



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](http://digitability.com) or contact: [info@digitability.com](mailto: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

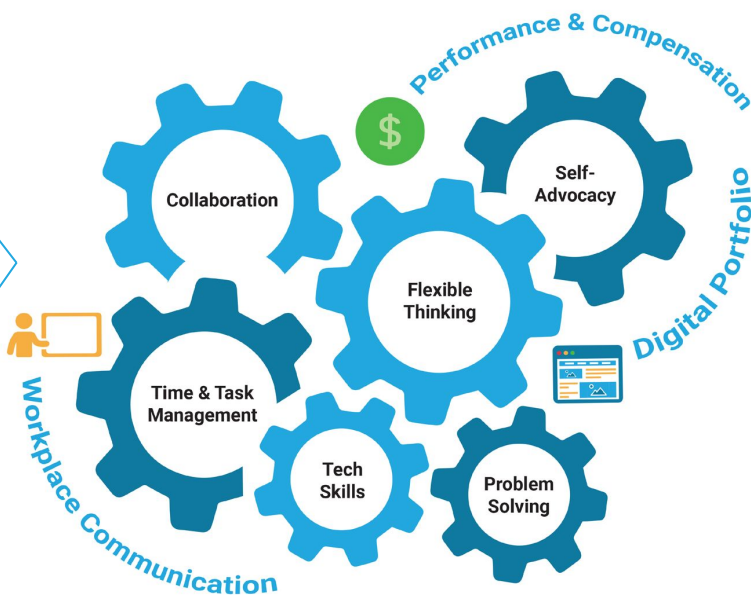
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



#### 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

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

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

<b>Set a Budget</b>	
<b>Income</b>	\$180 of \$200
<b>Purchase</b>	\$15 of \$50
<b>Bills</b>	\$50 of \$100
<b>Fees</b>	\$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](http://www.digitability.com/bankability) to learn more about bringing Bankability to your organization today.



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
<b>Total</b>	<b>\$5</b>

Digitability SHOP

.....

Purchase Receipt

.....

Item	Price
Video Game	\$50
Controller	\$25
<b>Total</b>	<b>\$75</b>

Digitability SHOP

.....

Purchase Receipt

.....

Item	Price
Pizza	\$20
Hot Wings	\$10
<b>Total</b>	<b>\$30</b>



## 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
<b>Total</b>	<b>\$5</b>

Digitability SHOP

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

Item

Price

Video Game	\$50
Controller	\$25
<b>Total</b>	<b>\$75</b>

Digitability SHOP

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

Item

Price

Pizza	\$20
Hot Wings	\$10
<b>Total</b>	<b>\$30</b>





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?

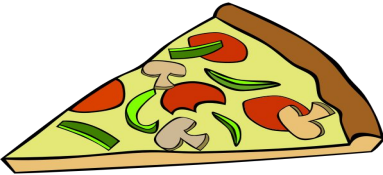
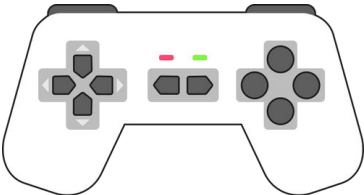
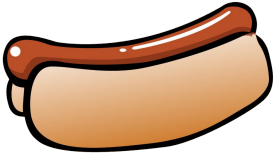
☐ Yes☐ No

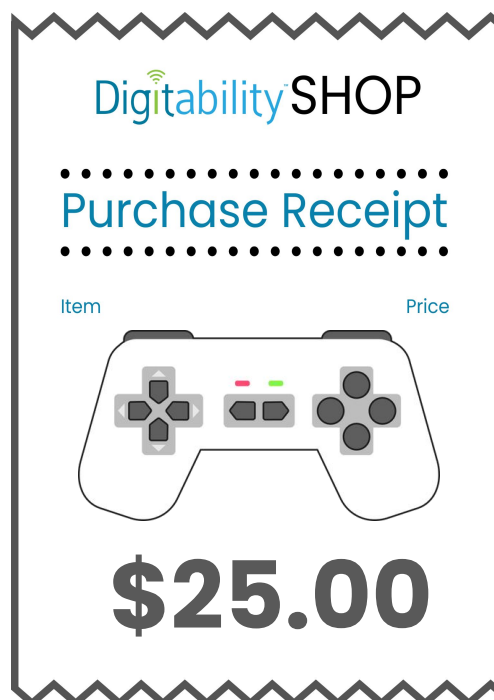
Name Date 

T2

## Banking Responsibilities

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

Description	Amount
	<b>\$5.00</b>
	<b>\$25.00</b>
	<b>\$5.00</b>







T2

## Banking Responsibilities

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

## Question 1

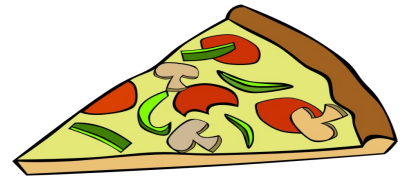
Did you pay \$3 for pizza?

☐

Yes

☐

No



## Question 2

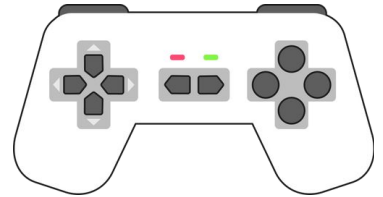
Did you pay the correct amount for the video game controller

☐

Yes

☐

No



## Question 3

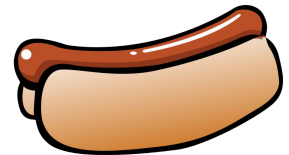
Did you pay the correct amount for the hot dog?

☐

Yes

☐

No



## Question 4

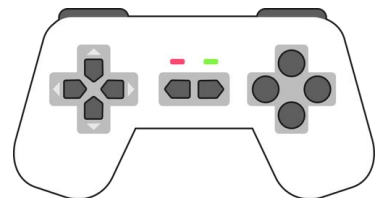
Did you pay \$25 for the video game controller?

☐

Yes

☐

No



[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.

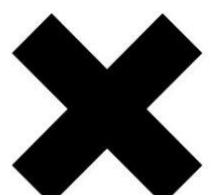


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



**YES**



**No**





[Find All Bills Here](#)