

Digitability™



July Week 2

Online Gaming Safety



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

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

Identify Interest

Employment Experience

Work-Ready!

Getting Hired to Work

Performance Reviews

Portfolio + Interview



Start Here

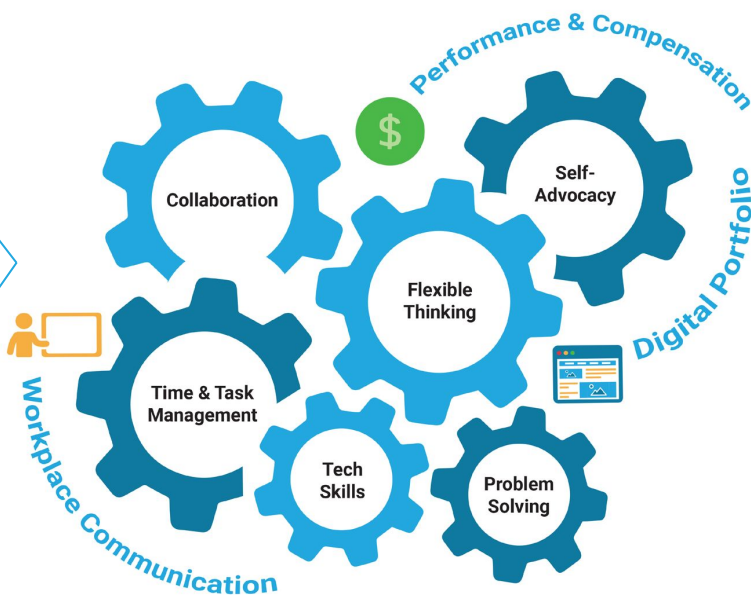
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



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
- 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	
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



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) Tell students they are going to learn about how and why it is important to stay safe while playing online video games. Tell students, ***“It is important to follow certain rules when playing video games online to keep yourself safe.”***
- 2) Distribute work sheets to students.
- 3) Tell students, ***“Read the passage at the top of your paper. Using the information in the passage, answer the questions about online gaming safety.”***

Differentiated Instruction:

- Tier 1: Students will answer open ended questions regarding online gaming safety.
- Tier 2: Students will select the correct answer regarding online gaming safety
- Tier 3: Students will select Yes or No to answer questions regarding online gaming safety.
- Optional- Read the passage aloud with your students or have your students take turns reading the passage aloud.

Incorporate Bankability:

- Students may receive Bankability dollars for correct answers.
- Students may receive Bankability dollars for following directions and participating.



T1

Online Gaming Safety

Directions: Read or listen to the passage about online gaming safety; use the information in the passage to answer the questions.

Video games are fun and exciting, letting us explore new worlds and complete challenges. When we play video games online, we can meet and play with people from all over the world. It's important to stay safe while doing this. We should never share our real name, address, or phone number with anyone online. If someone says or does something that makes us uncomfortable, we should tell a parent or an adult we trust right away. It's also good to use a nickname instead of our real name and to only play games that our parents say are okay. By following these rules, we can have fun and stay safe while playing video games.

1. What can video games let you do?

2. What three things should you not share with anyone while playing online games?

3. What should you do if someone does something that makes you uncomfortable?

4. Why is it important to follow these rules?



T2

Online Gaming Safety

Directions: Read or listen to the passage about online gaming safety; use the information in the passage to answer the questions.

Video games are fun and exciting, letting us explore new worlds and complete challenges. When we play video games online, we can meet and play with people from all over the world. It's important to stay safe while doing this. We should never share our real name, address, or phone number with anyone online. If someone says or does something that makes us uncomfortable, we should tell a parent or an adult we trust right away. It's also good to use a nickname instead of our real name and to only play games that our parents say are okay. By following these rules, we can have fun and stay safe while playing video games.

1. What can video games let you do?

- a. Explore new worlds, complete challenges, and meet new people
- b. Share private information

2. What three things should you not share with anyone while playing online games?

- a. Your real name, address, or phone number
- b. Your favorite color, food, and sports team

3. What should you do if someone does something that makes you uncomfortable?

- a. Ignore them
- b. Tell a trusted adult

4. Why is it important to follow these rules?

- a. So you don't have too much fun
- b. So you can stay safe online



T3

Online Gaming Safety

Directions: Read or listen to the passage about online gaming safety; use the information in the passage to answer the questions.

Video games are fun and exciting, letting us explore new worlds and complete challenges. When we play video games online, we can meet and play with people from all over the world. It's important to stay safe while doing this. We should never share our real name, address, or phone number with anyone online. If someone says or does something that makes us uncomfortable, we should tell a parent or an adult we trust right away. It's also good to use a nickname instead of our real name and to only play games that our parents say are okay. By following these rules, we can have fun and stay safe while playing video games.

1. Online video games can let you meet people from all over the world.

true



false

2. You should never share your favorite color with anyone you meet online.

true



false

3. If someone does something online that makes you uncomfortable, you should tell a trusted adult.

true



false

4. These rules are in place to keep you from having fun when playing games online.

true



false

Digitability™



Supplemental Materials

[illegible]



BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

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.

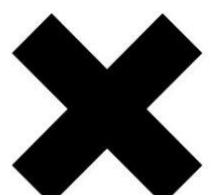


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No



[Find All Bills Here](#)