



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

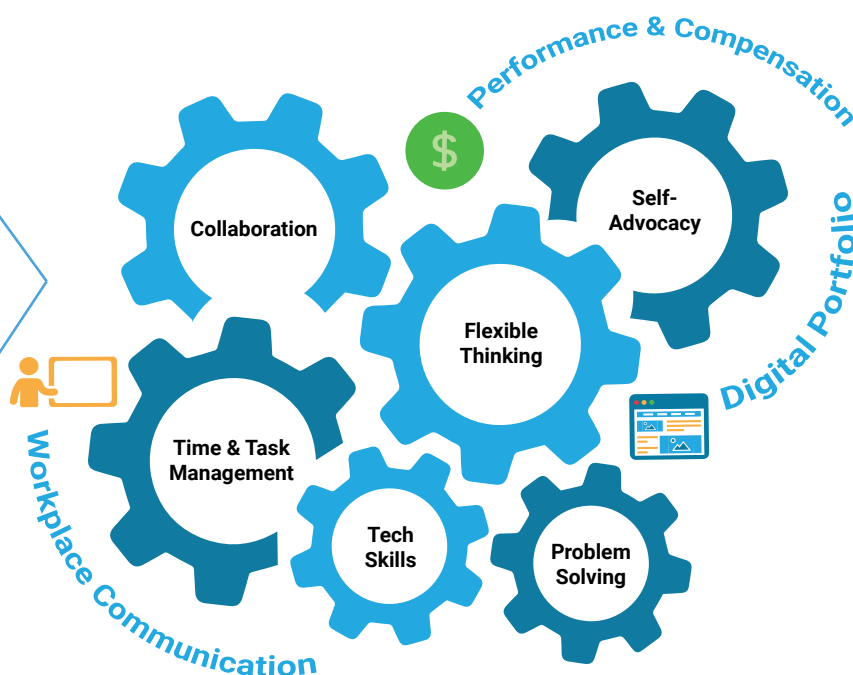
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



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



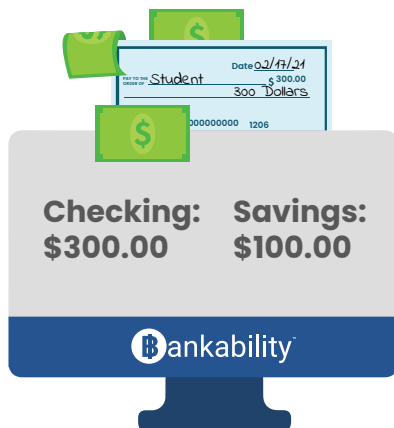
The First Virtual Banking System for Special Education Students

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

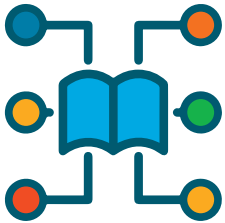
“We brought Digitability to Perkiomen Valley School District because of the scope and relevance of its unique digital content. The training was differentiated and tailored to each of our students’ needs through evidence-based practices.”



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 7: How Can I Make a Purchase?





Social Economy Level 1



TechCrunch











EXIT TICKET PART 1: JOB ASSIGNMENT

20.  **Choose an Exit Ticket Job Assignment** for each of your students (see differentiation).
21.  Set a Job Assignment Deadline. *"I'm setting a timer for ___ minute(s). If you complete this job assignment in ___ minute(s) you will earn \$2."*
22.  Remind students, *"The deadline is approaching. There is one minute left."*
23.  If there are students who have not completed their Job Assignment within the initial amount of time you allotted, create a second opportunity for a lesser amount of money.

 Use the [TAG Writing Rubric](#) to assess Writing Skills for students completing T1 writing assignment.


PART 2: WORKPLACE COMMUNICATION

24.  *"For a Participation Dollar, who will share their sentence?"*
25.  *"(Student Name) said (repeat answer). Nice job earning a Participation Dollar!"*
26.  *"For a Participation Dollar, who can share one of their examples?"*
27.  *"(Student Name) said (repeat answer). Nice job earning a Participation Dollar!"*
28.  *"For a Participation Dollar, who would like to come up and present their job assignment?"*
29.  *"(Student Name), nice job sharing and earning a Participation Dollar!"*
30.  *"For a Participation Dollar, who would like to give feedback to (student) on their presentation?"*
31.  *"You can give feedback by telling (Student) what you liked about their presentation. Then, you can ask (Student) a question."*

Be sure that students do both.

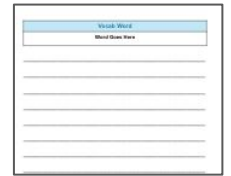
- a. Describe what they liked about the presentation (prompt students to say more than "I liked your drawing." Ask, *"What did you like about it?"*)
- b. Ask a question about the presentation.

32.  *"Nice job giving feedback and earning a Participation Dollar, (student)!"*

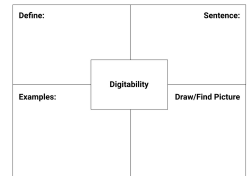
33.  After student does both, ask the student presenting, *"(Student), what did you hear [student who gave feedback] say?"*

Ways to Differentiate

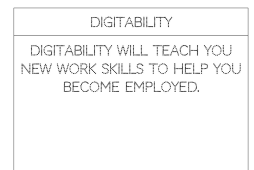
T1 Student completes [Vocab Paragraph](#) worksheet



T2 Student completes [Vocab Block](#) worksheet



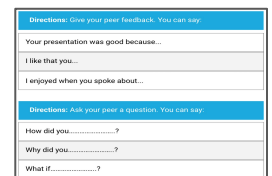
T3 Student completes [Trace n' Learn](#) card



Ways to Differentiate


T1 Use [5 Types of Prompting](#) for verbal responses.

T2 Use [Sentence Starters](#) & [Exit Ticket IECs](#) for prompting.



T3 Student completes [Peer to Peer Feedback Cheat Sheet](#)



 **Pro Tip:** Prompt the student to say more than, "I liked your drawing."

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.



Workplace Connections Activity

WORKPLACE CONNECTION T1: 10-15 min | 301.2.6.1 | BODILE TEMPLATE

Directions: Log in to your Bankability account. Make your first purchase then answer the questions below.

1. What was your first purchase?

2. Why did you choose this as your first purchase?

Students will log in to their Bankability account and make their first purchase. Students may need to complete a transfer from saving to checking if they missed the previous lesson. 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

- **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 one-week check-in call with your Coach! They can answer more questions once you implement a lesson plan with your students and identify the best resources to support your classroom needs.
- **Work Simulation** - Your coach will introduce you to the Work Simulation Competition and help brainstorm project ideas and partners! [Learn more.](#)

Ways to Differentiate

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

Digitability Deposit Slip

Cash _____

Checks _____

Date _____

Name _____

Total _____

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

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

☒ YES ☐ NO

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: Build confidence in your students: Identify students who have not earned money and focus on engaging them. Use differentiation tools if reluctant to participate. I.e. EVERY student should be earning money.



Supplemental Materials

Digitability



TechCrunch





VOCAB PARAGRAPH

SE1.1.7.1 | EXIT TICKET



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

Vocab Word
Shop

[illegible]

Name

Date



T2 VOCAB BLOCK

SE1.7.4.2 | EXIT TICKET



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

<p>Define:</p>	<p>Sentence:</p>
<p>Examples:</p>	<p>Draw/Find Picture</p>

Shop



T3

TRACE 'N' LEARN

SE1.7.4.3 | EXIT TICKET



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

SHOP

YOU CAN MAKE PURCHASES
ONLINE USING YOUR
BANKABILITY ACCOUNT.

WORKPLACE CONNECTION

T1 SHOP

| SE1.7.6.1 |

[GOOGLE TEMPLATE](#)

Directions: Log in to your Bankability account. Make your first purchase then answer the questions below.

1. What was your first purchase?

2. Why did you choose this as your first purchase?

3. How much did you spend?

4. What will be your new account balance?

WORKPLACE CONNECTION

T2 SHOP

| SE1.7.6.2 |



[GOOGLE TEMPLATE](#)

Directions: Log in to your Bankability account. Make your first purchase then answer the questions below.

1. What was your first purchase?



Computer time



Snack





Other

2. Are you happy with your purchase?



3. Do you have money left in your checking account?

 Yes	 No
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WORKPLACE CONNECTION

T3 SHOP

| SE1.7.6.3





[GOOGLE TEMPLATE](#)

Directions: Log in to your Bankability account. Make your first purchase then answer the questions below.



Did you make your first purchase?





 Yes	 No
---	--

Did you have enough money to buy what you wanted?



 Yes	 No
---	--

Did you have any money left in your checking account?

 Yes	 No
---	--