

# Digitability™



## Budgeting Basics

Personal Income and Expenses

## Personal Income and Expenses

### Materials:

- Personal Income & Expenses Tracker
- Bankability Dollars
- Bankability Dollar Tracker
- Yes/No Answer Board

### 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 **“I’ll set a timer for 15 minutes. When the timer goes off, we will review our cards and share out answers.”**

Rylee Lewis  
October 2025  
Bankability Activity Statement  
Prepared: 10/09/2025 10:28 AM

Bankability

Checking Account Balance: \$826.00  
Savings Account Balance: \$3,645.00

Digitability T1 PERSONAL INCOME & EXPENSES  
Directions: Use your own bank statement to fill out the information from your last pay day.

Digitability T2 PERSONAL INCOME & EXPENSES  
Directions: Use your own bank statement to fill out the information from your last pay day.

Digitability T3 PERSONAL INCOME & EXPENSES  
Directions: Use your own bank statement to fill out the information from your last pay day.

Checking Account:	Savings Account:
<b>Monthly Income:</b> (include behaviors) <ul style="list-style-type: none"> <li>Participation</li> <li>Exit Tickets</li> <li>Employee Salary</li> <li>Bonuses</li> <li>On-task/working/On-task</li> <li>Collaboration</li> <li>Encouraging</li> <li>Helping</li> <li>Greeting Others</li> <li>Problem Solving</li> <li>Sharing</li> </ul>	<b>Monthly Expenses:</b> (include bills, rewards, fees for behaviors) <ul style="list-style-type: none"> <li>Bills</li> <li>Rewards</li> <li>Problematic Behaviors</li> </ul>
Behavior: Did you earn? Successful Behavior: [✓] [✗] Exit Tickets: [✓] [✗] Employee Salary: [✓] [✗] Bonuses: [✓] [✗]	Bill/Reward/Behavior: Did you spend? Bills: [✓] [✗] Rewards: [✓] [✗] Problematic Behaviors: [✓] [✗]

## Differentiated Instruction:

- Tier 1: Students will review their bank statement independently and record the ways they have earned income during the month
- Tier 2: Students will complete a guided review of their bank statement and fill in the totals for each behavior they earned or spent money for during the month.
- Tier 3: Students will complete a guided review in a small group to answer yes/no questions using their most recent bank statement.

**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)		Monthly Expenses: (include bills, rewards, fees for behaviors)	
Behavior	Amount	Bill/Reward/Behavior	Amount

**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

**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		• Bills	

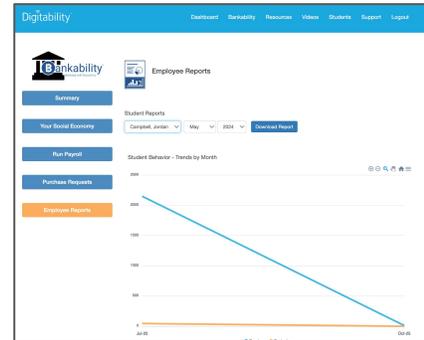
## Incorporating Bankability:

- Students will earn dollars for being on task and answering questions.
- Students can earn dollars for participating by completing task within the allotted time.
- Students can earn dollars for sharing their answers when complete.
- Student can be awarded dollars for helping their peers as needed throughout the activity.

# Complete these steps in Bankability

## From your teacher account:

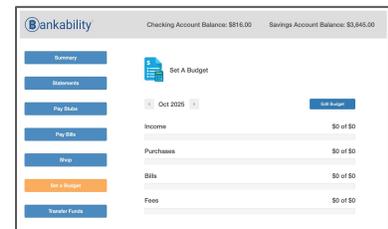
- Pull student “Employee Reports” if you are providing students with their personal Bank Statement.
- Use student reports to compare student responses to actual data.



## For your students:

### 1. Locate your Bank Statement

- Have students open the Bankability app and navigate to their Statements page.
- Statements are available for every month a student has had a Bankability account.



### 2. Download your Bank Statement

- Students will select their most recent bank statement to complete this activity.
- Students will click “Download PDF” for the last full month they have completed.



### 4. Review your Bank Statement

- Using the bank statement, students will identify which workplace behaviors they have earned the most and least amount of money for.

### 5. Review and Reflect

- Ask students: “Where did you locate your Bank Statement?”
- “What successful workplace behaviors have you earned the most money for?”
- “Which problematic workplace behaviors have you spent the most amount of money on?”
- Have students write a short reflection using the space provided in their worksheet or Google Doc version.

Payroll Earnings Details	
Successful Behavior	Earnings
Exit Ticket	\$13.00

Payroll Deductions Details	
Problematic Behavior	Deductions
None	

### 6. Submit Your Work

- Have students turn in their completed reflection forms or submit your work digitally via email.

## Accessing Bank Statements Tutorial

1. Log into Digitability account at [app.digitability.com](http://app.digitability.com)

The screenshot shows the Digitability homepage. At the top, there is a navigation bar with 'Home', 'Badges', 'Bankability', and 'Logout'. Below this, a green header reads 'Level 1 Social Economy: Workplace Culture'. The main content area features eight circular icons arranged in two rows of four. The first row includes 'Digitability', 'Employee', 'Income', and 'Bankability'. The second row includes 'Account Balance' (showing a balance of \$210.00 for Checking and \$300.00 for Savings), 'Transfer', 'Shop', and 'Bills'. On the left side, there is a 'LESSONS' sidebar with a dropdown menu currently set to 'Level 1 Social Economy: W...' and a list of 13 lessons, with '13. Bankability Master Badge' at the bottom.

2. From the homepage, select “Bankability” from the top left menu.

The screenshot shows the 'Bankability' page. At the top, the navigation bar has 'Home', 'Badges', 'Bankability', and 'Logout'. Below the navigation bar, the 'Bankability' logo is on the left, and the account balances are displayed: 'Checking Account Balance: \$816.00' and 'Savings Account Balance: \$3,645.00'. On the left side, there is a sidebar with buttons for 'Summary', 'Statements', 'Pay Stubs', 'Pay Bills', and 'Shop'. The main content area contains two tables. The first table is titled 'Bills Due' and lists three bills: 'Wifi' due on 10/15/2025, 'Rent' due on 11/01/2025, and 'Recreation Fee' due on 11/01/2025. The second table is titled 'Approved Purchases' and lists four transactions: 'Movie Day Ticket' on 12/31/2023, 'Virtual Field Trip' on 12/31/2023, 'YouTube (5 mins)' on 12/31/2023, and 'YouTube (5 mins)' on 11/15/2023.

Bills Due	Date
Wifi	10/15/2025
Rent	11/01/2025
Recreation Fee	11/01/2025

Approved Purchases	Date
Movie Day Ticket	12/31/2023
Virtual Field Trip	12/31/2023
YouTube (5 mins)	12/31/2023
YouTube (5 mins)	11/15/2023

3. Select “Statements” from the side menu.

The screenshot shows the Digitability Bankability dashboard. At the top, there's a blue header with the Digitability logo and navigation links: Home, Badges, Bankability, and Logout. Below the header, a grey bar displays the Bankability logo and account balances: Checking Account Balance: \$816.00 and Savings Account Balance: \$3,645.00. On the left, a vertical menu contains buttons for Summary, Statements (highlighted with an orange box), Pay Stubs, Pay Bills, and Shop. The main content area is titled 'Bankability Statement' and features a table with the following data:

Statement	Action
October 2025	<a href="#">Download PDF</a>
September 2025	<a href="#">Download PDF</a>
August 2025	<a href="#">Download PDF</a>
July 2025	<a href="#">Download PDF</a>

4. Select “Download PDF” for the month you want to review. Your bank statement will download to your device.

This screenshot shows the same interface as the previous one, but with the 'Download PDF' link for 'October 2025' selected. A dark grey download history popup is visible in the top right corner, displaying the following information:

- Recent Download History** (with a close button 'x')
- A file icon, the name 'Rylee Lewis activity report', and the size '2.9 MB · Done'.
- A 'Full Download History' link with an external link icon.

The 'Statements' menu item is now highlighted in orange, and the table below it remains the same as in the previous screenshot.

Name

Date



# 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
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____
• _____	_____

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
● Participation	_____
● Exit Tickets	_____
● Employee Salary	_____
● Bonuses	_____
● On-Task/Following Directions	_____
● Collaboration	_____
● Encouraging	_____
● Helping	_____
● Greeting Others	_____
● Problem Solving	_____
● Sharing	_____

Bill/Reward/Behavior	Amount
● Bills	_____
● Rewards	_____
● Interrupting	_____
● Off-Task/Not Following Directions	_____
● Arguing	_____
● Disrespect/Teasing	_____
● Complaining/Whining	_____
● Off-Topic Comment	_____
● Aggression	_____
● UMAPA	_____

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

<input type="checkbox"/>	<input type="checkbox"/>
YES	NO

- Bills

<input type="checkbox"/>	<input type="checkbox"/>
YES	NO

- Exit Tickets

<input type="checkbox"/>	<input type="checkbox"/>
YES	NO

- Rewards

<input type="checkbox"/>	<input type="checkbox"/>
YES	NO

- Employee Salary

<input type="checkbox"/>	<input type="checkbox"/>
YES	NO

- Problematic Behaviors

<input type="checkbox"/>	<input type="checkbox"/>
YES	NO

- Bonuses

<input type="checkbox"/>	<input type="checkbox"/>
YES	NO



# Supplemental Materials

Digitability



TechCrunch







# BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

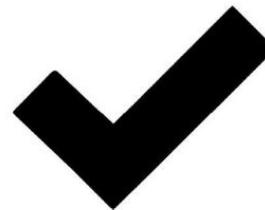
## SE1.GOALS MY INCOME GOALS: WARM UP ACTIVITY

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

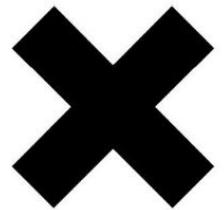


[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



**YES**



**No**



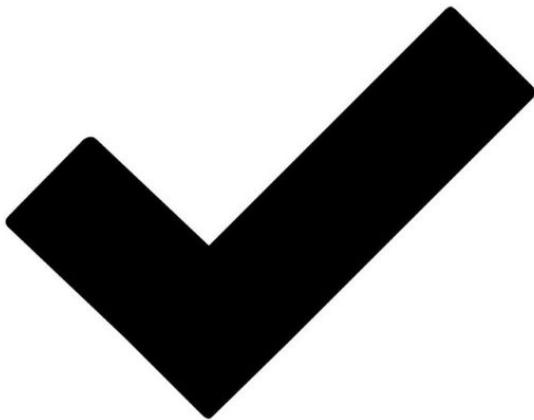
[Find All Bills Here](#)



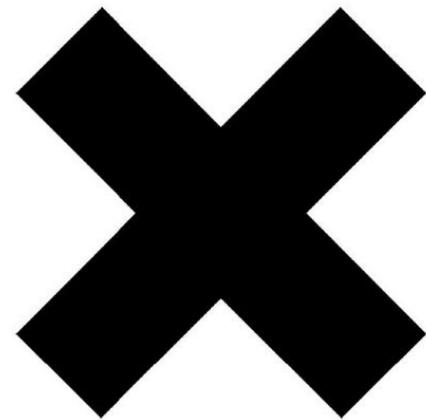
## YES OR NO IMAGE EXCHANGE CARD

SE1.IEC.Y/N

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



**YES**



**NO**



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

### 3.EXIT TICKET RUBRIC

# Digitability™

## Exit Ticket Part 2 Giving and Receiving Feedback for Workplace Communication Rubric

### Teachers:

**IEP Goal for Workplace Communication:** SWBAT exhibit workplace communication skills using expressive and receptive language with independence (total score of 8 or higher) on 4 out of 5 trials, as measured by the Digitability Exit Ticket Part 2 Giving and Receiving Feedback Rubric.

Every learner will have a range of expressive/receptive language skills. The goal is to demonstrate progress toward increasing workplace communication abilities through the repetition of the Exit Ticket Activity.

**Student scores can be entered into Bankability in the “Exit Ticket” field to award virtual dollars and collect workplace communication data.**

Workplace Communication	\$5	\$4	\$3	\$2	\$1	Score
<b>EXPRESSIVE LANGUAGE</b>	Presenter spoke independently for at least <b>60 seconds</b> continuously without being prompted by the teacher.	Presenter spoke independently for at least <b>30 seconds</b> continuously without being prompted by the teacher.	Presenter mostly spoke independently (at least 30 seconds), but was prompted once by the teacher.	Presenter spoke independently some of the time and was prompted 2-3 times by the teacher.	Presenter mostly used sentence fragments and was prompted more than four times by the teacher.	
<b>RECEPTIVE LANGUAGE</b>	Presenter responded independently the entire time AND directly to his/her peers. They repeated <b>BOTH</b> the peer feedback and answered the question accurately without being prompted by the teacher.	Presenter responded independently the entire time AND directly to his/her peers. They repeated <b>EITHER</b> peer feedback or answered the question accurately without being prompted by the teacher.	Presenter responded independently most of the time. He/she was prompted once to either respond directly to their peers, repeat the feedback, or answer the question.	Presenter responded independently some of the time. He/she was prompted 2-3 times to either respond directly to their peers, repeat the feedback, or answer the question.	Presenter was prompted four or more times to respond directly to their peers, repeat the feedback, or answer the question.	
					<b>Total</b>	

# Did you know that Bankability can now be used in any classroom in your school to create an inclusive, school-wide, Positive Behavior Support Intervention.

Request a quote to learn more or [click here to email your coach for more information!](#)

## 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?\*

