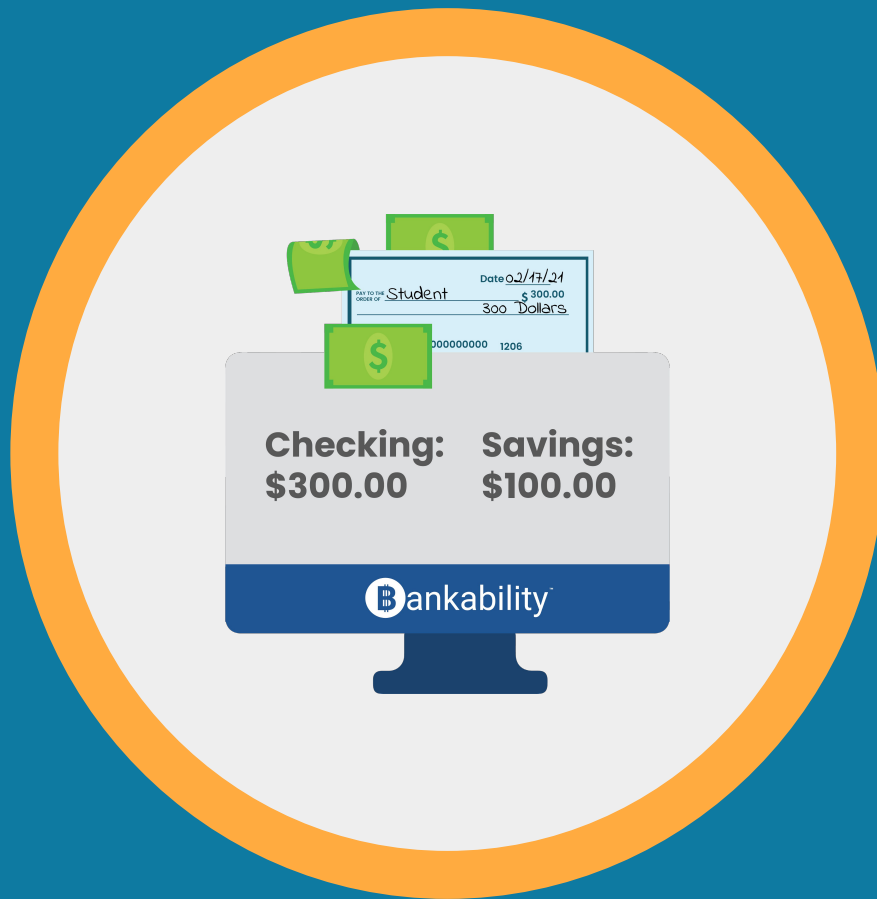


Digitability™



April Week 2

Banking Responsibilities



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

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

Functional Academics

- Reading
- Writing
- Financial Literacy (Earning, Spending, & Saving)

Transition

- Interviewing
- Real-World Employment Projects
- Work-Ready Resume & Portfolio

Identify Interest

Employment Experience

Work-Ready!

Getting Hired to Work

Performance Reviews

Portfolio + Interview



Start Here

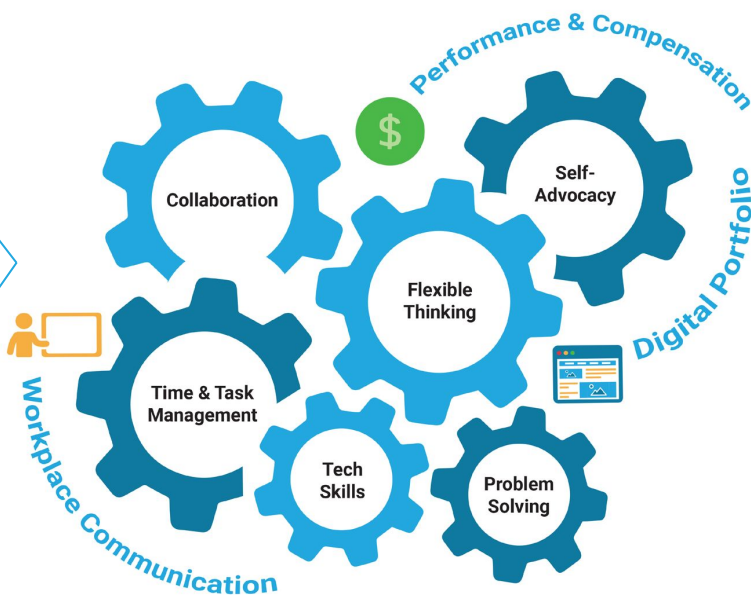
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



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



SCAN HERE

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
- Reward Program



The First Virtual Banking System for Special Education Students

Bankability allows students to experience a modern banking app while learning financial literacy and workplace behavior.

Earn Virtual Money

Earnings	
Gross Pay	\$105.00
Deductions	
- Behaviors	-\$12.00
- Federal Income tax (15%)	-\$15.75
- State Income Tax (5%)	-\$5.25
Net Pay	\$72.00

Students earn a classroom currency for behavior and receive direct deposits into their checking account each payday.

Pay Bills & Purchase Rewards

Date	Description	Category	Amount
11/1/23	Digitability Pay	Income	\$72
11/4/23	Rent	Bill	-\$10
11/6/23	Extra Snack	Reward	-\$2
11/6/23	WiFi	Bill	-\$5
11/6/23	Youtube Time	Reward	-\$5

Customize classroom bills and rewards, run payroll, and approve purchase requests from their Bankability dashboard.

Budgeting Tools

Set a Budget	
Income	\$180 of \$200
Purchase	\$15 of \$50
Bills	\$50 of \$100
Fees	\$15 of \$30

Budgeting tools allow students to practice financial decision-making, budgeting, and record-keeping in a controlled environment.

Track Progress



Logged behavior dollars help teachers track behavior overtime. Reports can be generated and shared at the click of a button.

Customize

Rewards for Purchase	
reward type	amount
YouTube Time	10
Movie Day	10
Preferred Activity	5
Classroom Bills	
bill type	amount
Rent	20
Electric Bill	10

Teachers can customize classroom bills and rewards, run payroll, and approve purchase requests all from their Bankability dashboard.

Behavior Support



Designed by experts, Bankability develops self-regulation strategies and replacement behaviors with comprehensive lesson plans included.

Visit www.digitability.com/bankability to learn more about bringing Bankability to your organization today.



Instructions:

- 1) Tell students they are going to compare prices shown on receipts to amounts shown on bank statements. Tell students, ***"It is important to review your bank statement regularly to check for any errors."***
- 2) Distribute work sheets to students.
- 3) Tell students, ***"You will look at the prices shown on the receipt and compare it to the amount that is listed on the bank statement. Use the page with the bank statement and receipts to answer the questions on page 2."***

Differentiated Instruction:

- Tier 1: Students will answer open ended questions regarding the bank statement and receipts.
- Tier 2: Students will select the correct answer regarding the bank statement and receipts.
- Tier 3: Students will select Yes or No to answer questions regarding the bank statement and receipts.

Incorporate Bankability:

- Students may receive Bankability dollars for correct answers.
- Students may receive Bankability dollars for following directions and participating.

Name Date 

T1

Banking Responsibilities

Directions: Compare your bank statement with the receipts on page 1.
Then answer the questions on page 2.

Date	Description	Amount
03/01/2024	Chips	\$2.00
03/01/2024	Chips	\$2.00
03/01/2024	Soda	\$3.00
03/05/2024	Video Game	\$40.00
03/05/2024	Controller	\$25.00
03/10/2024	Pizza	\$20.00
3/10/2024	Hot Wings	\$10.00
Total:		\$102.00

Digitability SHOP

.....
Purchase Receipt
.....

Item

Price

Chips	\$2
Soda	\$3
Total	\$5

Digitability SHOP

.....
Purchase Receipt
.....

Item

Price

Video Game	\$50
Controller	\$25
Total	\$75

Digitability SHOP

.....
Purchase Receipt
.....

Item

Price

Pizza	\$20
Hot Wings	\$10
Total	\$30

**T1****Banking Responsibilities**

Directions: Compare your bank statement with the receipts on page 1.
Then answer the questions on page 2.

Question 1

What errors did you find when you compared your bank statement to your receipts?

Question 2

What is the difference between the total amount on your bank statement versus the total amount of the receipts?

Question 3

Why is it important to check your banking account frequently?

Question 4

What should you do if you find an error on your bank statement?

Name Date 

T2

Banking Responsibilities

Directions: Compare your bank statement with the receipts on page 1.
Then answer the questions on page 2.

Date	Description	Amount
03/01/2024	Chips	\$2.00
03/01/2024	Chips	\$2.00
03/01/2024	Soda	\$3.00
03/05/2024	Video Game	\$40.00
03/05/2024	Controller	\$25.00
03/10/2024	Pizza	\$20.00
3/10/2024	Hot Wings	\$10.00
Total:		\$102.00

Digitability SHOP

.....

Purchase Receipt

.....

Item	Price
Chips	\$2
Soda	\$3
Total	\$5

Digitability SHOP

.....

Purchase Receipt

.....

Item	Price
Video Game	\$50
Controller	\$25
Total	\$75

Digitability SHOP

.....

Purchase Receipt

.....

Item	Price
Pizza	\$20
Hot Wings	\$10
Total	\$30



T2

Banking Responsibilities

Directions: Compare your bank statement with the receipts on page 1.
Then answer the questions on page 2.

Question 1

Put a checkmark by the errors made on your bank statement.

☐ Charged twice for pizza☐ Charged twice for chips☐ Wrong price listed for video game☐ Wrong price listed for hot wings**Question 2**

How much money did you spend on food and drinks according to your receipts?

☐ \$45.00☐ \$25.00☐ \$35.00**Question 3**

Is the total shown on your bank statement the actual amount that you spent? If not, how much did you really spend?

☐ It is the correct amount.☐ It is not the correct amount. I actually spent \$90.00☐ It is not the correct amount. I actually spent \$110.00**Question 4**

Does your bank statement show that you paid the correct price for soda?

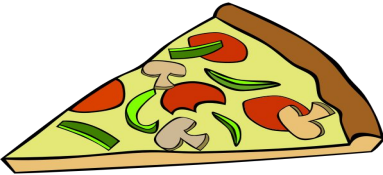
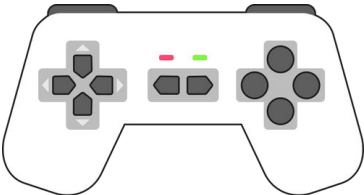
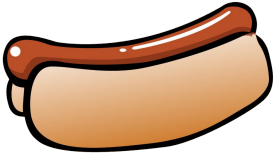
☐ Yes☐ No

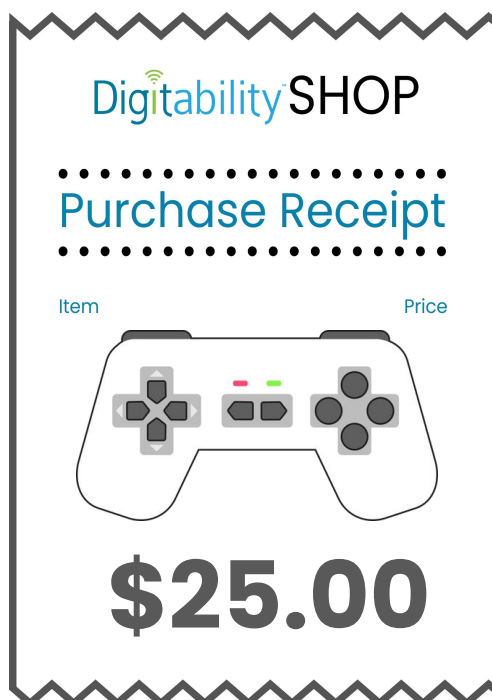


T3

Banking Responsibilities

Directions: Compare your bank statement with the receipts on page 1.
Then answer the questions on page 2.

Description	Amount
	\$5.00
	\$25.00
	\$5.00





T3

Banking Responsibilities

Directions: Compare your bank statement with the receipts on page 1.
Then answer the questions on page 2.

Question 1

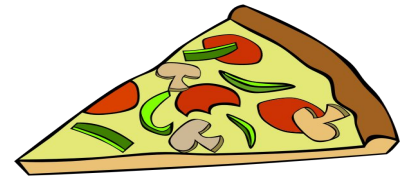
Did you pay \$3 for pizza?

☐

Yes

☐

No



Question 2

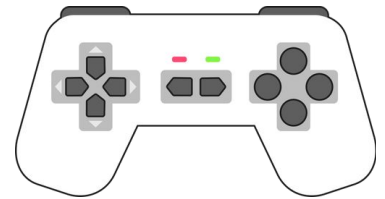
Does your bank statement show that you paid the correct amount for the video game controller?

☐

Yes

☐

No



Question 3

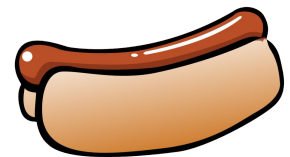
Did you pay the correct amount for the hot dog?

☐

Yes

☐

No



Question 4

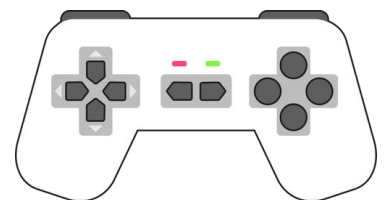
Did you pay \$25 for the video game controller?

☐

Yes

☐

No



Digitability™



Supplemental Materials

[illegible]



BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

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

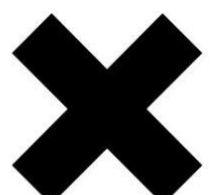


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No



[Find All Bills Here](#)