

# Digitability™



## Distributing Dollars

Language Formulas



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

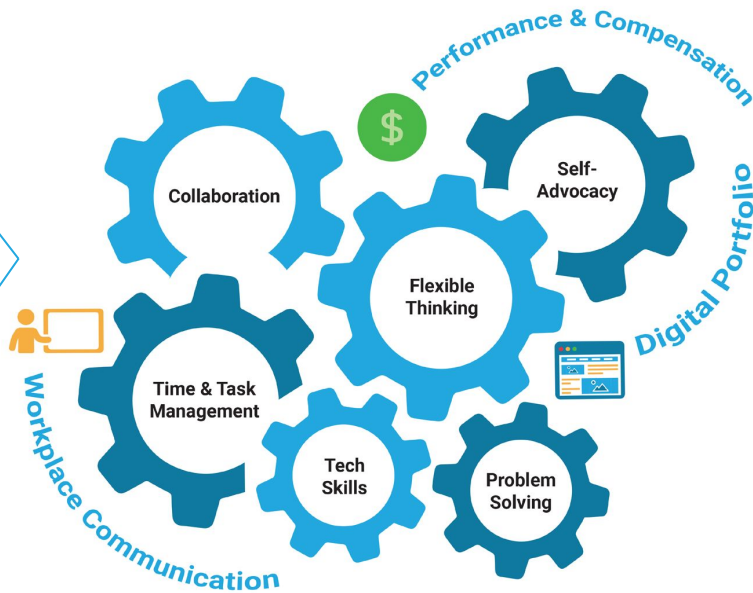
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



### 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	
<b>Gross Pay</b>	<b>\$105.00</b>
Deductions	
- 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

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

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](http://www.digitability.com/bankability) to learn more about bringing Bankability to your organization today.



# Digitability™

## Instructions:

- 1) Print and cut out scenario cards. Read the cards out loud to students. Students will determine an appropriate consequence for each scenario.
- 2) Tell students ***"We are going to practice identifying the consequences for successful and problematic workplace behavior. I will read a card with a workplace scenario."***
- 3) Inform students ***"Remember that you can earn dollars in Bankability for successful workplace behavior. In Level 2 of the social economy, you can be fined for displaying problematic workplace behavior."***
- 4) Inform students, ***"I will be reading the scenario and you will call out what you think the consequence will be. You can earn participation dollars for answering"*** Model identifying consequence for a scenario.

## Differentiated Instruction:

- **T1**- Tier 1 students use their auditory processing and receptive language to interpret scenario read by the teacher.
- **T2** - Tier 2 students can use a copy of Call it Out Scenarios to read and interpret scenario
- **T3** - T3 students can use a copy of Call it Out Scenarios to read and interpret scenario. Students can offer thumbs up/thumbs down for successful and problematic behaviors. T3 students can be paired with another student or support staff/teacher for help.

## Incorporate Bankability:

- Teachers will enter dollar amounts to the students' Bankability accounts. **[Click here to learn more about our Virtual Banking System- Bankability](#)**
- Students will answer questions during the activity and earn Bankability dollars for following directions, participating, and remaining on-task.



T1

## CALL IT OUT

Directions: Read these scenarios to students. Print out a copy for Tier 2 students.

## Scenario 1

While Vincent is trying to give a speech, Marcus tries to get the attention of his coworkers to make them laugh.



## Scenario 5

Marcus sees that Vincent is struggling to carry a box off the delivery truck. Marcus grabs one side to make it easier for Vincent.



## Scenario 2

Vincent was asked by his boss to clean the restroom. Vincent went to the breakroom and had a snack.



## Scenario 6

Marcus wrote an assignment in Google Docs and shared it with Vincent. Vincent made suggestions to make it better.



## Scenario 3

Marcus and his boss complete a performance review. When his boss tried to give him feedback on how to improve, Marcus told him reasons why he doesn't agree.



## Scenario 7

During lunch, Marcus dripped ketchup on his shirt. Vincent walked over to him and laughed at Marcus.



## Scenario 4

Vincent sees Marcus working hard to finish an assignment but the end of class. Marcus tells him, "Way to work hard!"



## Scenario 8

Marcus' teacher asked for ideas for an end of semester event. Marcus suggest ordering pizza for everyone.



Name

Date



## CALL IT OUT

Directions: Read these scenarios to students. Print out a copy for Tier 2 students.

### Scenario 9

**Marcus' boss sends an email asking all employees to show attend an 8am meeting. Marcus shows up on time.**





# Supplemental Materials

Digitability



TechCrunch









# BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

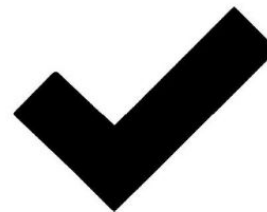
## SE1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

**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**



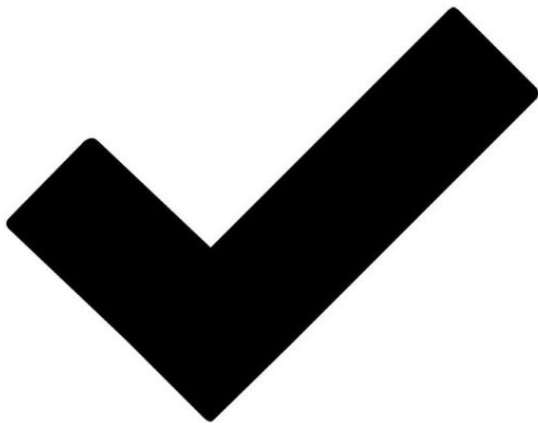
[Find All Bills Here](#)



## YES OR NO IMAGE EXCHANGE CARD

SE1.IEC.Y/N

**Directions:** To make a selection, right click on the YES or No box.



**YES**



**NO**