Digitability™
Be Work Ready!

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.

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.**

cnet   SILICON VALLEY SOCIAL INNOVATION SUMMIT   npr   MSNBC   TechCrunch

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."

Guide for Low-Incidence Classrooms

With its emphasis on expressive/receptive language development, including Differentiation in all parts of the lesson plan, Digitability meets a wide-range of student needs. Marked with Green identifiers in the Digitability lesson plan, teachers will see Tier 1, 2, and 3 options depending on what their learner needs to participate in that part of the lesson.

You can download Digitability resources, such as our Social Games, Image Exchange Card resources and Workplace Readiness activities, that will provide students as much opportunity as possible to participate throughout the duration of the program.
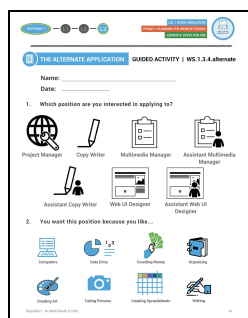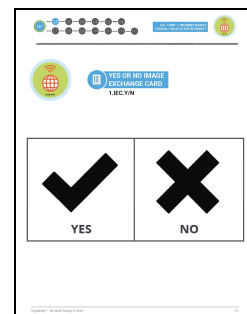
Social Games
Social Games, such as Digital Bingo, allow students to strengthen social and communication skills, time-on-task attendance, and comprehension while engaging in fun social activities with peers while strengthening important receptive language skills.

When to Use 'Yes/No Image Exchange Cards'
During certain sections of the lesson plan, the Yes/No Image Exchange Card can be used for rephrased/modified questioning for students with limited verbal ability during the Warm Up, Informal Assessment, and Exit Ticket portions.

There's a Job for Everyone.
Digitability Work Simulations provide a role for all students, whatever their needs. Through the Work Simulation process, students apply to and are hired for a job in a classroom company. By the end of this project-based learning experience, students will develop a skills-based portfolio and working resume.

Digitability At-Home Resources Also Supports:

Functional Academics | Progress Monitoring Responsibilities | Transition and Workplace Readiness Training | Pre-written Lesson Plans | Social Skills