



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

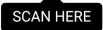
#### **Project Samples**





- 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** 



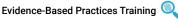
**Data Dashboard** 

### **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 <a href="https://www.digitability.com/bankability">www.digitability.com/bankability</a> to learn more about bringing Bankability to your organization today.





### **Fall Activities**

### **Materials:**

- Fall Activities Catalog
- Fall Activities Worksheet
- Bankability Dollar Tracker
- Student Dollar Tracker
- Yes/No Answer Board

### **Instructions:**

- Using the Fall Activities catalog, students will answer questions related to the prices of activities shown.
- 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 be asked to make purchases from Fall Activities Catalog 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 activities within the Fall Activities catalog.
- Tier 3: Students will circle the correct number of dollars needed to make a purchase from the Fall Activities catalog

### Fall Activities Catalog





ACTIVITY	COST	ACTIVITY	COST
Fall Train Ride	\$35	Hayride	\$30
Apple Picking	<b>\$15</b>	Fall Hike	\$15
Pumpkin Carving	<b>\$15</b>	Baking Class	\$35
Corn Maze	\$20	Clothes Shopping	\$25



Name

Date



### T1) Fall Activities

Directions: Use the list of fall activities to plan a fall day to enjoy

### Scenario 1

You have a budget of \$150. You want to take two friends out to enjoy a fun fall day with you. Select two activities to do with your friends.

Activity #1	Activity #2
x 3 = \$	x 3 = \$

Total Cost:	\$
Cost Activity #2:	\$
Cost Activity #1:	\$

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You have a budget of \$75. You want to make the most of a fall day and complete three activities. Calculate the cost of three activities.

Activity #1:	Activity #2:
Activity #3:	

	COST
Activity #1:	\$
Activity #2:	\$
Activity #3:	\$
Total Cost:	\$

### Scenario 3

You have a budget of \$60. Your friend invites you to join them in a fall outing. They want to do a hayride, a train ride, and pick apples. You can't afford all three activities. What could you suggest instead?



Date



### **Fall Activities**

**Directions:** Use the list of fall activities to plan a fall day to enjoy

### Scenario 1

You have a budget of \$50. You want to join two friends out to enjoy a fun fall day with

you. Select two activities to do with your friends.

Activity #1	Activity #2
= \$(cost)	= \$(cost)

Cost Activity #1:	\$
Cost Activity #2:	\$
Total Cost:	\$

### Scenario 2

You have a budget of \$75. You want to make the most of a fall day and complete three activities. Calculate the cost of three activities.

Fall Train Ride 

Hayride

Apple Picking

Fall Hike

**Pumpkin Carving** 

**Baking Class** 

Corn Maze

Clothes Shopping 

### Scenario 3

You have a budget of \$60. Your friend invites you to join them in a fall outing. They want to do a hayride, a train ride, and pick apples. You can't afford all three activities. What could you suggest instead?



Hike instead of a hayride



Complete the train ride and apple picking



Stay home



Date



### **Fall Activities**

Directions: Use the list of fall activities to plan a fall day to enjoy

### Scenario 1

Circle the correct amount of money needed to take train ride and do a corn maze.













### Scenario 2

Circle the correct amount of money needed to pick apples.













### Scenario 3

Circle the correct amount of money needed to take a baking class.













### **Supplemental Materials**

### Digitability

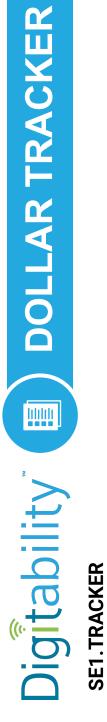












Payroll □
Period □

1st-14th 15th-30th/31st

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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	<b>GOAL Income</b>	<b>DOLLARS EARNED:</b>























































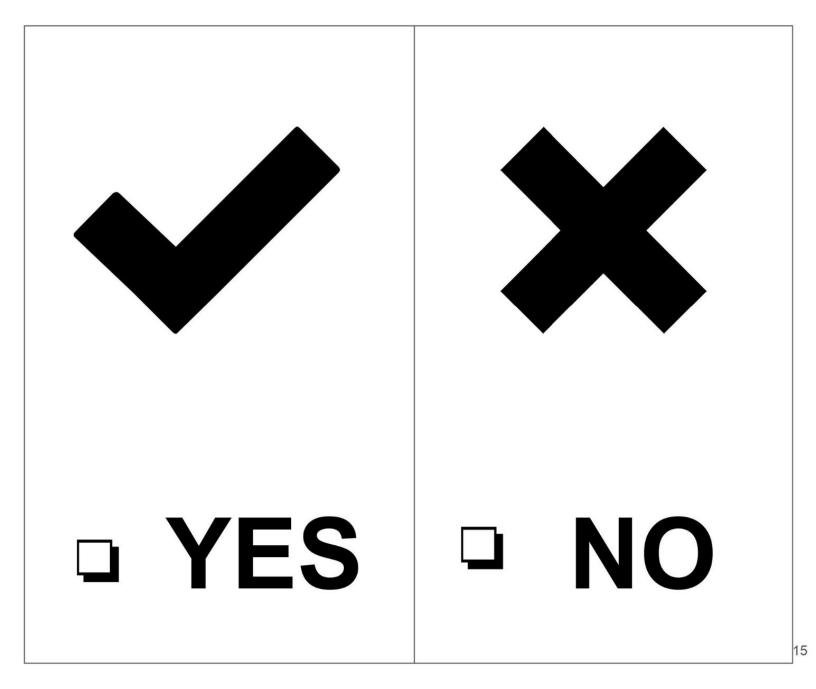
Date



### **YES OR NO IMAGE EXCHANGE CARD**

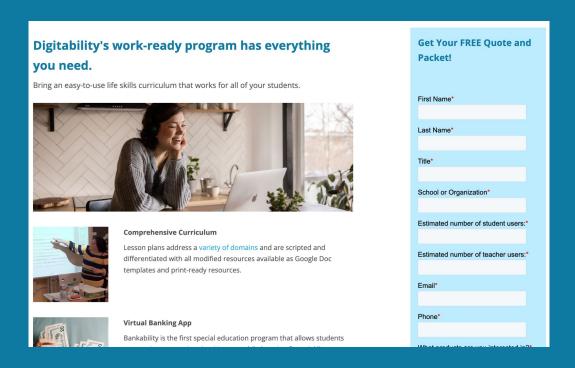
SE1.IEC.Y/N

**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!**









