



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.



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



TechCrunch



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

Employment Experience

Identify Interest

Getting Hired to Work

Performance Reviews

Portfolio + Interview

Work-Ready!



Start Here

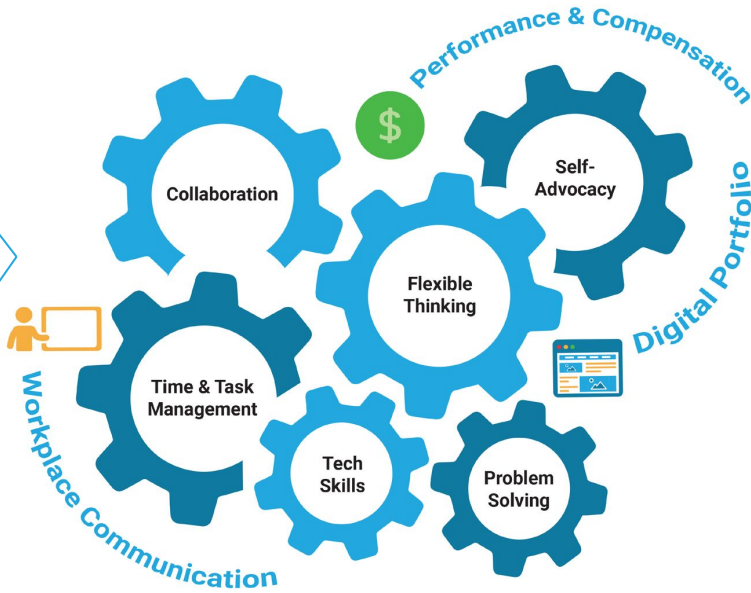
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



Apply for a Job

Project Samples

- Coffee Shop
- YouTube Marketing
- A1-3 2B-C 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	<input type="checkbox"/>
Movie Day	10	<input type="checkbox"/>
Preferred Activity	5	<input type="checkbox"/>
Classroom Bills		
bill type	amount	
Rent	20	<input type="checkbox"/>
Electric Bill	10	<input type="checkbox"/>

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.





T1

Classroom Expectations

Directions: Read or listen to the passage about classroom expectations; use the information in the passage to answer the questions.

Classroom expectations are important because they help everyone know how to act and make sure the classroom is a safe and fun place to learn. For example, students should raise their hands to speak so everyone gets a chance to talk and listen. Teachers should explain lessons clearly so students can understand and ask questions if they need help. It's also important for everyone to be kind and respectful to each other, like saying "please" and "thank you," and keeping their hands to themselves. By following these rules, everyone can pay attention better and have a good time learning together.

1. Why do you think it is important for students to raise their hands before speaking in class?

2. How can teachers help students understand lessons better?

3. In what ways can students show kindness and respect to their classmates?

4. How do classroom expectations help everyone have a good time learning together?



T2

Classroom Expectations

Directions: Read or listen to the passage about classroom expectations; use the information in the passage to answer the questions.

Classroom expectations are important because they help everyone know how to act and make sure the classroom is a safe and fun place to learn. For example, students should raise their hands to speak so everyone gets a chance to talk and listen. Teachers should explain lessons clearly so students can understand and ask questions if they need help. It's also important for everyone to be kind and respectful to each other, like saying "please" and "thank you," and keeping their hands to themselves. By following these rules, everyone can pay attention better and have a good time learning together.

1. Why do you think it is important for students to raise their hands before speaking in class?

- a) To make sure everyone gets a chance to talk and listen
- b) To show the teacher you know the answer

2. How can teachers help students understand lessons better?

- a) By explaining lessons clearly and answering questions
- b) By giving more homework

3. In what ways can students show kindness and respect to their classmates?

- a) By saying "please" and "thank you" and keeping their hands to themselves
- b) By always sharing their snacks

4. How do classroom expectations help everyone have a good time learning together?

- a) By making sure everyone knows how to act and can pay attention better
- b) By letting students do whatever they want



T3

Classroom Expectations

Directions: Read or listen to the passage about classroom expectations; use the information in the passage to answer the questions.

Classroom expectations are important because they help everyone know how to act and make sure the classroom is a safe and fun place to learn. For example, students should raise their hands to speak so everyone gets a chance to talk and listen. Teachers should explain lessons clearly so students can understand and ask questions if they need help. It's also important for everyone to be kind and respectful to each other, like saying "please" and "thank you," and keeping their hands to themselves. By following these rules, everyone can pay attention better and have a good time learning together.

1. Is it important for students to raise their hands before speaking in class?

Yes   No

2. Can teachers help students understand lessons better only by giving more homework?

Yes   No

3. Can students show kindness and respect by saying "please" and "thank you" and keeping their hands to themselves?

Yes   No

4. Do classroom expectations let students do whatever they want?

Yes   No



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](#)