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.

amazon.com
gift card

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

cnet   SILICON VALLEY SOCIAL INNOVATION SUMMIT   npr   TechCrunch   MSNBC

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!**
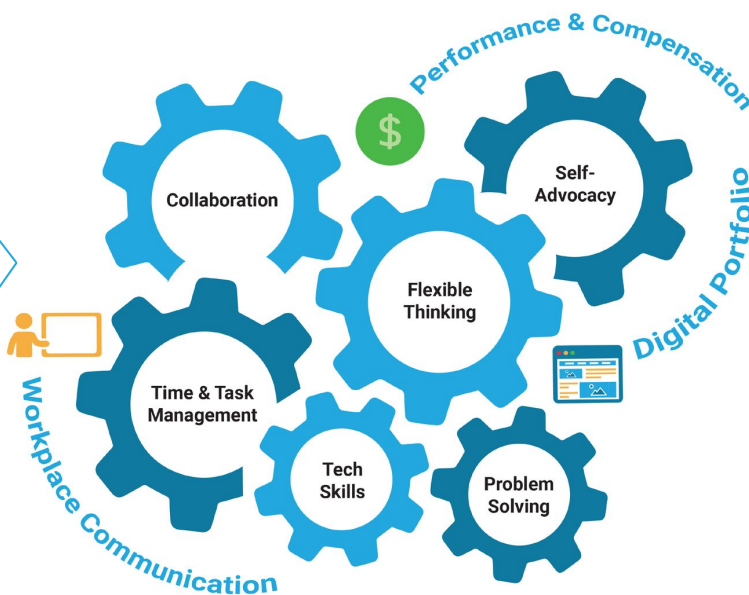
Start Here

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

Digitability.com/bankability

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.

Bankability

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.

SAFE LIFE

UNSAFE

UNSAFE

SAFE

Jenny joins an online chatroom to discuss homework with classmates. She uses a nickname and focuses on discussing homework topics without revealing personal details.

Mark creates a social media profile. He selects profile pictures that do not reveal his school or location.

Sarah receives a message from a stranger asking for her phone number and home address. She immediately reports the message to a trusted adult without responding to the stranger.

Alex's friend wants his log in information for a video game so they can play together. Alex suggests playing together using a guest account or inviting the friend to join through the game's multiplayer features.

Sarah receives a message from a stranger asking for her phone number and home address so they can send her a gift. She thinks that's really nice, so she shares the information.

Digitability

Alex shares his login credentials for an online game with a friend so they can play together, even though they've been warned not to share passwords.

Digitability

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She closes the pop-up window and continues browsing on trusted websites.

Digitability

Lucas receives friend requests on social media from people he doesn't know personally. He carefully evaluates each request and only accepts those from people he knows in real life.

Digitability

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She wants to get the free games, so she clicks on the link.

Lucas receives friend requests on social media from people he doesn't know personally but accepts them all to increase his friend count.

Mia takes an online quiz that asks for personal information like her birthdate, favorite color, and the name of her pet in exchange for a chance to win a prize. She wants to win the prize, so she answers all of the questions.

Tyler accidentally stumbles upon a website with inappropriate content while doing research for a school project. He's curious about it, so he clicks further.

Name

Date

T1 **Internet Safety Activity**

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write what the student should have done instead.

Scenario 1

Jenny joins an online chatroom to discuss homework with classmates. She uses a nickname and focuses on discussing homework topics without revealing personal details.

Scenario 2

Tyler accidentally stumbles upon a website with inappropriate content while doing research for a school project. He's curious about it, so he clicks further.

Scenario 3

Mark creates a social media profile. He selects profile pictures that do not reveal his school or location.

Digitability

T1 Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write what the student should have done instead.

Scenario 4

Mia takes an online quiz that asks for personal information like her birthdate, favorite color, and the name of her pet in exchange for a chance to win a prize. She wants to win the prize, so she answers all of the questions.

Scenario 5

Sarah receives a message from a stranger asking for her phone number and home address. She immediately reports the message to a trusted adult without responding to the stranger.

Scenario 6

Lucas receives friend requests on social media from people he doesn't know personally but accepts them all to increase his friend count.

Name [ ]   Date [ ]

T1   Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write what the student should have done instead.

Scenario 7

Alex's friend wants his login information for a video game so they can play together. Alex suggests playing together using a guest account or inviting the friend to join through the game's multiplayer features.

Scenario 8

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She wants to get the free games, so she clicks on the link.

Scenario 9

Emma receives an email from an unknown sender with an attachment titled "Open Me." She doesn't open it and informs a trusted adult about the suspicious message.

Name _____ Date _____

T1 Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write what the student should have done instead.

Scenario 10

Sarah receives a message from a stranger asking for her phone number and home address so they can send her a gift. She thinks that's really nice, so she shares the information.

Scenario 11

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She closes the pop-up window and continues browsing on trusted websites.

Scenario 12

Alex shares his login credentials for an online game with a friend so they can play together, even though they've been warned not to share passwords.

Digitability

Name [   ] **Date** [   ]

T2   Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write or describe what is unsafe about the behavior.

Scenario 1

Jenny joins an online chatroom to discuss homework with classmates. She uses a nickname and focuses on discussing homework topics without revealing personal details.

Scenario 2

Tyler accidentally stumbles upon a website with inappropriate content while doing research for a school project. He's curious about it, so he clicks further.

Scenario 3

Mark creates a social media profile. He selects profile pictures that do not reveal his school or location.

Digitability

T2 | **Internet Safety Activity**

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write or describe what is unsafe about the behavior.

Scenario 4

Mia takes an online quiz that asks for personal information like her birthdate, favorite color, and the name of her pet in exchange for a chance to win a prize. She wants to win the prize, so she answers all of the questions.

Scenario 5

Sarah receives a message from a stranger asking for her phone number and home address. She immediately reports the message to a trusted adult without responding to the stranger.

Scenario 6

Lucas receives friend requests on social media from people he doesn't know personally but accepts them all to increase his friend count.

Name _____   Date _____

T2 | **Internet Safety Activity**

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write or describe what is unsafe about the behavior.

Scenario 7

Alex's friend wants his login information for a video game so they can play together. Alex suggests playing together using a guest account or inviting the friend to join through the game's multiplayer features.

Scenario 8

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She wants to get the free games, so she clicks on the link.

Scenario 9

Emma receives an email from an unknown sender with an attachment titled "Open Me." She doesn't open it and informs a trusted adult about the suspicious message.

Name _____   Date _____

T2   **Internet Safety Activity**

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write or describe what is unsafe about the behavior.

Scenario 10

Sarah receives a message from a stranger asking for her phone number and home address so they can send her a gift. She thinks that's really nice, so she shares the information.

Scenario 11

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She closes the pop-up window and continues browsing on trusted websites.

Scenario 12

Alex shares his login credentials for an online game with a friend so they can play together, even though they've been warned not to share passwords.

Digitability™

T3 Internet Safety Activity

Directions: Read through the scenarios. Mark iif the behavior shown is safe or unsafe.

Scenario 1

Jenny joins an online chatroom to discuss homework with classmates. She uses a nickname and focuses on discussing homework topics without revealing personal details.

👍 **SAFE**   👎 **UNSAFE**

Scenario 2

Tyler accidentally stumbles upon a website with inappropriate content while doing research for a school project. He's curious about it, so he clicks further.

👍 **SAFE**   👎 **UNSAFE**

Scenario 3

Mark creates a social media profile. He selects profile pictures that do not reveal his school or location.

👍 **SAFE**   👎 **UNSAFE**

Name [   ]   Date [   ]

T3 **Internet Safety Activity**

Directions: Read through the scenarios. Mark iif the behavior shown is safe or unsafe.

Scenario 4

Mia takes an online quiz that asks for personal information like her birthdate, favorite color, and the name of her pet in exchange for a chance to win a prize. She wants to win the prize, so she answers all of the questions.

👍 **SAFE**   👎 **UNSAFE**

Scenario 5

Sarah receives a message from a stranger asking for her phone number and home address. She immediately reports the message to a trusted adult without responding to the stranger.

👍 **SAFE**   👎 **UNSAFE**

Scenario 6

Lucas receives friend requests on social media from people he doesn't know personally but accepts them all to increase his friend count.

👍 **SAFE**   👎 **UNSAFE**

Name [   ]   **Date** [   ]

T3 **Internet Safety Activity**

Directions: Read through the scenarios. Mark iif the behavior shown is safe or unsafe.

Scenario 7

Alex's friend wants his login information for a video game so they can play together. Alex suggests playing together using a guest account or inviting the friend to join through the game's multiplayer features.

👍 **SAFE**   👎 **UNSAFE**

Scenario 8

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She wants to get the free games, so she clicks on the link.

👍 **SAFE**   👎 **UNSAFE**

Scenario 9

Emma receives an email from an unknown sender with an attachment titled "Open Me." She doesn't open it and informs a trusted adult about the suspicious message.

👍 **SAFE**   👎 **UNSAFE**

Name [　　　　　] Date [　　　　　]

T3 | **Internet Safety Activity**

Directions: Read through the scenarios. Mark iif the behavior shown is safe or unsafe.

Scenario 10

Sarah receives a message from a stranger asking for her phone number and home address so they can send her a gift. She thinks that's really nice, so she shares the information.

SAFE   UNSAFE

Scenario 11

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She closes the pop-up window and continues browsing on trusted websites.

SAFE   UNSAFE

Scenario 12

Alex shares his login credentials for an online game with a friend so they can play together, even though they've been warned not to share passwords.

SAFE   UNSAFE

DOLLAR TRACKER

Digitability™

SE1.TRACKER

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

Payroll Period

☐ 1st-14th
☐ 15th-30th/31st

1.GOALS   MY INCOME GOALS: WARM UP ACTIVITY

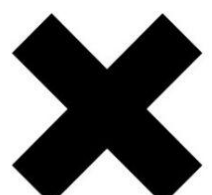**Directions:** Keep this page safe! After each lesson, mark down the date and the dollars you earned.

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

DATE	GOAL Income	DOLLARS EARNED:

YES ✓   **No** ✗