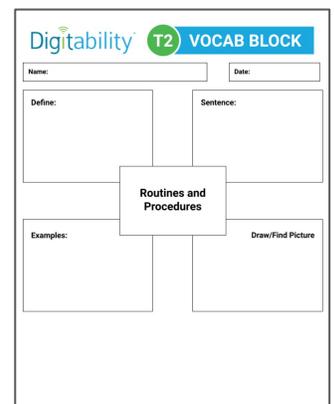
T1 Paragraph Exit Ticket

Name: _____ Date: _____

Vocab Word: _____

Routine and Procedures: _____

Directions: Write a paragraph using this lesson's vocabulary word. Be sure to describe what it is and provide examples. Include any ways it may be used in the workplace.



Digitability **T2** VOCAB BLOCK

Name: _____ Date: _____

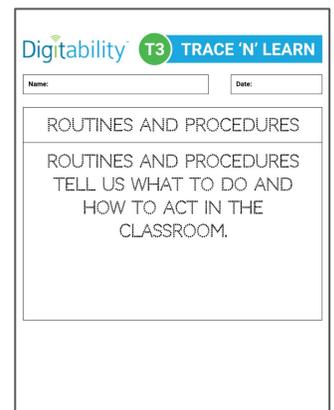
Define: _____

Sentence: _____

Routines and Procedures

Examples: _____

Draw/Find Picture: _____



Digitability **T3** TRACE 'N' LEARN

Name: _____ Date: _____

ROUTINES AND PROCEDURES

ROUTINES AND PROCEDURES
TELL US WHAT TO DO AND
HOW TO ACT IN THE
CLASSROOM.

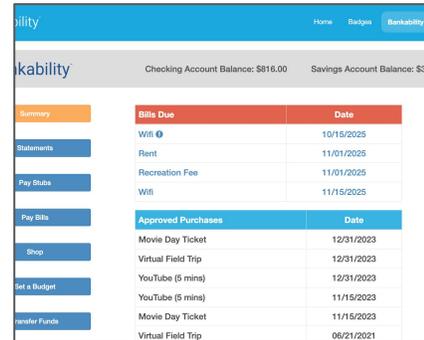
Incorporating Bankability:

- Students can earn Bankability dollars for remaining on-task and completing their “Classroom Routines and Procedures” checklist.
- Students can earn Bankability dollars for sharing how routines are used in their room.
- Students can earn Bankability dollars for encouraging their peers who share.

Complete these steps in Bankability

From your teacher account:

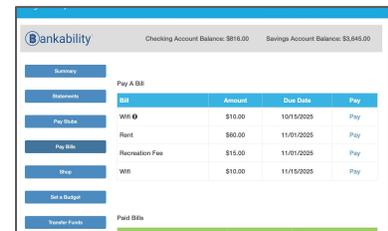
- Login to your Bankability account to review the “Accounts Summary” page.
- Check your account weekly to monitor student checking, savings, and late bills that are due. Students will be making budgeting decisions with the money in their accounts.



For your students:

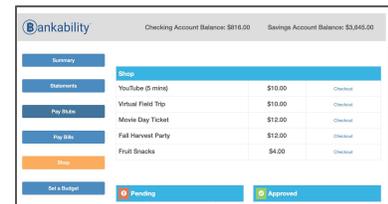
1. Locate your Budget

- Have students open the Bankability app and navigate to their “Budget” page.
- The “Budget” page will give students an overview of their Bankability budget for the month.



2. Review progress toward budget:

- Students will identify progress toward their monthly budget.
- Students will compare current income and spending to their goals.

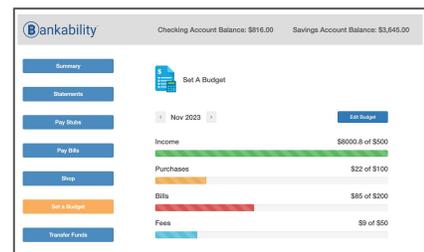


4. Make adjustments as needed

- From the “Budget” page, students can edit their monthly budgets if necessary.

5. Review and Reflect

- Ask students: “What bills do you need to plan for?”
- “How are you staying within your budget?”
- “What will you do if you are over budget in an area?”
- Have students write a short reflection using the space provided in their worksheet or Google Doc version.



6. Submit Your Work

- Have students turn in their completed holiday dinner budgets or submit your work digitally via email.



Classroom Routines and Procedures

In the Morning:

- Entering the classroom
- Putting away your backpack
- Morning meeting
- Warm up activity
- What to do if you're tardy

In the Classroom:

- Checking the schedule
- Noise level expectations
- Using the bathroom
- Going to a water fountain
- Going to the nurse
- Going to the office
- Turning in homework
- Turning In assignments
- Using classroom technology
- Needing extra supplies
- Sharpening your pencil
- Needing a tissue
- Getting your teacher's attention
- Food and drink in the classroom
- Working Independently
- Working with a partner
- Working with a group
- Having class discussions
- Classroom expectations
- School-wide expectations
- Early finishers

In the Classroom, cont:

- If you've been absent
- Classroom jobs
- Organizing your desk
- Organizing your locker
- Organizing your backpack
- Classroom visitors

Transition Times:

- Lining up
- Going in the hallway
- Fire drills
- Tornado Drills
- Lockdown Drills
- Assemblies
- Changing classes
- Schedule Changes
- Going to your locker
- Switching supplies
- Cleaning up
- Lunchroom expectations
- Recess/Free time

In the Afternoon:

- What to do if you check out early
- Cleaning the classroom
- Packing your backpack
- Lining up for dismissal
- Walking to the bus or car line

Name:

Date:

Define:

Sentence:

**Routines and
Procedures**

Examples:

Draw/Find Picture

Name:

Date:

ROUTINES AND PROCEDURES

ROUTINES AND PROCEDURES

TELL US WHAT TO DO AND

HOW TO ACT IN THE

CLASSROOM.



Supplemental Materials

Digitability



TechCrunch





BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

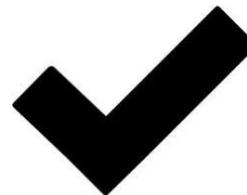
1. GOALS MY INCOME GOALS: WARM UP ACTIVITY

Directions: Keep this page safe! After each lesson, mark down the date and the dollars you earned.



[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No



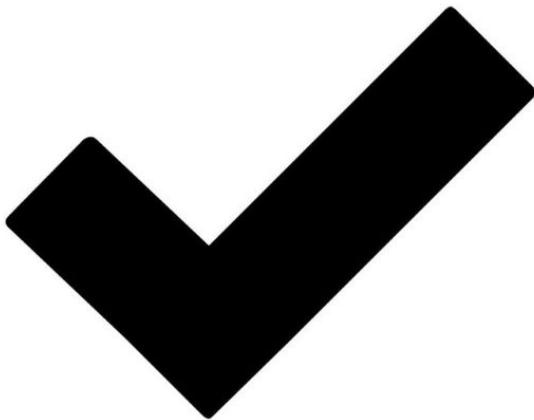
[Find All Bills Here](#)



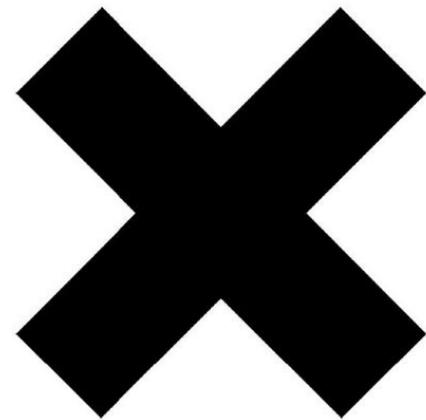
YES OR NO IMAGE EXCHANGE CARD

SE1.IEC.Y/N

Directions: To make a selection, right click on the YES or No box.



YES



NO



[Access the interactive Google Template version.](#)

3.EXIT TICKET RUBRIC

Digitability™

Exit Ticket Part 2 Giving and Receiving Feedback for Workplace Communication Rubric

Teachers:

IEP Goal for Workplace Communication: SWBAT exhibit workplace communication skills using expressive and receptive language with independence (total score of 8 or higher) on 4 out of 5 trials, as measured by the Digitability Exit Ticket Part 2 Giving and Receiving Feedback Rubric.

Every learner will have a range of expressive/receptive language skills. The goal is to demonstrate progress toward increasing workplace communication abilities through the repetition of the Exit Ticket Activity.

Student scores can be entered into Bankability in the “Exit Ticket” field to award virtual dollars and collect workplace communication data.

Workplace Communication	\$5	\$4	\$3	\$2	\$1	Score
EXPRESSIVE LANGUAGE	Presenter spoke independently for at least 60 seconds continuously without being prompted by the teacher.	Presenter spoke independently for at least 30 seconds continuously without being prompted by the teacher.	Presenter mostly spoke independently (at least 30 seconds), but was prompted once by the teacher.	Presenter spoke independently some of the time and was prompted 2-3 times by the teacher.	Presenter mostly used sentence fragments and was prompted more than four times by the teacher.	
RECEPTIVE LANGUAGE	Presenter responded independently the entire time AND directly to his/her peers. They repeated BOTH the peer feedback and answered the question accurately without being prompted by the teacher.	Presenter responded independently the entire time AND directly to his/her peers. They repeated EITHER peer feedback or answered the question accurately without being prompted by the teacher.	Presenter responded independently most of the time. He/she was prompted once to either respond directly to their peers, repeat the feedback, or answer the question.	Presenter responded independently some of the time. He/she was prompted 2-3 times to either respond directly to their peers, repeat the feedback, or answer the question.	Presenter was prompted four or more times to respond directly to their peers, repeat the feedback, or answer the question.	
					Total	

Did you know that Bankability can now be used in any classroom in your school to create an inclusive, school-wide, Positive Behavior Support Intervention.

Request a quote to learn more or [click here to email your coach for more information!](#)

Digitability's work-ready program has everything you need.

Bring an easy-to-use life skills curriculum that works for all of your students.



Comprehensive Curriculum

Lesson plans address a [variety of domains](#) and are scripted and differentiated with all modified resources available as Google Doc templates and print-ready resources.



Virtual Banking App

Bankability is the first special education program that allows students

Get Your FREE Quote and Packet!

First Name*

Last Name*

Title*

School or Organization*

Estimated number of student users:*

Estimated number of teacher users:*

Email*

Phone*

What products are you interested in?*

