



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

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

Identify Interest

Employment Experience

Getting Hired to Work

Performance Reviews

Portfolio + Interview

Work-Ready!



Start Here

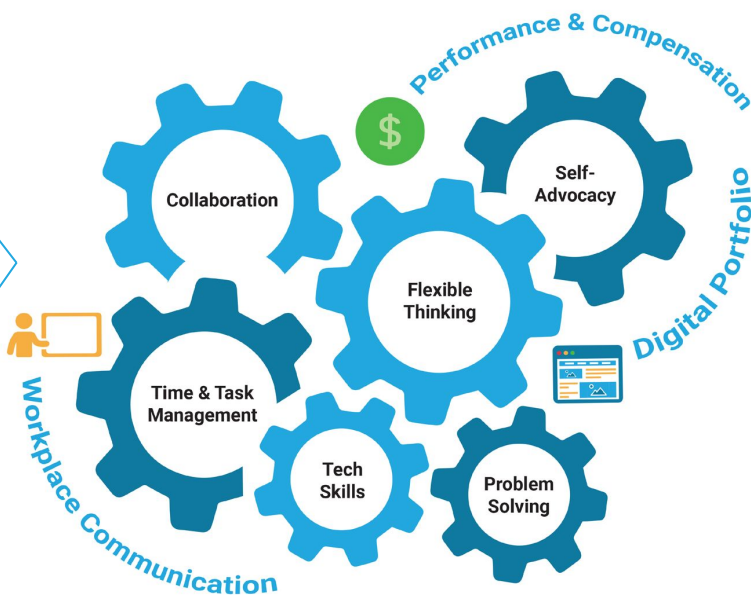
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



Apply for a Job

Project Samples

- Coffee Shop
- YouTube Marketing
- A13 2Bc 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
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



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.



Mid-Month Checkpoint

Materials:

- Mid- Month Checkpoint
- Bankability Dollar Tracker
- Student Dollar Tracker
- Yes/No Answer Board

Instructions:

- Using their weekly Dollar Trackers and Bankability accounts, students will track their earnings and spendings for the month.
- Students (independently or with assistance) will complete differentiated checkpoint 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 monthly habits and track earnings and spending from the 1st to the 15th.
- Tier 2: Students will answer word problems verbally or with visual aids. Students will also track earning and spending.
- Tier 3: Students will circle the correct answer to review their earnings and spendings from the 1st to the 15th.



T1

Mid-Month Checkpoint

Directions: Use your dollar trackers and Bankability account to fill out the tables below. Answer the questions on the second page.

[illegible][illegible]

Bill	Cost

Total Earnings: _____

Total Spent: _____
(bills + rewards)

Refer to the tables you have filled to answer the following questions.

1. Did you spend more or less than you expected? Why?

2. What can you improve on for the rest of the month?

3. How much more do you want to earn by the end of the month?

4. How much do you plan to spend in the next two weeks?

5. What will you do to earn more in the next two weeks?



T2

Mid-Month Checkpoint

Directions: Use your dollar trackers and Bankability account to fill out the tables below. Answer the questions on the second page.

Date	Earnings
1	\$
2	\$
3	\$
4	\$
5	\$
6	\$
7	\$
8	\$
9	\$
10	\$
11	\$
12	\$
13	\$
14	\$
15	\$

Purchase	Cost
	\$
	\$
	\$
	\$
	\$
	\$
	\$

Bill	Cost
	\$
	\$
	\$
	\$

Total Earnings: _____

Total Spent: _____
(bills + rewards)

Refer to the tables you have filled to answer the following questions.

1. Did you spend more or less than you expected? Why?

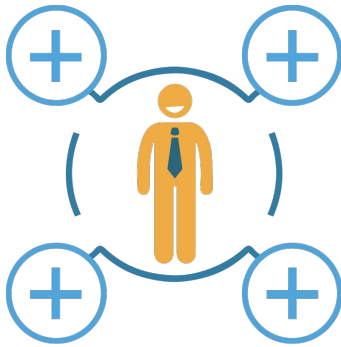


More



Less

2. What can you improve on for the rest of the month?



Increase Earnings



Spend less



Pay bills on time

3. How much more do you want to earn by the end of the month?

\$ _____

4. What will you do to earn more in the next two weeks?



Participate More



Give/Receive Feedback



Unlock Badges


T3



Mid-Month Checkpoint

Directions: Use your dollar trackers and Bankability account to fill out the tables below. Answer the questions on the second page.

Date	Did you earn?
1	YES / NO
2	YES / NO
3	YES / NO
4	YES / NO
5	YES / NO
6	YES / NO
7	YES / NO
8	YES / NO
9	YES / NO
10	YES / NO
11	YES / NO
12	YES / NO
13	YES / NO
14	YES / NO
15	YES / NO



Purchase

Did you make any purchases?

 YES	 NO
--	--

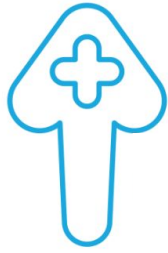
Bills

Did you pay any bills?

 YES	 NO
--	--

Refer to the tables you have filled to answer the following questions.

1. Did you spend more or less than you expected? Why?

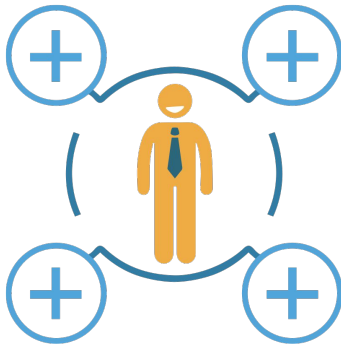


More



Less

2. What can you improve on for the rest of the month?



Increase Earnings

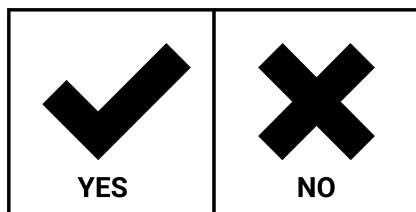


Spend less



Pay bills on time

3. Do you want to earn by the end of the month?



4. What will you do to earn more in the next two weeks?



Participate More



Give/Receive Feedback



Unlock Badges



Supplemental Materials

Digitability



TechCrunch



[illegible]



BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

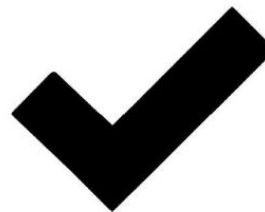
SE1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

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

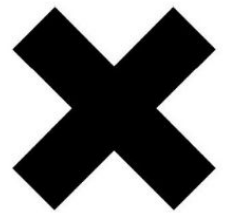


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No

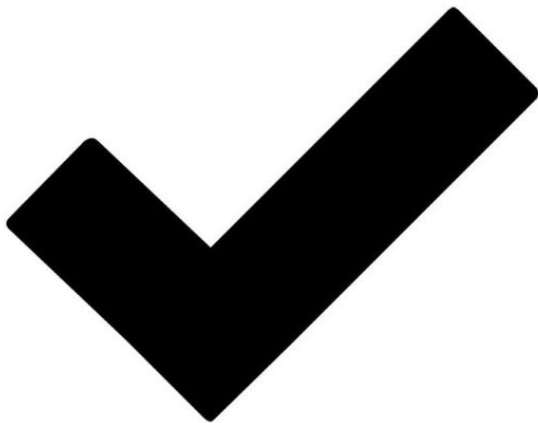




YES OR NO IMAGE EXCHANGE CARD

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!

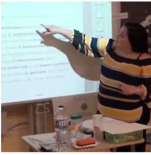
Digitability's work-ready program has everything you need.

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



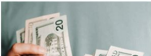
Comprehensive Curriculum

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!](#)