Digitability

Digitability

February Week 2 Valentine's Day

Budgeting and Cost Task Cards

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.**

For more information visit digitability.com or contact: info@digitability.com

Digitability™ Award-Winning Curriculum

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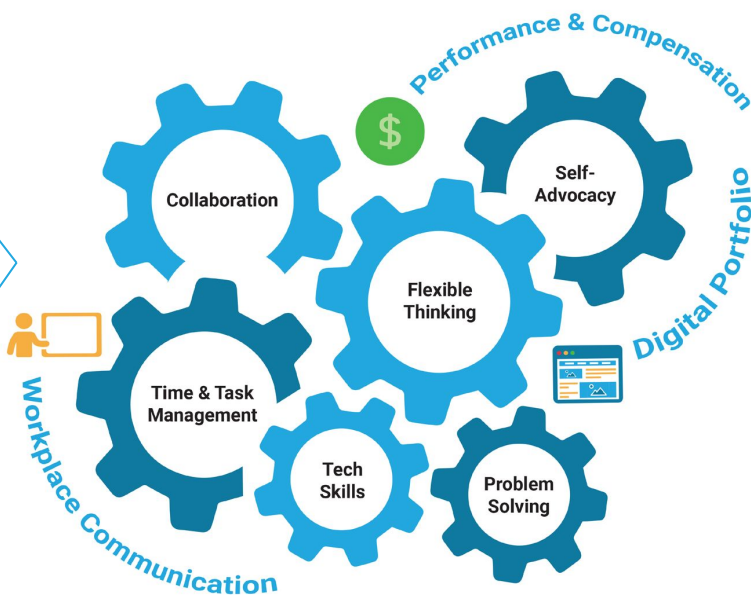
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.

Apply for a Job

Project Samples
- Coffee Shop
- YouTube Marketing
- Data Entry
- Website Creation
- Choose Your Own

Performance & Compensation

Digital Portfolio

Workplace Communication

- Collaboration
- Self-Advocacy
- Flexible Thinking
- Time & Task Management
- Tech Skills
- Problem Solving

- ✓ 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

Bankability

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

Employee Reports
Student Behavior - Trends by Month

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

Lesson 1:
Workplace Behaviors

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. Determine which set of leveled cards your students will use. Different students can use different cards according to their level of need and skill.
2. Students will read directions on each card, or if more support is needed, a peer helper, para, or teacher can read the cards to the student.
3. For word problem cards, students can solve the problems on their own paper.
4. For the other sets of cards, students can circle the correct answer (laminate the cards and use a dry erase marker for repeated use).

Differentiated Instruction:

Tier 1: Word problem cards Students can use manipulatives if needed to solve the equations presented in the word problems on their own paper.

Tier 2: "Choose Two" Allow students to use manipulatives as needed and solve equations on their own paper. Students can circle the two gifts they can purchase with their allotted budget.

Tier 3: "Circle the correct number of dollars" Students will circle the number of dollars needed to purchase the Item shown. Alternatively, students can count out the printable dollars to show the correct number of dollars.

Incorporate Bankability:

Encourage Participation by offering Bankability Dollars for participation, following directions, staying on-task, and other positive behaviors. Don't forget to add the dollars to the students' Bankability accounts!

You have $20 in your wallet. You want to buy a Valentine's Day card for $5, a box of chocolates for $9, and a teddy bear for $7. Do you have enough money for your purchase?

At the florist shop, one flower costs $3. You have budgeted $20 to spend on buying flowers. How many flowers can you buy and stay under budget?

At the store, one bouquet of flowers costs $15 and one box of chocolate costs $12, how much money do you need to buy two boxes of chocolate and one bouquet of roses?

At the bakery, one Valentine's Day cupcake costs $5. If you want to buy cupcakes for 3 of your friends, how much money will you spend?

You have $15

$9 $8 $7

Which two gifts can you buy?

You have $25

$12 $13 $14

Which two gifts can you buy?

You have $10

$7 $5 $4
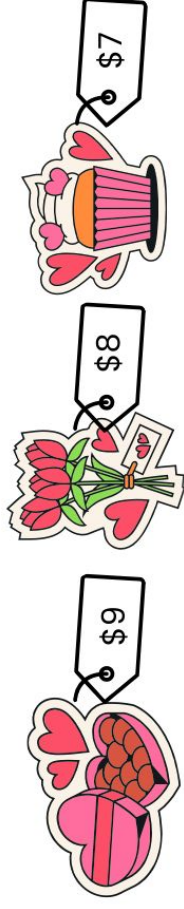
Which two gifts can you buy?

You have $20
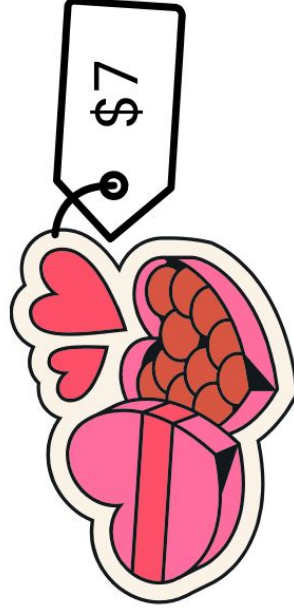
$12 $8 $15

Which two gifts can you buy?

Circle the correct number of dollars

$6

Circle the correct number of dollars

$9

Circle the correct number of dollars

$4

Circle the correct number of dollars

$7

DOLLAR TRACKER

Digitability™

SE1.TRACKER

Student Name	11/12/21												Exit Ticket Date:	Exit Ticket Date:	Total Payroll

By Digitability

1.GOALS   MY INCOME GOALS: WARM UP ACTIVITY

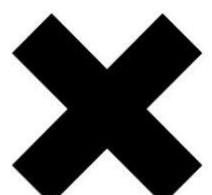**Directions:** Keep this page safe! After each lesson, mark down the date and the dollars you earned.

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

DATE	GOAL Income	DOLLARS EARNED:

YES   No