

Digitability™



July Week 4

Digitability Ice Cream Shop

A Sweet Budgeting Activity



TechCrunch





Digitability™
Be Work Ready!

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

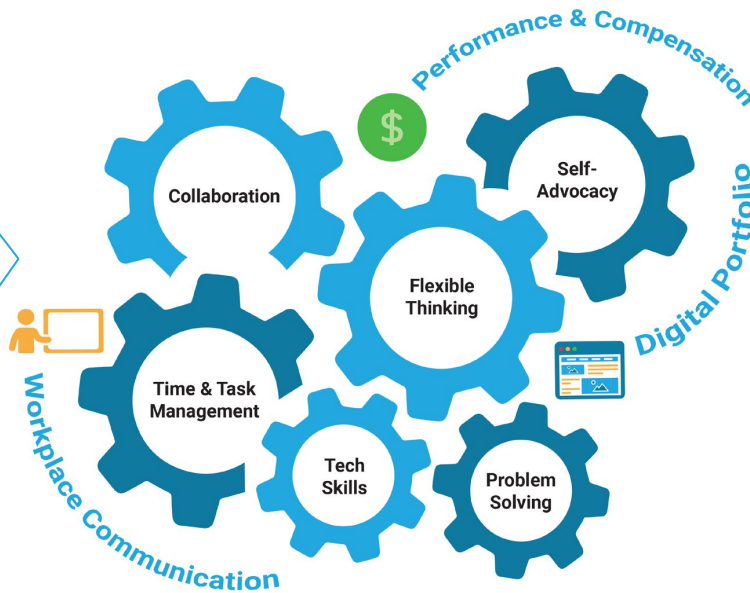
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



Apply for a Job

Project Samples

- Coffee Shop
- YouTube Marketing
- A1-3, 2B-C 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	<input type="checkbox"/>
Movie Day	10	<input type="checkbox"/>
Preferred Activity	5	<input type="checkbox"/>
Classroom Bills		
bill type	amount	
Rent	20	<input type="checkbox"/>
Electric Bill	10	<input type="checkbox"/>

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 Ice Cream Shop menu (printed or displayed)
- Differentiated Budgeting Activity Worksheets
- Calculator (as needed)
- Pencil

Instructions:

- Using the Digitability Ice Cream Shop menu, students will answer questions related to the prices of items shown.
- 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 be asked to make purchases from Digitability Ice Cream Shop 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 Ice Cream Shop.
- Tier 3: Students will circle the correct number of dollars needed to make a purchase from the Digitability Digitability Ice Cream Shop.

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 Ice Cream Shop Menu



Digitability
Be Work Ready!



Digitability Ice Cream Shop

Pick Your Size



Scoops

Single	\$3
Double	\$5
Triple	\$8



Soft Serve

Small	\$2
Medium	\$4
Large	\$6

Choose Your Cone



Waffle Cone

\$2



Cake Cone

\$1



Chocolate-dipped
Waffle Cone

\$3

Choose Your Toppings- \$1 each

Sprinkles



Chocolate Chips



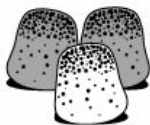
Chocolate Syrup



Nuts



Candy



Strawberries



Name

Date



T1

Digitability Ice Cream Shop Budgeting Activity

Directions: Use the Digitability Ice Cream Shop menu to answer the questions below.

Scenario 1

Thomas has \$7 to spend. Write down an order that Thomas can purchase that costs exactly \$7.

Scenario 2

Rachel has \$13 to spend. Write down an order that Rachel can purchase that costs exactly \$13.

Scenario 3

Alex has \$10 to spend. Write down an order that Alex can purchase that costs exactly \$10.

Name Date 

T1

Digitability Ice Cream Shop Budgeting Activity

Directions: Use the Digitability Ice Cream Shop menu to answer the questions below.

Scenario 4

Kate has \$10. She wants to buy a triple scoop in a cone with sprinkles. What kind of cone should Kate buy to stay within her budget?

Scenario 5

Mike has \$12. He wants to buy a double scoop in a chocolate-dipped waffle cone. How many toppings can he add to his ice cream without going over his budget?

Scenario 6

Tom and Jane each order ice cream. Tom orders a large soft-serve ice cream in a bowl with chocolate syrup and nuts. Jane orders a single scoop in a waffle cone with sprinkles. Whose order costs the most?

Name Date 

T2

Digitability Ice Cream Shop Budgeting Activity

Directions: Use the Digitability Ice Cream Shop menu to determine if the customer has enough money to pay for their order.

Scenario 1

Ali has \$9. She wants to order a medium soft serve in a waffle cone with nuts. Does Ali have enough money?

Scenario 2

Jason has \$14. He wants to order a double scoop in a chocolate-dipped waffle cone with chocolate chips and sprinkles. Does Jason have enough money?

Scenario 3

Madison has \$7. She wants to order a double scoop in a bowl with all of the toppings! Does Madison have enough money?

Name Date 

T2

Digitability Ice Cream Shop Budgeting Activity

Directions: Use the Digitability Ice Cream Shop menu to determine if the customer has enough money to pay for their order.

Scenario 4

Daniel has \$8. He wants to order a large soft serve in a cake cone with strawberries. Does Daniel have enough money?

Scenario 5

Jessica has \$11. She wants to order a medium soft-serve in a chocolate-dipped waffle cone and a single scoop in a cup. Does Jessica have enough money?

Scenario 6

Chris has \$13. He wants to order a triple scoop in a waffle cone with chocolate chips and chocolate syrup. Does Chris have enough money?



T3

Digitability Ice Cream Shop Budgeting Activity

Directions: Use the Digitability Ice Cream Shop menu 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 single scoop in a cake cone.



Scenario 2

Circle the correct amount of money needed to purchase large soft-serve in a waffle cone.



Scenario 3

Circle the correct amount of money needed to purchase a double scoop in a chocolate-dipped waffle cone with strawberries and nuts.





T3

Digitability Ice Cream Shop Budgeting Activity

Directions: Use the Digitability Ice Cream Shop menu to determine the correct price of an item and circle the correct number of dollars needed to purchase the items shown.

Scenario 4

Circle the correct amount of money needed to purchase a small soft serve in a bowl with chocolate chips.



Scenario 5

Circle the correct amount of money needed to purchase a triple scoop in a waffle cone with candy.



Scenario 6

Circle the correct amount of money needed to purchase a single scoop in a chocolate-dipped waffle cone.



Digitability™



Supplemental Materials



TechCrunch





BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

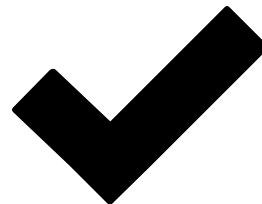
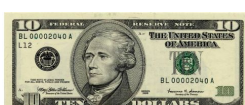
1. GOALS MY INCOME GOALS: WARM UP ACTIVITY

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

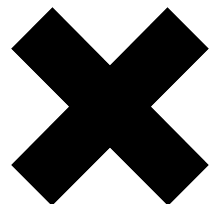


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No



[Find All Bills Here](#)