# Digitability

**Digitability**

# March Week 3 Digitability Stadium

## A Basketball-themed Budgeting Activity

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.

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**

c|net     SILICON VALLEY SOCIAL INNOVATION SUMMIT     n|p|r     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

## Identify Interest

## Employment Experience

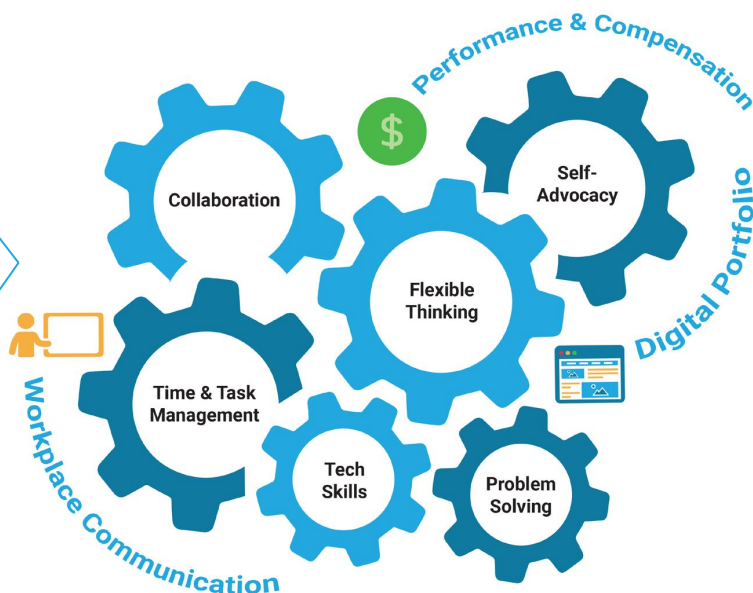| Getting Hired to Work | Performance Reviews | Portfolio + Interview |

## 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
- Data Entry
- Website Creation
- Choose Your Own

*Performance & Compensation*

*Workplace Communication*

*Digital Portfolio*

- 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

**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

**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**
SE3

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 Stadium Catalogue (printed or displayed)
- Differentiated Budgeting Activity Worksheets
- Calculator (as needed)
- Pencil

# Instructions:

- Using the Digitability Stadium Catalogue, students will answer questions related to the prices of items shown (tickets, snacks, and souvenirs).
- 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 asked to make purchases from Digitability Stadium 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 Stadium Catalogue.
- Tier 3: Students will circle the correct number of dollars needed to make a purchase from the Digitability Stadium Catalogue

# 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
Be Work Ready!

# WELCOME TO

# DIGITABILITY
# STADIUM

## TICKETS SNACKS SOUVENIRS

Digitability

DIGITABILITY STADIUM

# Ticket Prices

| | |
|---|---|
| UPPER DECK | $55 |
| LOWER DECK | $70 |
| CENTER COURT | $85 |
| FRONT ROW | $100 |

**BUY NOW**

Section **Court Side** | Row **1** | Seat
Section **Court Side** | Row **1** | Seat **3**

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# DIGITABILITY STADIUM

# Snacks

## Popcorn

Small $3
Large $5

## Hot Dog

Plain $4
Chili Dog $5

## Soda

Small $3
Large $5

## Nachos

Small $5
Large $7

## Bottle of Water

$2

## Salted Pretzel

$3

## Chicken Tenders

$7

# Digitability Stadium Catalogue

DIGITABILITY STADIUM

# Souvenirs

**Hat**
$10

**T-Shirt**
$20

**Beanie**
$15

GO TEAM!

**Jersey**
$30

01

**Foam Finger**
$2

WE'RE #1

**Mini Basketball**
$7

**Team Flag**
$3

GO TEAM!

Name [ ]     Date [ ]

**T1**  **Digitability Stadium Budgeting Activity**

Directions: Use the Digitability Stadium Catalogue to to make purchases from Digitability Stadium without exceeding your given budget and determine if you have enough money in your budget to make purchases.

## Scenario 1

**You have a budget of $125. You want to buy one ticket, two snacks, and two souvenirs. Write down one potential combination of the items you could purchase.**

| Ticket: | Price: | Souvenir: | Price: |
|---|---|---|---|
| Snack: | Price: | Souvenir: | Price: |
| Snack: | Price: | Total: | Under budget? |

## Scenario 2

**You have a budget of $75. You want to buy one ticket, one snack, and one souvenir. Write down one potential combination of the items you could purchase.**

| Ticket: | Price: | | |
|---|---|---|---|
| Snack: | Price: | | |
| Souvenir: | Price: | Total: | Under budget? |

## Scenario 3

**You have a budget of $100. You want to buy one ticket, two snacks, and one souvenir. Write down one potential combination of the items you could purchase.**

| Ticket: | Price: | Souvenir: | Price: |
|---|---|---|---|
| Snack: | Price: | | |
| Snack:: | Price: | Total: | Under budget? |

## Digitability Stadium Budgeting Activity

**T2**

Directions: Use the Digitability Stadium Catalogue to determine if the amount of money in your given budgets is enough to purchase specific items within the Digitability Stadium Catalogue.

### Scenario 1

**You have a budget of $125. You want to buy a front row ticket, a large popcorn, a large soda, and a beanie. Do you have enough money in your budget to buy all of the items?**

| | |
|---|---|
| Ticket: | Beanie: |
| Large Popcorn: | Total: |
| Large Soda: | Do you have enough money? |

### Scenario 2

**You have a budget of $110. You want to buy a lower deck ticket, large nachos, a small soda, and a jersey. Do you have enough money in your budget to buy all of the items?**

| | |
|---|---|
| Ticket: | Jersey: |
| Large Nachos: | Total: |
| Small  Soda: | Do you have enough money? |

### Scenario 3

**You have a budget of $90. You want to buy a lower deck ticket, chicken tenders, a large soda, and a hat. Do you have enough money in your budget to buy all of the items?**

| | |
|---|---|
| Ticket: | Hat: |
| Chicken Tenders: | Total: |
| Large  Soda: | Do you have enough money? |

**T3** | **Digitability Stadium Budgeting Activity**

Directions: Use the Digitability Stadium Catalogue to determine the correct price of an item and circle the correct number of dollars needed to purchase the items shown.
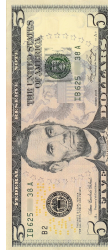
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## Scenario 1

**Circle the correct amount of money needed to purchase a front row ticket.**



## Scenario 2

**Circle the correct amount of money needed to purchase a beanie.**



## Scenario 3

**Circle the correct amount of money needed to purchase a salted pretzel.**

# Digitability™

# DOLLAR TRACKER

**SE1.TRACKER**

**Payroll Period**
☐ 1st-14th
☐ 15th-30th/31st

**Google Template**

| Student Name | 11/12/21 | | | | | | | | | | | | Exit Ticket Date: | Exit Ticket Date: | Total Payroll |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | | | | |
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1.GOALS   MY INCOME GOALS: WARM UP ACTIVITY

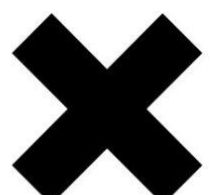**Directions:** Keep this page safe! After each lesson, mark down the date and the dollars you earned.

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

| DATE | GOAL Income | DOLLARS EARNED: |
|------|-------------|-----------------|
|      |             |                 |
|      |             |                 |
|      |             |                 |
|      |             |                 |
|      |             |                 |

✔ **YES**          ✖ **No**