



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



TechCrunch



Curriculum Categories



- Sharing & Connecting Online
- Using Online Accounts
- Workplace Technology



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



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



- Self-regulation
- Self-advocacy
- Time-on-task Attendance



- Reading
- Writing
- Financial Literacy (Earning, Spending, & Saving)



- 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

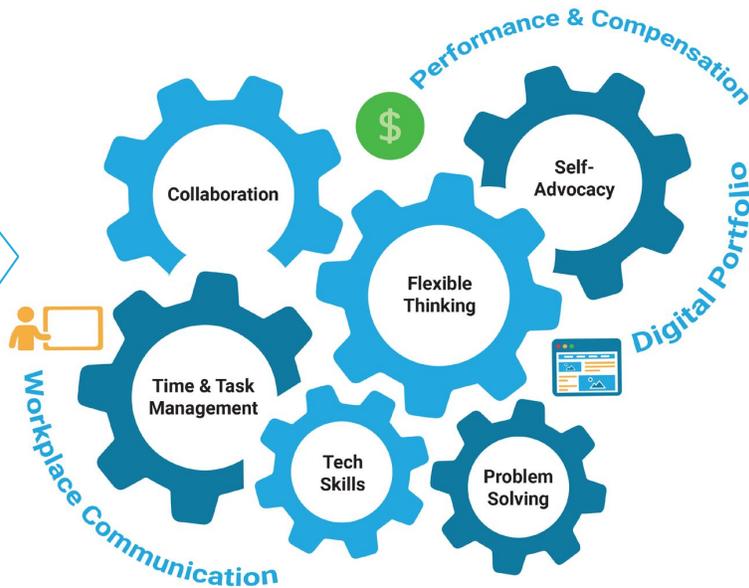
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



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.



Bank Statement Review

Materials:

- Poster board / Chart paper
- Bank Statements for all students (print their own or use examples provided)
- Bankability Dollar Tracker
- Scissors and Glue for T2/T3 students
- Yes/No Answer Board

Directions:

- 1) Hang posters boards around the room to create “stations” around the classroom. Post a topic and question on each poster.
- 2) Divide students evenly into small groups up to 4.
- 3) Each group begins at a different station.
- 4) Teachers will set a timer and students will stay at each station for that set period of time. (1-2 minutes)
- 5) During their time at each station, students will read the question and write or paste their answers on the chart paper. Once their answer is recorded, students should review answers written by other students.
- 6) When the time goes off, students will rotate to the next station, circling around the room.
- 7) This will repeat until each group has visited each station.
- 8) Once all groups have visited all stations, students will will participate in a quick debrief. Students will share what they notice about answers on each poster.

Differentiation:

Tier 1: Students can write a sentences or bulleted sequence to answer posed questions or respond to their peers answers.

Tier 2: Students can dictate answers to peer or staff member to record or use image supports to paste to the poster .

Tier 3: Students can use images to answer questions.

TRANSACTION HISTORY

According to your bank statement, how many many transactions did you make?

INCOME SUMMARY

Which teacher(s) did you
earn the MOST amount of
money from?

BUDGET SUMMARY

What categories did you stay
on or under budget for?

Bills Paid

What bills did you pay on
time this month?

Purchases Made

What did you spend the most money on during the month?
How much did you spend on that reward?

Payroll Earnings Detail

What behaviors did you earn
money for this month?

Payroll Deductions Detail

What behaviors, if any, did
you spend the MOST money
on?



Rylee Lewis
August 2024
Bankability Statement

Checking Account Balance \$135
Savings Account Balance \$210



Transaction History

Date	Description	Account	Amount
08/28/2024	5 minute break	Purchases	-\$10.00
08/25/2024	Homework Pass	Purchases	-\$15.00
08/20/2024	Snack	Purchases	-\$5.00
08/20/2024	Utilities	Bills	-\$15.00
08/20/2024	Internet Fee	Bills	-\$25.00
08/15/2024	Digitability Pay	Digitability Pay	\$178.00
08/08/2024	Snack	Purchases	-\$5.00
08/06/2024	Rent	Bills	-\$40.00
08/01/2024	Digitability Pay	Digitability Pay	\$145.00



Income Summary

Teacher	Dollars Assigned
Nicholas, Katie	\$104.00
Campbell, Lacy	\$173.00
Jobe, Laura	\$131.00



Bills Paid

Type
Utilities (electric/gas/water)
Internet Fee
Rent



Budget Summary

Type	Budgeted Amount
Income	\$380.00
Rewards	\$40.00
Bills	\$80.00
Fees	\$5.00



Purchases Made

Type
Snack



Bills Paid

Type	Amount	Due Date	Date Paid
Utilities	\$15.00	08/15/24	08/12/24
Internet Fee	\$25.00	08/15/24	08/12/24
Rent	\$40.00	08/01/24	08/01/24



Purchases Made

Type	Amount
5 minute break	\$10.00
Homework Pass	\$15.00
Snack	\$10.00



Payroll Earnings Details

Successful Behavior	Earnings
Exit Ticket	\$84.00
Employee Salary	\$21.00
Participation	\$241.00
Bonus	\$60.00



Payroll Deductions Details

Successful Behavior	Earnings
Other, Debit	\$3.00



Supplemental Materials

Digitability



TechCrunch





BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

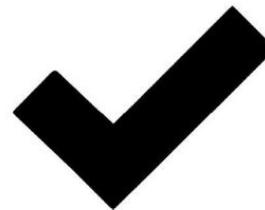
SE1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

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

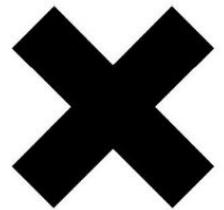


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No



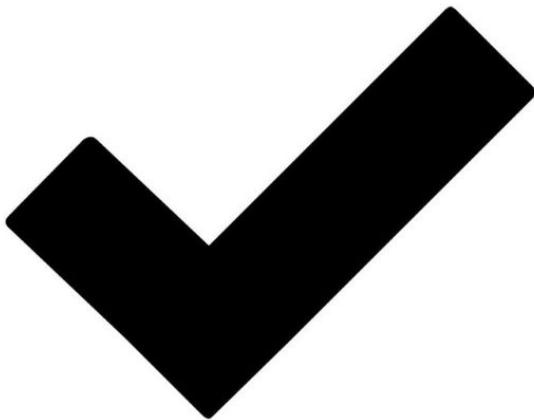
[Find All Bills Here](#)



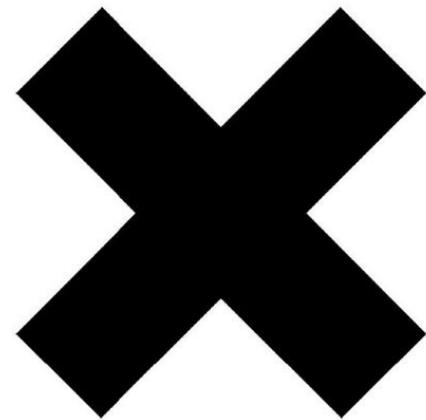
YES OR NO IMAGE EXCHANGE CARD

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!](#)

