

Digitability™



July Week 3

Electronic Greetings



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



- 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

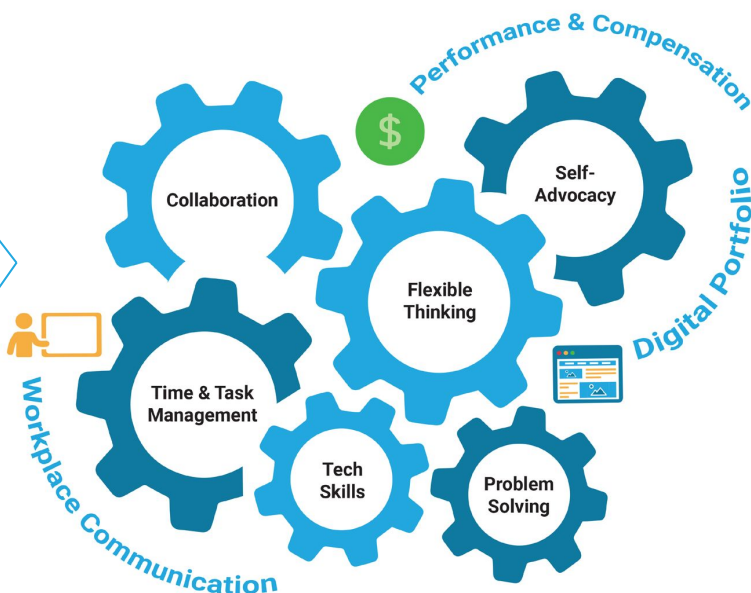
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



Apply for a Job

Project Samples

- 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) Explain that greeting cards are a fun way to let someone know you are thinking about them. Ask students if they have ever received a greeting card (birthday card, holiday card, get well soon card, etc).
- 2) Tell students that electronic greeting cards are similar to greeting cards, except they are delivered via email.
- 3) Distribute work sheets to students.
- 4) Inform students that they will be creating their own examples of electronic greeting cards on the worksheets.

Differentiated Instruction:

- Tier 1: Students will write an email to someone of their choosing to share a greeting card. They will cut out images provided and glue them into the email body box and write their own message with at least three full sentences. They will create an appropriate subject line and add the email address (if known) in the correct fields.
- Tier 2: Students will identify the email body, recipient field, and subject line. They will cut out images provided and glue them into the email body box. They will write an email message to someone of their choosing to share a greeting.
- Tier 3: Students will point to the email body, recipient field, and subject line. They will cut out an image and the matching message to send a greeting to someone of their choosing..

Incorporate Bankability:

- Students may receive Bankability dollars for identifying the parts of an email.
- Students may receive Bankability dollars for following directions and participating.

Tier 1

Directions: Look at the Gmail Window. Add you recipient's email address and create an appropriate subject line. Decide what type of greeting card you want to create. Cut out the image that represents that greeting and write an email message to your recipient with at least three full sentences.

New Message

Recipients

Subject

Attach Image Here

Sans Serif | T | B | I | U | A | | | | | | | | | |

Send

A | | | | | | | | | |

Saved | |

Tier 2

Directions: Look at the Gmail Window. Add you recipient's email address and create an appropriate subject line. Decide what type of greeting card you want to create. Cut out the image that represents that greeting and write an email message to your recipient.

New Message

Recipients

Subject

Attach Image Here

Sans Serif | T | B I U A | | | | | | | | | |

Send | A | | \$ | | | | | Saved |

Tier 3

Directions: Look at the Gmail Window. Identify the Recipient Line and the Subject Line. Decide what type of greeting card you want to create. Cut out the image and message that represents that greeting.

New Message

Recipients

Subject

Attach Image Here

Attach Message Here

Sans Serif | T | B | I | U | A | | | | | | | | |

Send | A | | | | | | | | | Saved | |



I hope your birthday is great!

From,

I am very excited for you!

From,

I hope I can see you soon!

From,

Sorry you don't feel well!

From,

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.

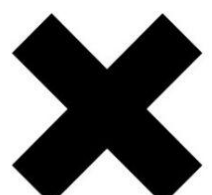


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No



[Find All Bills Here](#)