



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

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 and saving)

Transition

- ▲ Interviewing
- ▲ Applying for Jobs
- ▲ Digital Projects

Employment Experience

Identify Interest

Getting Hired to Work

Performance Reviews

Portfolio + Interview

Work-Ready!



Start Here

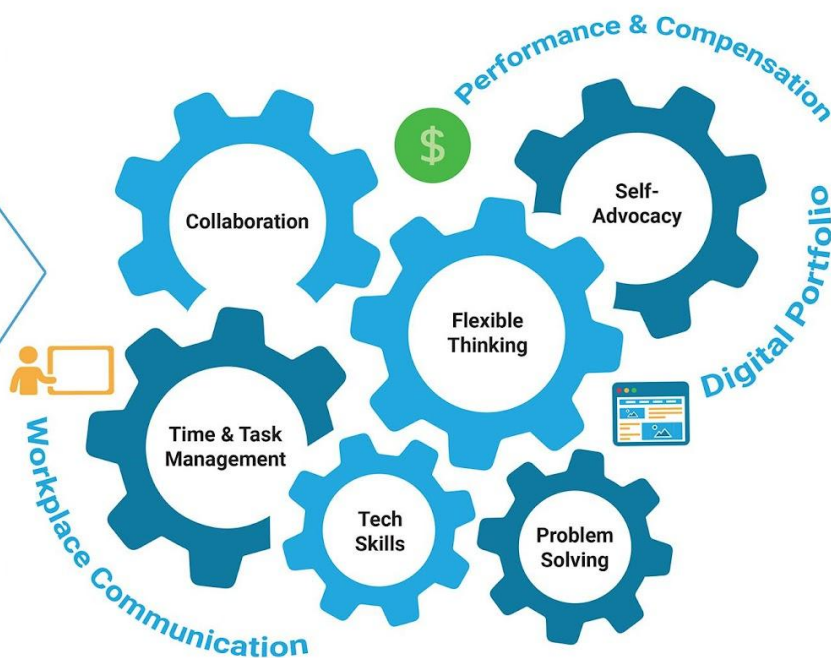
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



Apply for a Job

Project Samples

- Coffee Shop
- YouTube Marketing
- A13 2Bc 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
- Rewards Program



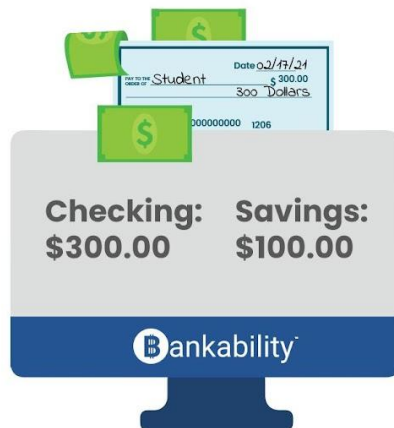
The First Virtual Banking System for Special Education Students

Powered By
Digitability

Bankability allows students to experience a modern banking app while learning financial literacy and workplace behavior.

Online Banking is Here!

Bankability works with The Digitability Social Economy, where students earn (and later spend) virtual money for practicing workplace behavior. With Bankability, students now receive direct deposits on payday, review pay stubs and personal bank statements.



Pay Bills and Purchase Rewards

Using Bankability, students manage their checking and savings accounts, pay bills, shop, and review their finances all from their online bank account. Teachers can customize classroom bills and rewards, run payroll, and approve purchase requests all from their Bankability dashboard.

Data & IEP Progress Reports

Bankability also allows teachers to track workplace readiness progress using Digitability's Individual Education Program (IEP) Transition Goal Bank. Assigning each dollar to a behavior will allow teachers to track that behavior overtime. Reports can be generated at the click of a button and shared with their Special Education Team.



Get Bankability Here!

Classroom Routines and Procedures

Materials:

- Classroom Routines and Procedures Checklist
- Bankability Dollars
- Bankability Dollar Tracker
- Yes/No Answer Board

Directions:

Use the provided checklist to recall common classroom routines and procedures you might need to go over to remind students of expectations. Students will describe/explain or answer questions about different classroom scenarios. Award one Bankability Dollar for each routine or procedure described correctly.

Differentiation:

Tier 1: Students can write a paragraph or bulleted sequence to explain a classroom routine or procedure.

Tier 2: Students can verbally describe or explain a classroom routine or procedure.

Tier 3: Students can use the Yes/No Image Board or a thumbs up/down to show whether or not a classroom routine is described correctly (Example: When we are in the hallway, do we run? Answer: Point to No)

Alternatives: Students can act out the routine or procedure to model and practice expected behavior



Classroom Routines and Procedures

In the Morning:

- ☐ Entering the classroom
- ☐ Putting away your backpack
- ☐ Morning meeting
- ☐ Warm up activity
- ☐ What to do if you're tardy

In the Classroom:

- ☐ Checking the schedule
- ☐ Noise level expectations
- ☐ Using the bathroom
- ☐ Going to a water fountain
- ☐ Going to the nurse
- ☐ Going to the office
- ☐ Turning in homework
- ☐ Turning In assignments
- ☐ Using classroom technology
- ☐ Needing extra supplies
- ☐ Sharpening your pencil
- ☐ Needing a tissue
- ☐ Getting your teacher's attention
- ☐ Food and drink in the classroom
- ☐ Working Independently
- ☐ Working with a partner
- ☐ Working with a group
- ☐ Having class discussions
- ☐ Classroom expectations
- ☐ School-wide expectations
- ☐ Early finishers

In the Classroom, cont:

- ☐ If you've been absent
- ☐ Classroom jobs
- ☐ Organizing your desk
- ☐ Organizing your locker
- ☐ Organizing your backpack
- ☐ Classroom visitors

Transition Times:

- ☐ Lining up
- ☐ Going in the hallway
- ☐ Fire drills
- ☐ Tornado Drills
- ☐ Lockdown Drills
- ☐ Assemblies
- ☐ Changing classes
- ☐ Schedule Changes
- ☐ Going to your locker
- ☐ Switching supplies
- ☐ Cleaning up
- ☐ Lunchroom expectations
- ☐ Recess/Free time

In the Afternoon:

- ☐ What to do if you check out early
- ☐ Cleaning the classroom
- ☐ Packing your backpack
- ☐ Lining up for dismissal
- ☐ Walking to the bus or car line



BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

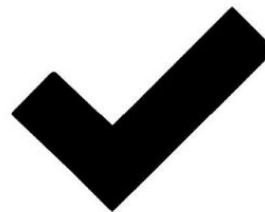
SE1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

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



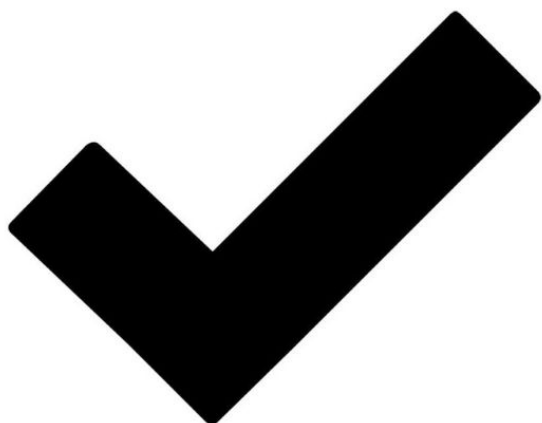
Find All Bills Here



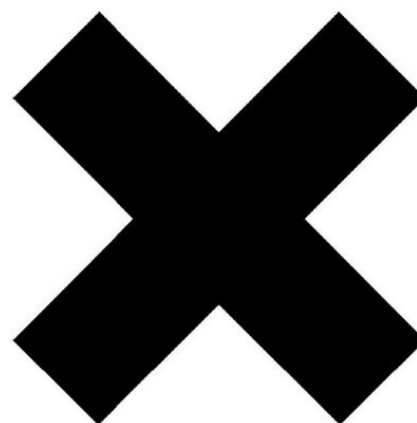
YES OR NO IMAGE EXCHANGE CARD

SE1.IEC.Y/N

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



YES



NO



Paragraph Exit Ticket

Name:

Date:

Vocab Word
Routine and Procedures

Directions: Write a paragraph using this lesson's vocabulary word. Be sure to describe what it is and provide examples. Include any ways it may be used in the workplace.

[illegible]

Name:

Date:

Define:

Sentence:

**Routines and
Procedures**

Examples:

Draw/Find Picture

Name:

Date:

ROUTINES AND PROCEDURES

ROUTINES AND PROCEDURES
TELL US WHAT TO DO AND
HOW TO ACT IN THE
CLASSROOM.