

Digitability™

Dear Teacher,





Congratulations! You are now part of an international community of educators who are innovating Special Education Workplace Readiness Training. We are excited to get you started with your first lesson plan!

Each Digitability Work-Ready Lesson streamlines a variety of domains through a unique model. This framework is designed using the most effective evidence-based practices for supporting cognitive development, communication skills and workplace readiness.

There are many moving parts that make this transition model effective, so it is important to keep the big picture in mind. Everything that is included in a Digitability Lesson Plan is designed to build capacity systematically, leading up to Work Simulation projects and the creation of each Work-Ready Portfolio.

As you begin your Digitability journey, remember that your Implementation Coach will be with you at every step of the way to address any barriers you are experiencing and to help make the program work for your classroom needs.

A few helpful notes before your first lesson:

- • • • •  **Hire a classroom support staff member or even a student as your Chief Financial Officer (CFO).** This person can help you manage your economy, including handing out physical dollars and collecting the dollars earned by students to make direct deposits into their Bankability Accounts. Students should have to hand their dollars back in for their direct deposit.
- • • • •  **Print some dollars to hand out during instruction.** This provides tactile reinforcement to students and increases their time-on-task attendance and motivation. Give students the dollar immediately after they participate.
- • • • •  **Deposit Cash.** At the end of the lesson, you will have students deposit their cash into their Bankability accounts. This will also save you from needing to print more dollars on an ongoing basis. Check out our Bankability Deposit slips that can be used as math probes.
- • • • •  **Pro-Tip:** Use a clipboard with your Earning Tracker if you're comfortable with tracking the earnings while simultaneously teaching. Alternatively, your CFO can record the earnings.

Let's get started! **Remember, you can contact your coach at any time for help!**

The Digitability Social Economy Drives EVERY lesson.

Digitability's Social Economy plays a central role to your lesson plan implementation. Not only do students learn real-world financial literacy skills, but this evidence-based framework is also used to develop cognition, communication and behavior. Each level of the Social Economy builds capacity for each students and will empower you to become an expert in evidence-based practices.

You are here.



LEVEL 1: SOCIAL ECONOMY	LEVEL 2: SOCIAL ECONOMY	LEVEL 3: SOCIAL ECONOMY	LEVEL 4: SOCIAL ECONOMY
WORKPLACE CULTURE	WORKPLACE BOUNDARIES	WORKPLACE POLICIES	WORKPLACE ADVOCACY
Earning and Spending Motivation Socialization	Personal Budgeting Executive Functions Self-regulation	Performance Review Empowerment Self-Efficacy	Long-term Planning Perseverance Self-Advocacy Plan

Level 1 Social Economy: Workplace Culture

Through this level, you are building the foundation that will carry students throughout the four levels of the Social Economy. Concepts of employment and financial literacy are introduced, focusing on earning income, paying bills, making purchases, workplace communication, giving and receiving feedback, and more.



Payday is the 1st & 15th!

Student pay will be direct deposited to model common employer pay schedules. This also provides students with an opportunity to practice budgeting skills. You can create fun payday routines using the Workplace Connection Activity in the *Lesson 9: What is Payday?*



Spend less time on IEPs and Progress Monitoring.

Digitability developed easy-to-use tools to help make progress monitoring and data collection easier.

As a company made of former Special Education Teachers, we understand how time consuming the Individualized Education Program (IEP) process can be. That's why Digitability provides teachers with an IEP Goal Bank that can be customized for each student and the tools to make progress monitoring quick and easy.

Digitability's easy-to-use data features measure student progress for as long as they are in the program. With a click of a button, you can download a full progress report. This PDF can then be printed or emailed to all members of the IEP team.

Digitability will help you assess a variety of goals.

- ✓ Students are able to develop conceptual knowledge and comprehension of using the internet as measured by Digitability's online unit objectives.
- ✓ Students are able to exhibit workplace communication skills using expressive and receptive language with independence.
- ✓ Students are able to manage a personal budget, paying bills on-time using the Bankability bill system.
- ✓ Students are able to demonstrate successful workplace behaviors.
- ✓ Students are able to self-regulate behaviors perceived as problematic in workplaces.

Can't find the right assessment tool? Your personal [Digitability Implementation Coach](#) will make it for you!



Lesson 1: Welcome to Digitability!

Social Economy Level 1



TechCrunch





Level 1 Internet Navigator

Social Economy: Workplace Culture

Lesson 1: Welcome to Digitability







Lesson Overview

Digitability will teach you new work skills to help you become employed. You will learn about tech and communication for the workplace. You will earn badges and virtual dollars to spend in your classroom.

Objective

Student is able to navigate online banking features using their Bankability account.

What You Need:

- [Printed Money](#) 
- [Differentiated Resources](#) (Warm-up, Word Wall Badge, Exit Ticket, Etc.) 
- [Dollar Tracker](#) 
- [TAG Writing Rubric](#) 
- [Exit Ticket Part 2 Rubric for Scoring & Bankability Entry](#) 
- [Deposit Slips](#) 
- **Optional:** Google Slide Online Lesson Plan
- **Lesson Video:** [Welcome to Digitability!](#)
 - Click on Videos > Select Level 1 Internet Navigator > Select Unit Social Economy: Workplace Culture > Select Welcome to Digitability!

This Lesson Connect to:

- ✓ **Social Skills**
- ✓ **Functional Academics**
- ✓ **Workplace Readiness**

Goal Bank





- ✓ **Financial Literacy**
- ✓ **Digital Literacy**
- ✓ **Workplace Communication**

Workplace Connection Activity





Students will practice logging into their Digitability account with teacher created usernames and passwords.


WARM UP & LESSON VIDEO

Social Economy: Workplace Culture

1.  "In Digitability, you can earn virtual dollars to spend in this classroom. You will earn one dollar each time you participate. Let's practice! "
2.  "For a Participation Dollar, raise your hand and tell me how many dollars you would like to earn today?"
3.  "(Student Name) said (repeat answer) dollars. Nice job earning a Participation Dollar! Who else would like to earn a Participation Dollar?"
4. Give each student a **My Income Goals** handout or electronic copy. "For a Participation Dollar, enter the amount of money you want to earn under **Goal Income**."
5.  "For a Participation Dollar, who can tell me what they think of when they hear the word technology?"


Possible Answers: Anything goes! Award dollars for all participation.

6.  "(Student Name) thinks of (repeat answer). Nice job earning a Participation Dollar!"
7.  "For a Participation Dollar, who can tell me a job that uses technology?"
- Possible Answers:** Any job earns! Award dollars for all participation.
8.  "(Student Name) said (repeat answer). Nice job earning a Participation Dollar!"
9.  "For a Participation Dollar, who can tell me the name of our first badge?"

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

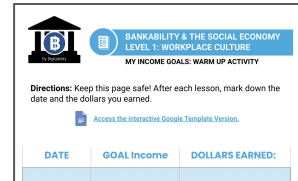
Bring attention to the screen. "Let's watch this training video. I know that (Student Name) is actively watching because he has his eyes on the screen. When you hear the word 'Digitability' give me a thumbs up and I'll add Participation Dollars."

 Play video **Welcome to Digitability!**

 Do not go on to the activity just yet.

Ways to Differentiate

- T1 Use [5 Types of Prompting](#) for verbal responses.
- T2 Use [My Income Goals](#) for prompting.





BANKABILITY & THE SOCIAL ECONOMY
LEVEL 1: WORKPLACE CULTURE
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.](#)

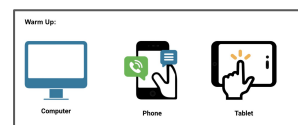
DATE	GOAL Income	DOLLARS EARNED:

- T3 Modify questioning to a [Yes/No](#) Format.



	
YES	NO


Ways to Differentiate

- T1 Use [5 Types of Prompting](#) for verbal responses.
- T2 Use [Image Exchange Cards](#) for prompting.



- T3 Modify questioning to a [Yes/No](#) Format.

	
YES	NO

-  Training videos are designed to be explicit.



Supplemental Materials

Digitability



TechCrunch





[illegible]



BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

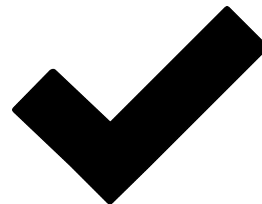
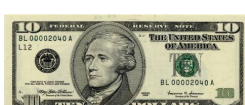
SE1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

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

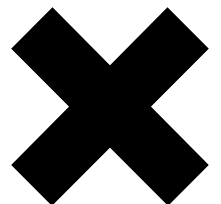


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No

Level 1 Social Economy IMAGE EXCHANGE CARD

SE1.NUMBERS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Level 1 Social Economy Lesson 1

IMAGE EXCHANGE CARD

SE1.1.1.1

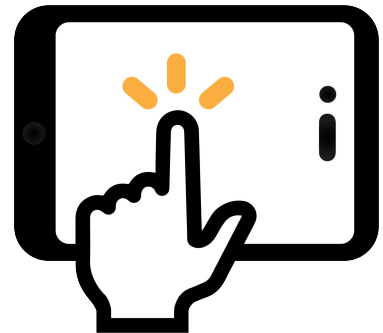
Warm Up



Computer



Phone



Tablet



Video Game
Creator



Waiter/Waitress



Clerk