

Digitability™



Distributing Dollars

Language Formulas

Digitability™

Instructions:

- 1) Print and cut out scenario cards. Read the cards out loud to students. Students will determine an appropriate consequence for each scenario.
- 2) Tell students ***"We are going to practice identifying the consequences for successful and problematic workplace behavior. I will read a card with a workplace scenario."***
- 3) Inform students ***"Remember that you can earn dollars in Bankability for successful workplace behavior. In Level 2 of the social economy, you can be fined for displaying problematic workplace behavior."***
- 4) Inform students, ***"I will be reading the scenario and you will call out what you think the consequence will be. You can earn participation dollars for answering"*** Model identifying consequence for a scenario.

Differentiated Instruction:

- **T1**- Tier 1 students use their auditory processing and receptive language to interpret scenario read by the teacher.
- **T2** - Tier 2 students can use a copy of Call it Out Scenarios to read and interpret scenario
- **T3** - T3 students can use a copy of Call it Out Scenarios to read and interpret scenario. Students can offer thumbs up/thumbs down for successful and problematic behaviors. T3 students can be paired with another student or support staff/teacher for help.

Incorporate Bankability:

- Teachers will enter dollar amounts to the students' Bankability accounts. **[Click here to learn more about our Virtual Banking System- Bankability](#)**
- Students will answer questions during the activity and earn Bankability dollars for following directions, participating, and remaining on-task.



T1

CALL IT OUT

Directions: Read these scenarios to students. Print out a copy for Tier 2 students.

Scenario 1

While Vincent is trying to give a speech, Marcus tries to get the attention of his coworkers to make them laugh.



Scenario 5

Marcus sees that Vincent is struggling to carry a box off the delivery truck. Marcus grabs one side to make it easier for Vincent.



Scenario 2

Vincent was asked by his boss to clean the restroom. Vincent went to the breakroom and had a snack.



Scenario 6

Marcus wrote an assignment in Google Docs and shared it with Vincent. Vincent made suggestions to make it better.



Scenario 3

Marcus and his boss complete a performance review. When his boss tried to give him feedback on how to improve, Marcus told him reasons why he doesn't agree.



Scenario 7

During lunch, Marcus dripped ketchup on his shirt. Vincent walked over to him and laughed at Marcus.



Scenario 4

Vincent sees Marcus working hard to finish an assignment but the end of class. Marcus tells him, "Way to work hard!"



Scenario 8

Marcus' teacher asked for ideas for an end of semester event. Marcus suggest ordering pizza for everyone.



Name

Date



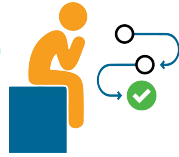
T1

CALL IT OUT

Directions: Read these scenarios to students. Print out a copy for Tier 2 students.

Scenario 9

Marcus' boss sends an email asking all employees to show attend an 8am meeting. Marcus shows up on time.





Supplemental Materials

Digitability



TechCrunch





BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

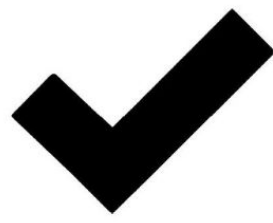
SE1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

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



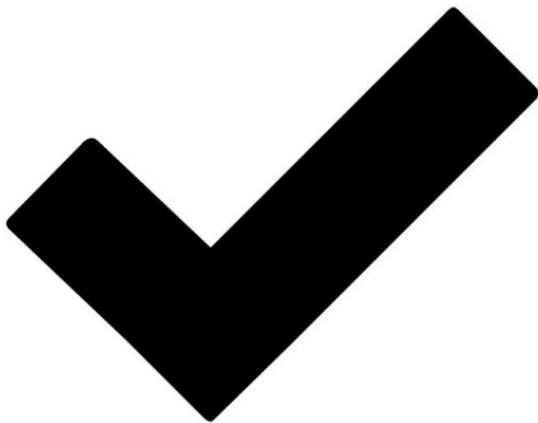
[Find All Bills Here](#)



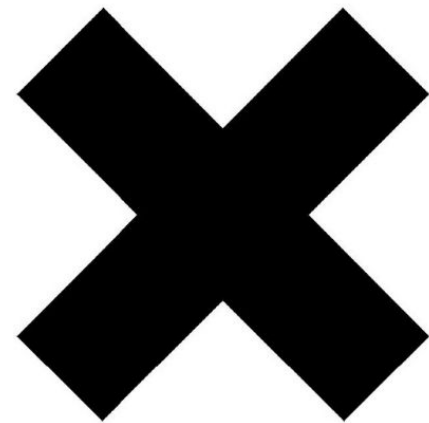
YES OR NO IMAGE EXCHANGE CARD

SE1.IEC.Y/N

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



YES



NO