Digitability



February Week 3 Digitability Stadium

A Football-themed Budgeting Activity















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











Curriculum Categories



- · Sharing & Connecting Online
- Using Online Accounts
- Workplace Technology





- Flexible Thinking/Problem
- Solving
- Active Listening Interpreting Directions



- Expressive/Receptive Language
- Workplace Communication
- . Giving, Receiving, & Interpreting Feedback



- Self-regulation
- Self-advocacy
- Time-on-task Attendance



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



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

Identify Interest

Employment Experience

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

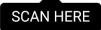
Project Samples





- Resume via Digitability **Workplace Partner Projects**
- **Digital Project to Showcase** to Employers
- **Interview Talking Points from Digitability Work Experience**
- Self-Advocacy Plan





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



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 | î |
| Movie Day | 10 | ô |
| Preferred Activity | 5 | î |
| Classroom Bills | | |
| bill type | amount | |
| Rent | 20 | î |
| Electric Bill | 10 | î |

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.



Materials

- Digitability Stadium Catalogue (printed or displayed)
- Differentiated Budgeting Activity Worksheets
- Calculator (as needed)
- Pencil

Instructions:

- Using the Digitability Stadium Catalogue, students will answer questions related to the prices of items shown (tickets, snacks, and souvenirs).
- Students (independently or with assistance) will complete differentiated budgeting activity worksheets depending on their level of needed support.
- Students will answer questions about the activity and earn Bankability dollars for following directions, participating, and remaining on-task.
- Teachers will upload dollar amounts to the students' Bankability accounts (if applicable).

Differentiated Instruction:

- Tier 1: Students will answer word problems regarding a budget and asked to make purchases from Digitability Stadium without exceeding their given amount. They will determine if they have enough money in their budgets to make purchases.
- Tier 2: Students will determine if the amount of money in their given budgets is enough to purchase specific items within the Digitability Stadium Catalogue.
- Tier 3: Students will circle the correct number of dollars needed to make a purchase from the Digitability Stadium Catalogue

Incorporate Bankability:

- Students will answer questions about the activity and earn Bankability dollars for following directions, participating, and remaining on-task.
- Teachers will enter dollar amounts to the students' Bankability accounts.
 Learn more about Virtual Banking with Bankability here.

Digitability Stadium Catalogue













Digitability Stadium Catalogue













Ticket Prices

UPPER DECK LOWER DECK \$70 CENTER FIELD \$85 FRONT ROW

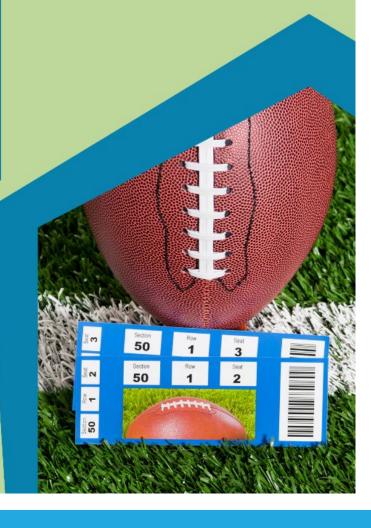
\$55

\$100

BUY NOW













Digitability Stadium Catalogue







Snacks







Popcorn Small \$3 Large \$5



















Digitability Stadium Catalogue







Souvenirs





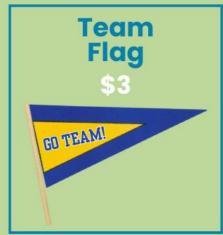


















| Digitability | Name | | Date | |
|--------------|------------|-----------------------|----------|--------|
| Digitability | T1 Digital | ability Stadium Budge | eting Ac | tivity |

Directions: Use the Digitability Stadium Catalogue to to make purchases from Digitability Stadium without exceeding your given budget and determine if you have enough money in your budget to make purchases.

| | | | | | | | 4 |
|---|---|---|---|---|---|---|---|
| S | ^ | ^ | n | 2 | r | | 1 |
| J | L | G | | a | | v | |

You have a budget of \$125. You want to buy one ticket, two snacks, and two souvenirs. Write down one potential combination of the items you could purchase.

| Ticket: | Price: | Souvenir: | Price: |
|---------|--------|-----------|---------------|
| Snack: | Price: | Souvenir: | Price: |
| Snack: | Price: | Total: | Under budget? |

Scenario 2

You have a budget of \$75. You want to buy one ticket, one snack, and one souvenir. Write down one potential combination of the items you could purchase.

| Ticket: | Price: | | |
|-----------|--------|--------|---------------|
| Snack: | Price: | | |
| Souvenir: | Price: | Total: | Under budget? |

Scenario 3

You have a budget of \$100. You want to buy one ticket, two snacks, and one souvenir. Write down one potential combination of the items you could purchase.

| Ticket: | Price: | Souvenir: | Price: |
|---------|--------|-----------|---------------|
| Snack: | Price: | | |
| Snack:: | Price: | Total: | Under budget? |

| Digitability |) |
|--------------|---|
| | |



| Name | |
|------|--|

Date

T2 Digitability Stadium Budgeting Activity

Directions: Use the Digitability Stadium Catalogue to determine if the amount of money in your given budgets is enough to purchase specific items within the Digitability Stadium Catalogue.

Scenario 1

You have a budget of \$125. You want to buy a front row ticket, a large popcorn, a large soda, and a beanie. Do you have enough money in your budget to buy all of the items?

| Ticket: | Beanie: |
|----------------|---------------------------|
| Large Popcorn: | Total: |
| Large Soda: | Do you have enough money? |

Scenario 2

You have a budget of \$110. You want to buy a lower deck ticket, large nachos, a small soda, and a jersey. Do you have enough money in your budget to buy all of the items?

| Ticket: | Jersey: |
|---------------|---------------------------|
| Large Nachos: | Total: |
| Small Soda: | Do you have enough money? |

Scenario 3

You have a budget of \$90. You want to buy a lower deck ticket, chicken tenders, a large soda, and a hat. Do you have enough money in your budget to buy all of the items?

| Ticket: | Hat: |
|------------------|---------------------------|
| Chicken Tenders: | Total: |
| Large Soda: | Do you have enough money? |





Name

Date

T3

Digitability Stadium Budgeting Activity

Directions: Use the Digitability Stadium Catalogue to determine the correct price of an item and circle the correct number of dollars needed to purchase the items shown.

Scenario 1

Circle the correct amount of money needed to purchase a front row ticket.













Scenario 2

Circle the correct amount of money needed to purchase a beanie.













Scenario 3

Circle the correct amount of money needed to purchase a salted pretzel.















Payroll ☐ 1st-14th
Period ☐ 15th-30th/31st

Google Template

12/21/11 **Student Name**





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: |
|------|--------------------|------------------------|
| | | |
| | | |
| | | |
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