Digitability



Income and Expenses

Extension Activity















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.





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



- Self-advocacy
- Time-on-task Attendance



- Flexible Thinking/Problem
- Solving
- Active Listening Interpreting Directions



- Expressive/Receptive Language
- Workplace Communication
- . Giving, Receiving, & Interpreting Feedback

- Self-regulation



- 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

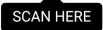
Project Samples





- Resume via Digitability **Workplace Partner Projects**
- **Digital Project to Showcase** to Employers
- **Interview Talking Points from Digitability Work Experience**
- Self-Advocacy Plan





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











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	î
Movie Day	10	ô
Preferred Activity	5	î
Classroom Bills		
bill type	amount	
Rent	20	î
Electric Bill	10	î

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) Distribute T1, T2, or T3 resources to students.
- 2) Tell students "We are going to practice calculating "Income," the money you earn and "Expenses," the money that you spend.
- 3) Inform students "When you earn income, money is added to your account balance. When you have expenses, money is subtracted from your account balance."
- 4) Inform students, "Working with your group, you will pick take turns picking income and expense cards." Model pulling a card.. "Based on what the card says, you will either add the amount to your income or subtract it as an expense." Point to columns on student worksheets.
- 5) Tell students "I'll set a timer for 15 minutes. When the timer goes off, we will review our cards and share out answers."

Differentiated Instruction:

- Complete activity whole group so all students are working on the same card.
- Read cards aloud for students who need assistance
- Provide staff support to monitor activity in small groups

Incorporate Bankability:

- Teachers will enter dollar amounts to the students' Bankability accounts. <u>Click here to learn more about our Virtual Banking System- Bankability</u>
- Students will answer questions during the activity and earn Bankability dollars for following directions, participating, and remaining on-task.











While meeting a friend for breakfast, you ordered coffee and a bagel.

You spend \$11

You receive a check for two weeks of work.

You earned \$115

You came down with a cold and visited Urgent Care.

You owe \$25

During your workday you were seen collaborating with your coworker..

You earned \$6

During your work shift you argued with a coworker about cars.

You spend \$2

Because of your hard work, your boss wants to give you a bonus.

You earned \$25

You receive a tax bill from the IRS.

You owe \$9

You complete all of your assigned tasks.

You earned \$8

Your rent is due on the 1st of the month

You owe \$75

You helped your neighbor shovel their driveway.

You earned \$10





Name	

Date

INCOME & EXPENSES

Directions: As cards are read aloud, track the income and expenses.

DESCRIPTION	INCOME:	EXPENSE:	TOTAL:
Starting balance			\$100

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Date



INCOME & EXPENSES

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

DESCRIPTION	INCOME:	EXPENSE:	TOTAL:
Starting balance			\$100
Pay Check		X	
Breakfast	Х		
Urgent Care	Х		
Collaborating		Х	
Arguing	Х		
Bonus		Х	
Taxes	X		
Task Completion		Х	
Rent	X		
Shoveling		Х	

Total:		



T3 INCOME & EXPENSES

Directions: Trace your monthly income and expenses. Circle your new total. .

DESCRIPTION	INCOME:	EXPENSE:	TOTAL:
Starting balance			\$100
Pay Check			
Breakfast			
Urgent Care		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
Collaborating	\$ \$0.000 \$0.000 \$0.000 \$0.000		
Arguing		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
Bonus	2500 2000 2000 2000 2000 2000 2000 2000		
Taxes		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
Task Completion	\$ 0		
Rent		00000000000000000000000000000000000000	
Shoveling			

Total Amount:

\$15

\$142



Supplemental Materials

Digitability













SE1.TRACKER

Payroll ☐ Period ☐

1st-14th 15th-30th/31st Google Template DOLLAR TRACKER

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to join								
EXIL HICKER TORIE: POLICIE TO TORIE: POLICIE TO TORIE: POLICIE TOR								
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12/2/11								
9								
Student Name								
Stude								





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:























































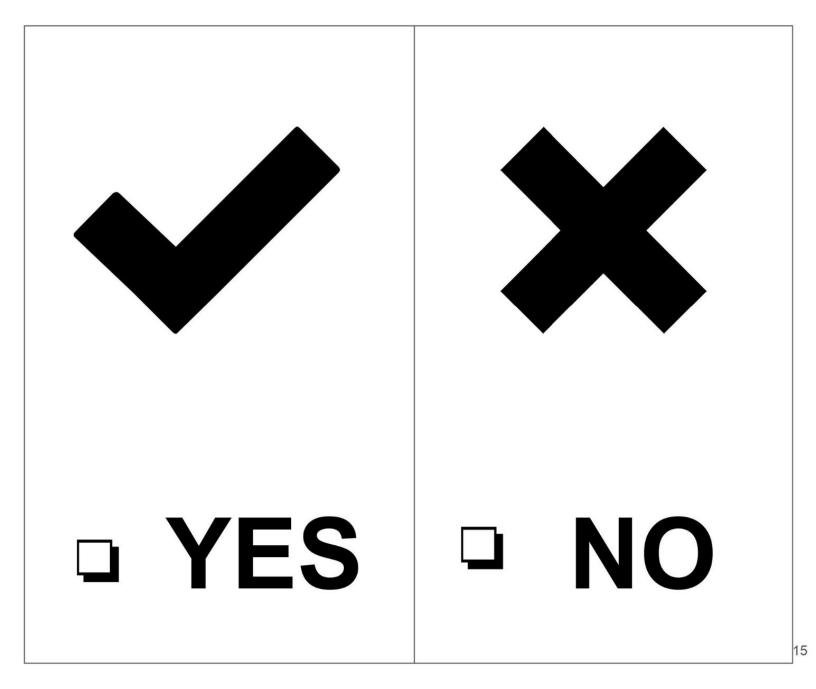
Date



YES OR NO IMAGE EXCHANGE CARD

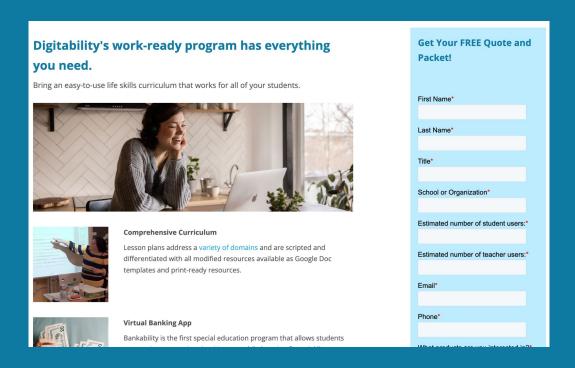
SE1.IEC.Y/N

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



Like this resource? Want more?

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



Click Here!









