Digitability™

Budgeting Basics

Personal Income and Expenses

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

Employment Experience

Identify Interest

Getting Hired to Work

Performance Reviews

Portfolio + Interview
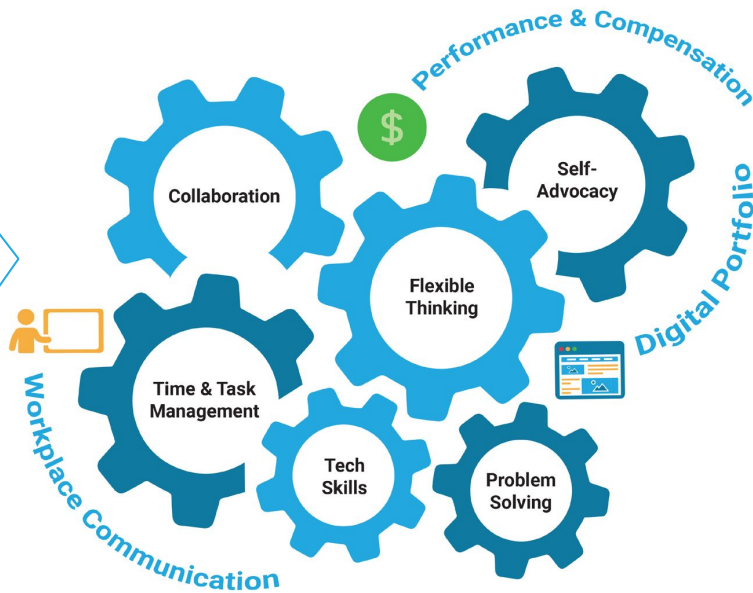
Work-Ready!

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
- Data Entry
- Website Creation
- Choose Your Own

Performance & Compensation

Digital Portfolio

Workplace Communication

- 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

Digitability.com/bankability

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

Bankability

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

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.

Digitability™

Instructions:

1) Distribute T1, T2, or T3 resources to students.

2) Tell students *"We are going to use our last Bank Statement to review our personal income and expenses habits.*

3) Inform students *"Remember that income is added to your account balance. Expenses are subtracted from your account balance."*

4) Inform students, **"I will be handing you your bank statement from last month. You will use your bank statement to fill out your register"** Model identifying information on Bank Statement. **"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 "

6) **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. **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.

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T1 PERSONAL INCOME & EXPENSES

Directions: Use your own bank statement to fill out the information from your last pay day.

Checking Account:	Savings Account:

Monthly Income:
(include behaviors)

Behavior	Amount
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____

Monthly Expenses:
(include bills, rewards, fees for behaviors)

Bill/Reward/Behavior	Amount
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____

Digitability™

Name _____ **Date** _____

T2 PERSONAL INCOME & EXPENSES

Directions: Use your own bank statement to fill out the information from your last pay day.

Checking Account:	Savings Account:

Monthly Income:
(include behaviors)

Monthly Expenses:
(include bills, rewards, fees for behaviors)

Behavior	Amount	Bill/Reward/Behavior	Amount
• Participation	_____	• Bills	_____
• Exit Tickets	_____	• Rewards	_____
• Employee Salary	_____	• Interrupting	_____
• Bonuses	_____	• Off-Task/Not Following Directions	_____
• On-Task/Following Directions	_____	• Arguing	_____
• Collaboration	_____	• Disrespect/Teasing	_____
• Encouraging	_____	• Complaining/Whining	_____
• Helping	_____	• Off-Topic Comment	_____
• Greeting Others	_____	• Aggression	_____
• Problem Solving	_____	• UMAPA	_____
• Sharing	_____		

Digitability™

Name [   ] Date [   ]

T3 **PERSONAL INCOME & EXPENSES**

Directions: Use your own bank statement to fill out the information from your last pay day.

Checking Account:	**Savings Account:**

Monthly Income:
(include behaviors)

Monthly Expenses:
(include bills, rewards, fees for behaviors)

Behavior	Did you earn?	Bill/Reward/Behavior	Did you spend?
• Successful Behavior	✔ YES ✖ NO	• Bills	✔ YES ✖ NO
• Exit Tickets	✔ YES ✖ NO	• Rewards	✔ YES ✖ NO
• Employee Salary	✔ YES ✖ NO	• Problematic Behaviors	✔ YES ✖ NO
• Bonuses	✔ YES ✖ NO		

Supplemental Materials

DOLLAR TRACKER

Digitability™

SE1.TRACKER

Student Name	11/12/21												Exit Ticket Date:	Exit Ticket Date:	Total Payroll

By Digitability

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

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

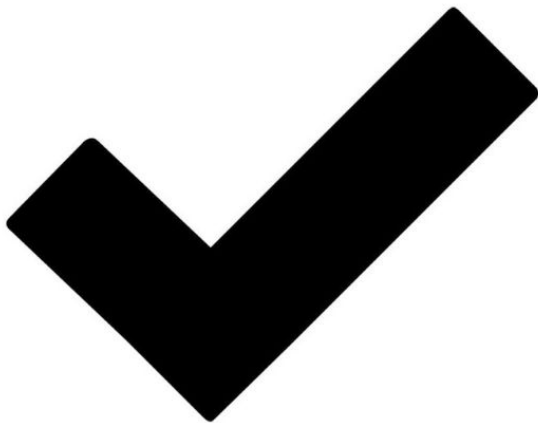| DATE	GOAL Income	DOLLARS EARNED:
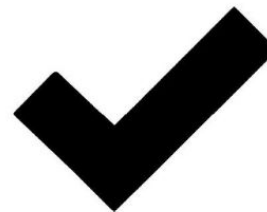
YES   No

Digitability™

Name [   ] Date [   ]

YES OR NO
IMAGE EXCHANGE CARD

Responsibilities

SE1.IEC.Y/N

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

❑ **YES**
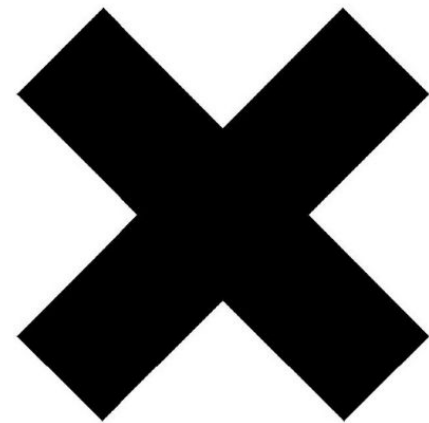
❑ **NO**

Like this resource?
Want more?

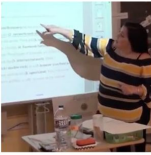# Request a quote to unlock the complete Digitability and Bankability program!

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

Click Here!