



# Workplace Connections:

## Successful and Problematic Workplace Behavior



**Digitability**  
Be work ready!

**JOBS**

**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**.



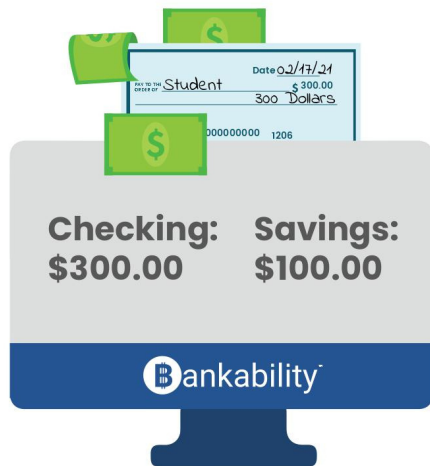
# The First Virtual Banking System for Special Education Students

Powered By  
Digitability

Bankability allows students to experience a modern banking app while learning financial literacy and workplace behavior.

## Online Banking is Here!

Bankability works with The Digitability Social Economy, where students earn (and later spend) virtual money for practicing workplace behavior. With Bankability, students now receive direct deposits on payday, review pay stubs and personal bank statements.

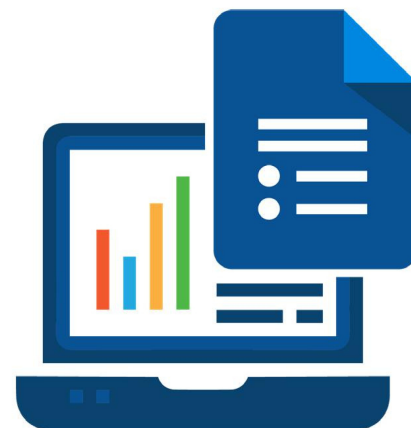


## Pay Bills and Purchase Rewards

Using Bankability, students manage their checking and savings accounts, pay bills, shop, and review their finances all from their online bank account. Teachers can customize classroom bills and rewards, run payroll, and approve purchase requests all from their Bankability dashboard.

## Data & IEP Progress Reports

Bankability also allows teachers to track workplace readiness progress using Digitability's Individual Education Program (IEP) Transition Goal Bank. Assigning each dollar to a behavior will allow teachers to track that behavior overtime. Reports can be generated at the click of a button and shared with their Special Education Team.





## Materials:

- Cube template
- Scissors
- Glue stick

## Assembly::

- Cut along the perimeter of the cube template. **Do not cut apart the squares.**
- Fold on the lines to make a cube.
- Use a glue stick to attach flaps to make the cube.

## Directions:

- Students will take turns rolling the cube to reveal a workplace behavior scenario.
- Read the workplace behavior scenario aloud.
- Ask students to identify if they believe the scenario represents a successful workplace behavior or a problematic workplace behavior.
- Ask students to justify their answers. If It Is a problematic workplace behavior, ask students what should be done differently.





### Using this resource:

Students will be asked to identify if a behavior is successful or problematic in the workplace.

**Successful workplace behaviors** help make your coworkers and the business successful.

**Problematic behaviors** may prevent success in the business, for you, or your coworkers. Problematic behaviors could lead to the loss of a job.

### Differentiation:

- Provide students with successful and problematic Image Exchange Cards.
- Ask Yes/No questions
- Provide prompting questions to identify the correct answer.

### Prompting Questions:

- “What could happen if they continue this behavior?”
- “How do you think the other person in this scenario would feel?”
- “If you were paying this person to work for you, would you be happy with their performance?”

### Answer key:

**Monica sees a customer struggling to carry her groceries so she runs and gets the customer a shopping cart.**

- Answer: Successful – Helping in the workplace is when you offer guidance to someone else so that they can complete a task.

**Marcus is proud to show off a picture he painted. Monica saw it and said “That looks like a child painted it.”**

- Answer: Problematic – Disrespect or teasing is when you insult someone by making negative jokes or negative comments about them.

**Marcus was preparing food orders during lunch rush. Half way through Marcus sits down to check his text messages.**

- Answer: Problematic – Being off-task in the workplace means that you are not completing the work that is assigned to you.

**Monica and Marcus have a project due in a month. They sit down together and create a timeline to finish the project.**

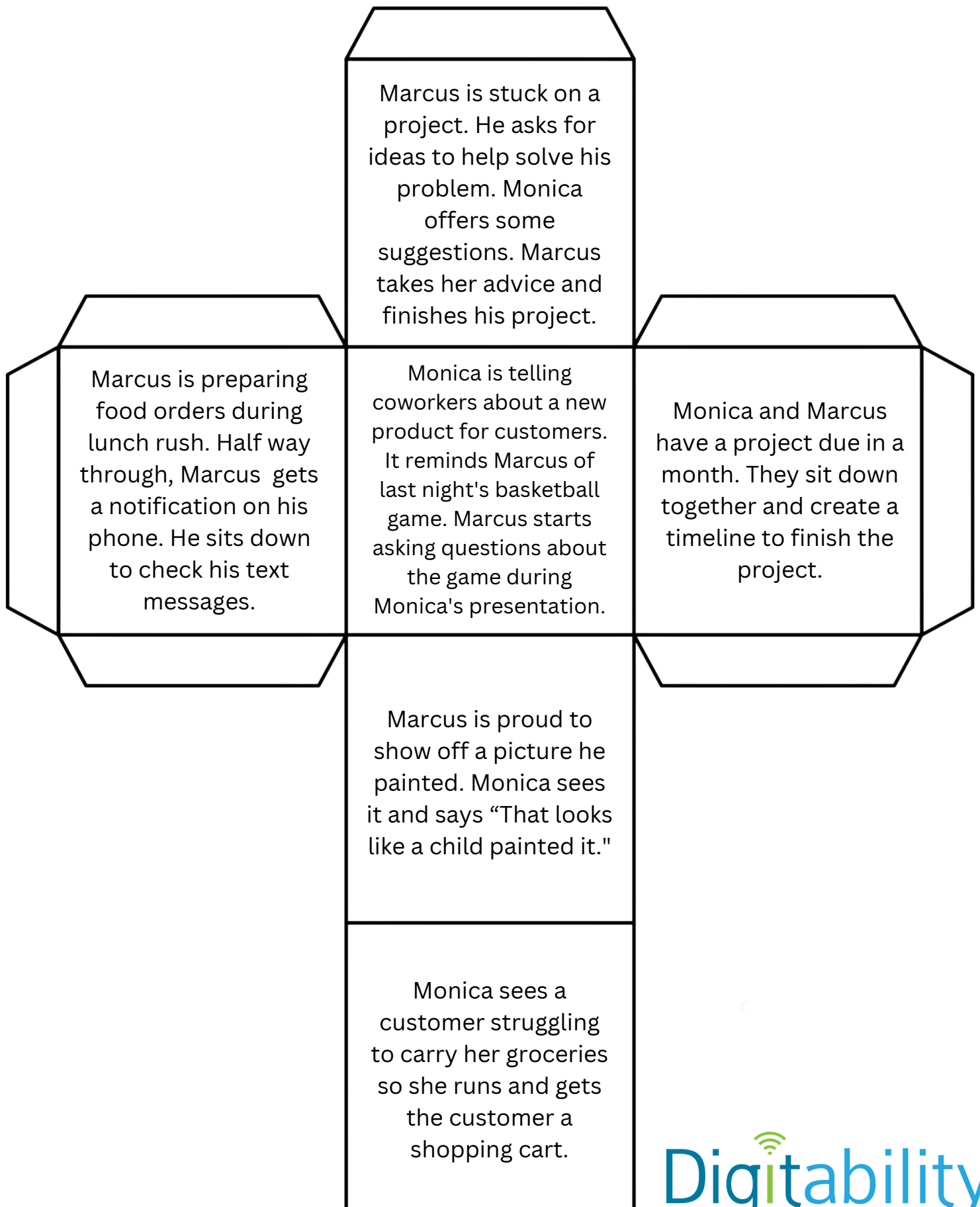
- Answer: Successful – Collaborating in the workplace is when you are working with another peer to complete a task.

**Marcus is stuck on a project. He asks for ideas to help solve his problem. Monica offers some suggestions. Marcus takes her advice and finishes the project.**

- Answer: Successful – Problem solving in the workplace is when you work to remove a barrier.

**Monica is telling coworkers about a new product for customers. It reminds Marcus of last night’s basketball game. Marcus starts asking questions about the game during Monica’s presentation.**

- Answer: Problematic – Interrupting in the workplace is when you stop someone from saying or doing something.



# BEHAVIOR SCENARIOS

## IMAGE EXCHANGE CARD



**Successful**



**Problematic**

