



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 or contact: 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

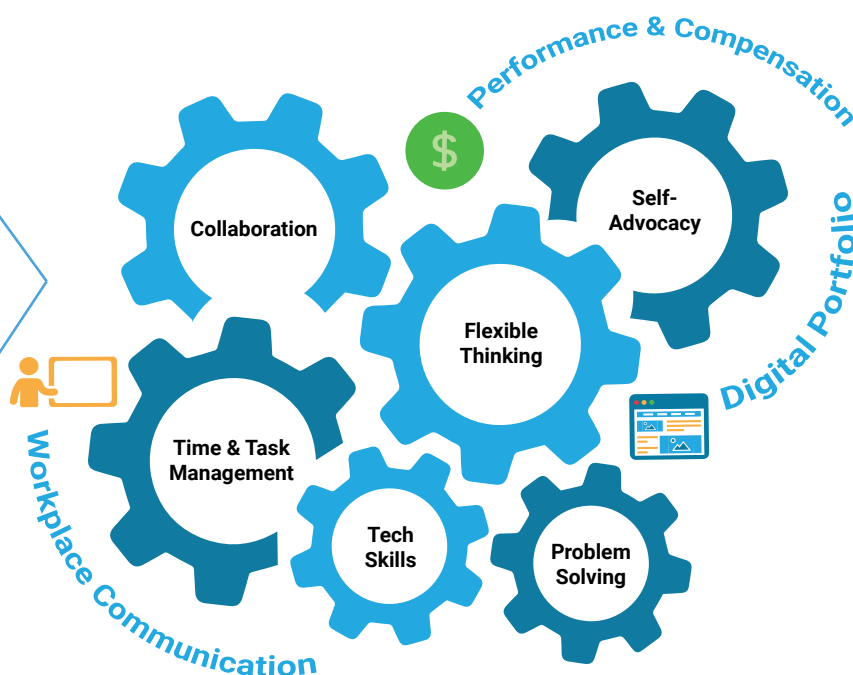
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



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



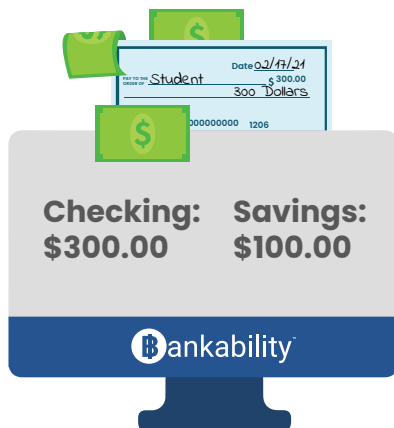
The First Virtual Banking System for Special Education Students

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

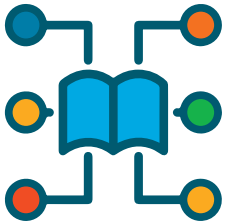
“We brought Digitability to Perkiomen Valley School District because of the scope and relevance of its unique digital content. The training was differentiated and tailored to each of our students’ needs through evidence-based practices.”



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](#)



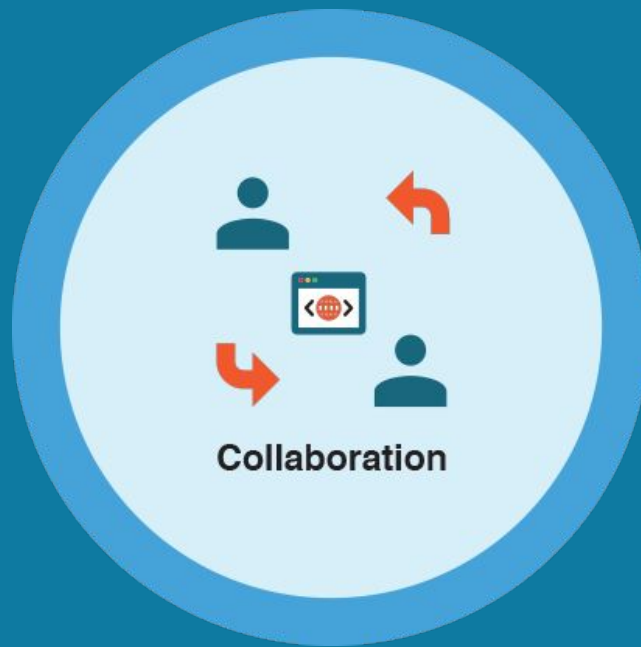
Easy to Use [Data and Reporting](#)



New [Virtual, Online Banking](#)



On-Demand [Teacher Support](#)



Lesson 3: What is Collaboration?

WS 1A: Introduction to the Workplace



TechCrunch



WRAP UP

Social Economy: Workplace Culture

1. Read off total earnings for each student. "(Student Name) earned ____ Participation Dollars. Nice work." Repeat for each student.

2.  "For a Participation Dollar (Student Name), what will you do with your earnings?"

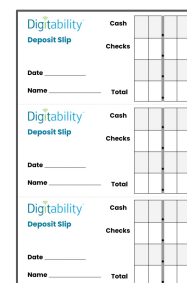
Possible Answers: pay bills, purchase rewards, save for larger purchases

3.  "(Student Name) said they will (repeat answer). Nice job earning a Participation Dollar!"

4. Students will fill out deposit slip and submit earnings to their CFO.

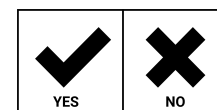
Ways to Differentiate

T1 Students count money and fill out [deposit slip](#) independently.



T2 Student uses [verbal prompting](#) or adult/Tier 1 partner.

T3 Modify questioning to a [Yes/No](#) Format and adult/Tier 1 partner.



Workplace Connections Activity (WCA)



Students will work together determine how teams can collaborate to find solutions to workplace scenarios. Enter each student's earnings from this lesson into [Bankability Payroll System](#) in the field called **Participation/Contributing**.

Setting Boundaries with Independent Practice

Independent practice gives students the opportunity to exercise self-regulation strategies. Tell students, "Unlock the (lesson badge/s) and then [logout of your account](#). If you follow directions, you will earn \$___ **Following Directions Dollars**. However, if you unlock badges not assigned, you will pay a **Not Following Directions fine of \$1**."


Find more information on [Assigning Independent Practice](#).

Looking Ahead

- **Work Simulation Phase 1** - Phase 1: Workplace Routines lays the foundation for all the work that students will complete in their Work Simulation.
- **Photo Release** - Make sure to have Photo Release signed for students. Pictures taken of students can be used as assets as they create their portfolio. Photos can also be used to personalize your videos in the Work Simulation Competition. [Photo Release Form](#)
- **Level 1 Social Economy** - Have your list of bills and rewards set up in Bankability! [Here are some ideas](#) to get you started!
- **Coaching & Rewards** - Schedule your monthly check-in call with your Coach! They can answer more questions about the Work Simulation and identify the best resources to support your classroom needs.

PROGRESS DATA IN BANKABILITY

Enter each student's earnings for unlocking badges into [Bankability Payroll System](#) in the field called [Employee Salary](#) under the **BLUE Earnings Behavior** column. Enter any fines into [Directions](#) field under the **ORANGE Deductions Behavior** column. **NOTE: Badge deductions are the only fine that can be administered throughout Level 1.**

 **Pro Tip:** Learn more about [earning gift card rewards](#) each month!

WORKPLACE CONNECTION ws1.3.6

STAND UP MEETING

Students will learn how to participate in a Standup Meeting in Lesson 4. The Stand up meeting will be a routine you implement at the beginning of each Workplace Connection Activity in the Work Simulation.

Collaboration WCA

Compensation

\$10

Students will work together in groups of 3 to collaborate and find a solution to each scenario.

Group students with mixed abilities when possible.

T1 - Students will record their own solution.

T2/T3 - Students will choose the best solution to their problem when given options.

DEADLINE: _____ **Estimate the amount of time that your students could complete this task.**

DAILY WORK ORDER REFLECTION

Students will learn how to complete a Work Order Reflection in Lesson 14. This routine will be implemented at the end of each Workplace Connection Activity in the Work Simulation.

WRAP UP MEETING

Students will learn how to conduct a Wrap Up Meeting in Lesson 5. The Wrap Up meeting will be a routine you implement at the end of each Workplace Connection Activity in the Work Simulation.



Pro Tip: Set a deadline for students to meet to earn full compensation. Students who turn in late assignments may receive lesser compensation.

Ways to Differentiate

T1 Student completes [Workplace Connection Activity T1](#)

T2 Students complete [Workplace Connection Activity T2](#)

T3 Student completes [Workplace Connection Activity T3](#) with adult or peer

WORKPLACE CONNECTION

T1

COLLABORATION

| WS1.3.6.1 |


[GOOGLE TEMPLATE](#)

Directions: Collaborate with team members to find a solution to each workplace scenario. Write your team's proposed solution below.

Scenario 1: Joe and Marissa are both working as Multimedia Managers in their company. They are in charge of finding pictures and videos to update their website. Joe has sent Marissa several emails to schedule a time to meet, but Marissa has not responded. What should Joe do to solve his problem?

Proposed Solution:

Scenario 2: Jamal is working as a Project Manager. He has called a meeting for the managers working with him. Jamal has asked all managers to bring completed work to meet their deadline for their project. The company's Web Designer shows up unprepared with no finished product. How can they prepare so this doesn't happen again?

Proposed Solution:

Scenario 3: Maria has a job as a Copy Writer. She is responsible for writing content for her company's newsletter. Carl has a job as Multimedia Assistant. His role is to gather pictures for their newsletter. How might Maria and Carl collaborate to make sure their newsletter is ready to send?

Proposed Solution:

Scenario 4: The company's Design team consists of 4 members. Each member is assigned responsibilities. One member rarely shows up to team meetings and consistently misses deadlines. How might the team support their coworker to help them become a better employee?

Proposed Solution:

WORKPLACE CONNECTION

T2 / T3
COLLABORATION

| WS1.3.6.2 |



[GOOGLE TEMPLATE](#)

Directions: Circle the correct word to complete the sentence.

Scenario 1: Joe and Marissa are both working as Multimedia Managers in their company. They are in charge of finding pictures and videos to update their website. Joe has sent Marissa several emails to schedule a time to meet, but Marissa has not responded. What should Joe do to solve his problem?

Proposed Solution:



Find Marissa in person to schedule a meeting



Ask his boss for help connecting with Marissa



Complete the work alone

Scenario 2: Jamal is working as a Project Manager. He has called a meeting for the managers working with him. Jamal has asked all managers to bring completed work to meet their deadline for their project. The company's Web Designer shows up unprepared with no finished product. How can they prepare so this doesn't happen again?

Proposed Solution:



Help him create a calendar with deadlines



Tell your customers



Tell your boss

WORKPLACE CONNECTION

T2 / T3
COLLABORATION

Directions: Circle the correct word to complete the sentence.

Scenario 3: Maria has a job as a Copy Writer. She is responsible for writing content for her company's newsletter. Sheri has a job as Multimedia Assistant. Her role is to gather pictures for their newsletter. How might Maria and Sheri collaborate to make sure their newsletter is ready to send?

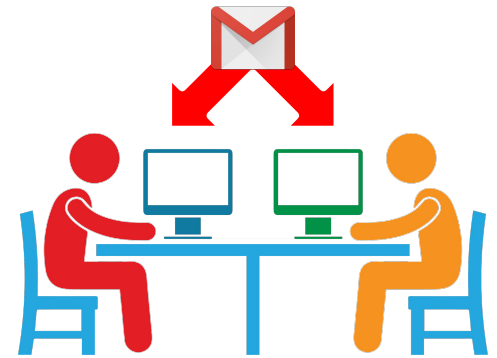
Proposed Solution:



Create a shared calendar.



Schedule meetings to share ideas and progress.



Send emails back and forth.

Scenario 4: The company's Design team consist of 4 members. Each member is assigned responsibilities. One member rarely shows up to team meetings and consistently misses deadlines. How might the team support their coworker to help them become a better employee?

Proposed Solution:



Help their coworker create a schedule



Tell your boss



Call their parents