

Digitability™



Needs Vs. Wants

November Week 1

Extension 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



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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

Employment Experience

Identify Interest

Getting Hired to Work

Performance Reviews

Portfolio + Interview

Work-Ready!



Start Here

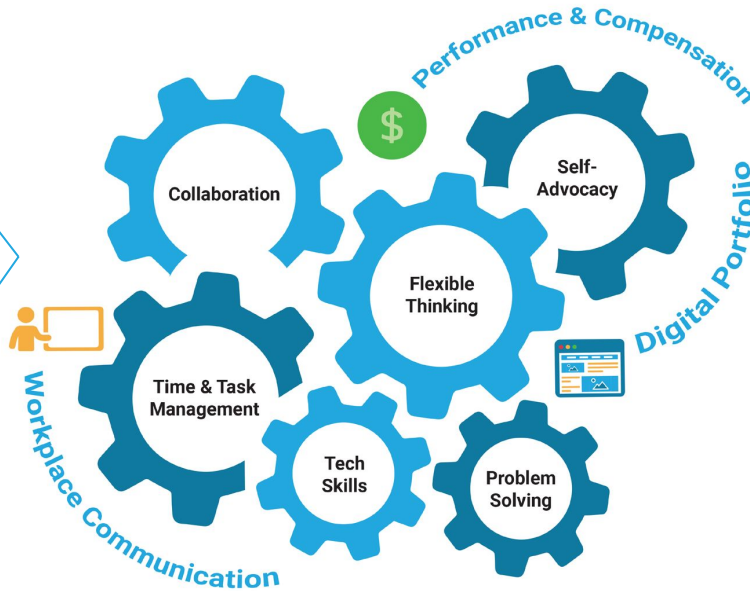
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



Apply for a Job

Project Samples

- Coffee Shop
- YouTube Marketing
- 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.



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Instructions:

- 1) Hang “Wants” and “Needs” poster on opposite walls in room. .
- 2) Tell students ***“We are going to participate in an activity that will help us explore the differences between our wants and needs.”***
- 3) Inform students ***“When creating a budget for yourself, it is important to decide what items you need in your life. Needs are necessary for your survival and health. Items that you want are nice to have and may make you feel good, but if you did not have it you would survive.”***
- 4) Inform students, **“ I am going to read call out an item and you will determine if that is a “need” or a “want” . If it is a “need”, you will walk to this wall.”** Point to wall labeled “Need”. **“If it is something you want, you will walk to this wall.”** Point to wall labeled “Want”.
- 5) Once students have moved to the wall they have selected call on 2-3 students to defend why they chose their position. Repeat for all items on the provided list.

Differentiated Instruction:

- If a student is unable to independently cut, have materials ready for them.
- Some students may be assigned a partner for support.

Incorporate Bankability:

- Teachers will enter dollar amounts to the students’ Bankability accounts. [Click here to learn more about our Virtual Banking System- Bankability](#)
- Students will answer questions during the activity and earn Bankability dollars for following directions, participating, and remaining on-task.



Teacher

WANTS/NEEDS LIST

Directions: Call out each item on the list below and allow students to determine if it is a “want” or a “need” by moving to the correct poster. Call 2-3 students to defend their thinking.

ITEM

- Rent for an apartment
- Cell phone bill
- Groceries
- Bus pass
- A present for your girlfriend
- A soda on your walk home
- Water bill
- A new computer
- Clothes for work
- Electricity bill

NEW DES

WANTS

Name

Date



T1

WANTS/NEEDS LIST

Directions: Read through the list of items and determine if it is a “want” or a “need” by checking the correct box. .

ITEM

NEED

WANT

- Rent for an apartment
- Cell phone bill
- Groceries
- Bus pass
- A present for your girlfriend
- A soda on your walk home
- Water bill
- A new computer
- Clothes for work
- Electricity bill



Supplemental Materials

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BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

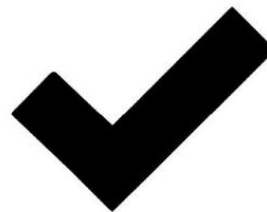
SE1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

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



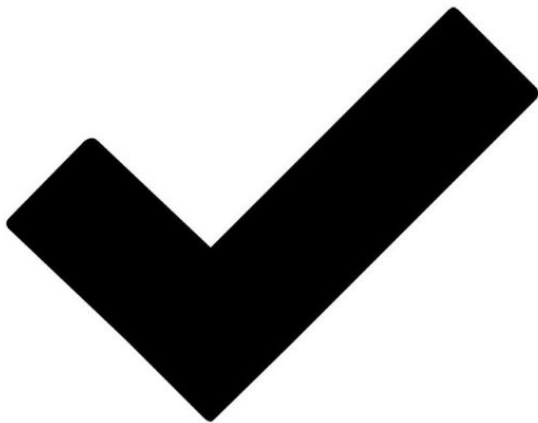
[Find All Bills Here](#)



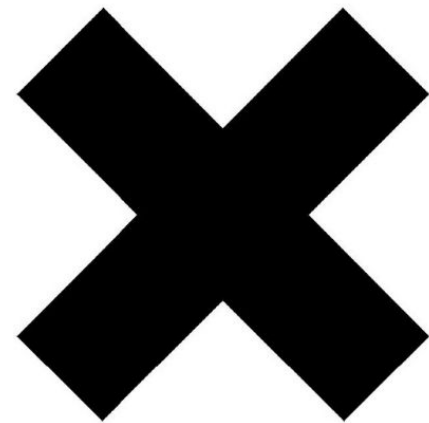
YES OR NO IMAGE EXCHANGE CARD

SE1.IEC.Y/N

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



YES




NO

Like this resource? Want more?

Request a quote to unlock the complete Digitability and Bankability program!

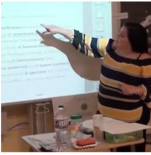
Digitability's work-ready program has everything you need.

Bring an easy-to-use life skills curriculum that works for all of your students.



Comprehensive Curriculum

Lesson plans address a *variety of domains* and are scripted and differentiated with all modified resources available as Google Doc templates and print-ready resources.



Virtual Banking App

Bankability is the first special education program that allows students

Get Your FREE Quote and Packet!

First Name*

Last Name*

Title*

School or Organization*

Estimated number of student users:*

Estimated number of teacher users:*

Email*

Phone*

What products are you interested in?*

Click Here!

