



Tracking Successful Behaviors to Increase Self-Awareness



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**.

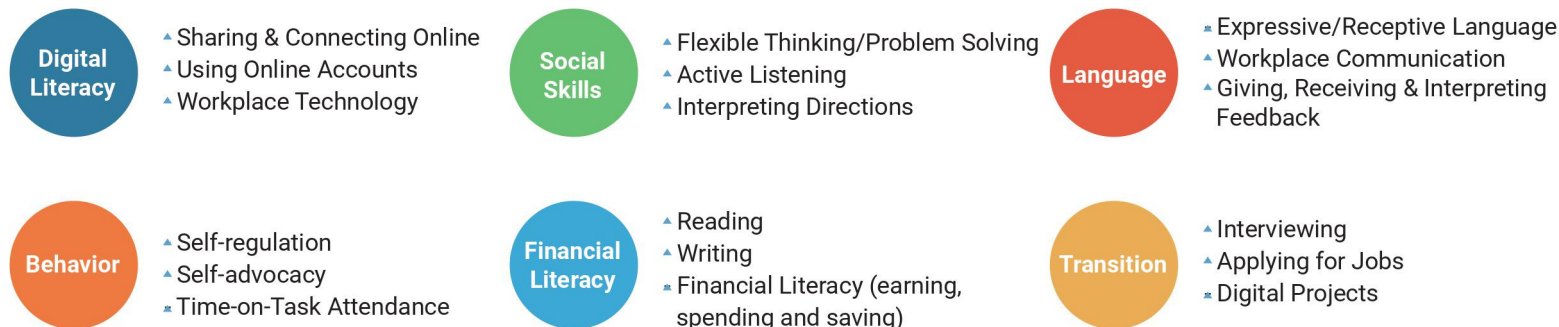


TechCrunch



Digitability™ Award-Winning Curriculum

Curriculum Categories



Start Here

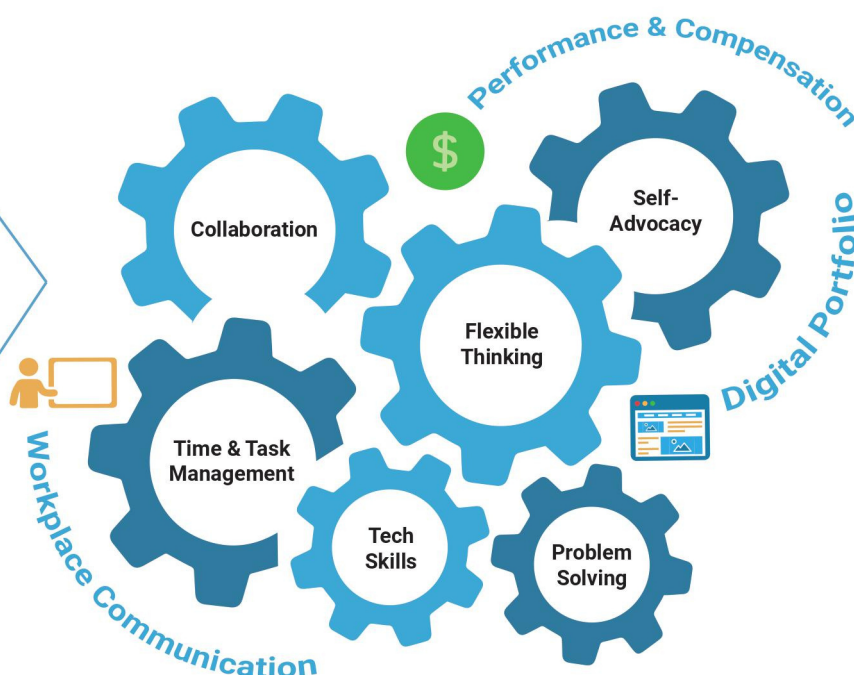
Students begin by choosing an employment project in Digitability's Work Simulation Library and apply for the job they are interested in.



Apply for a Job

Project Samples

- Coffee Shop
- YouTube Marketing
- A1 3 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



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
- Rewards Program



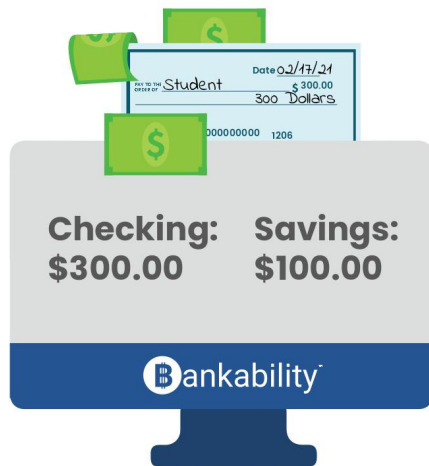
The First Virtual Banking System for Special Education Students

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.

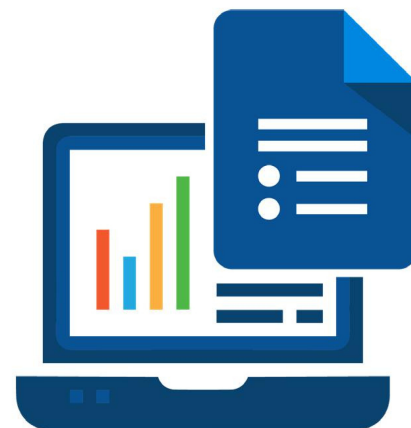


Pay Bills and Purchase Rewards

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.





Level 2 Digital Citizen

Social Economy Unit: Workplace Boundaries

Lesson 1: Workplace Behaviors

Lesson Overview

In the workplace there are behaviors that make you successful and behaviors that can be problematic.

Objective

Student is able to identify successful and problematic behaviors.

What you need:



To access the full curriculum,
contact Digitability TODAY!
[Click here to get started.](#)

This Lesson Connect to:

- ✓ Social Skills
- ✓ Functional Academics
- ✓ Workplace Readiness

Goal Bank

- ✓ Financial Literacy
- ✓ Digital Literacy
- ✓ Workplace Communication

Workplace Connection Activity

Students will identify successful behaviors they can increase and problematic behaviors they can decrease.



Workplace Connections Activity

WORKPLACE CONNECTION T1 WORKPLACE | SE2.1.6.1 | [GOOGLE TEMPLATE](#)

Directions: This unit you will learn about successful and problematic workplace behaviors. Check off the behaviors below that you think you displayed

<p>Successful Behaviors</p> <ul style="list-style-type: none"> • Participating/Contributing • On-Task/Following Directions • Collaborating • Encouraging • Helping • Greeting Others • Problem Solving • Sharing 	<p>Problematic Behaviors</p> <ul style="list-style-type: none"> • Interrupting • Off-Task/Not Following Directions • Arguing • Disrespect/Teasing • Complaining/Whining • Off-Topic • Aggression • Not Using Materials and Possession Appropriately
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Students will identify successful behaviors that they can increase and problematic behaviors that they can decrease

Choose the version of the behavior checklist that best meets the needs of your students.

Digitability Name Date

WORKPLACE CONNECTION T1 WORKPLACE | SE2.1.6.1 | [GOOGLE TEMPLATE](#)

Directions: This unit you will learn about successful and problematic workplace behaviors. Check off the behaviors below that you think you displayed

<p>Successful Behaviors</p> <ul style="list-style-type: none"> • Participating/Contributing • On-Task/Following Directions • Collaborating • Encouraging • Helping • Greeting Others • Problem Solving • Sharing 	<p>Problematic Behaviors</p> <ul style="list-style-type: none"> • Interrupting • Off-Task/Not Following Directions • Arguing • Disrespect/Teasing • Complaining/Whining • Off-Topic • Aggression • Not Using Materials and Possession Appropriately
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What behaviors do you think you can increase? What behaviors can you decrease?

Digitability Name Date

WORKPLACE CONNECTION T2 WORKPLACE | SE2.1.6.2 | [GOOGLE TEMPLATE](#)


Directions: Check off the successful behaviors you can increase. Check off the problematic behaviors you can decrease.


<p>Successful Behaviors</p> <ul style="list-style-type: none"> <input type="checkbox"/> Participating And Contributing <input type="checkbox"/> On-Task/ Following Directions <input type="checkbox"/> Collaborating <input type="checkbox"/> Encouraging <input type="checkbox"/> Helping <input type="checkbox"/> Greeting Others <input type="checkbox"/> Problem Solving <input type="checkbox"/> Sharing 	<p>Problematic Behaviors</p> <ul style="list-style-type: none"> <input type="checkbox"/> Interrupting <input type="checkbox"/> Off-Task/ Not Following Directions <input type="checkbox"/> Arguing <input type="checkbox"/> Disrespect/Teasing <input type="checkbox"/> Complaining/Whining <input type="checkbox"/> Off-Topic <input type="checkbox"/> Aggression <input type="checkbox"/> Not Using Materials and Possession Appropriately
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Digitability Name Date

WORKPLACE CONNECTION T3 WORKPLACE | SE2.1.6.3 | [GOOGLE TEMPLATE](#)

Directions: Point to or circle your answers below.

Are there successful behaviors you can learn?  ☐ YES ☐ NO

Are there problematic behaviors you can use less?  ☐ YES ☐ NO

Does your behavior affect others in the workplace?  ☐ YES ☐ NO

WORKPLACE CONNECTION

T1 WORKPLACE | SE2.1.6.1 BEHAVIOR

Directions: This unit you will learn about successful and problematic workplace behaviors. Check off the behaviors below that you think you displayed

Successful Behaviors

- Participating/Contributing
- On-Task/Following Directions
- Collaborating
- Encouraging
- Helping
- Greeting Others
- Problem Solving
- Sharing

Problematic Behaviors

- Interrupting
- Off-Task/Not Following Directions
- Arguing
- Disrespect/Teasing
- Complaining/Whining
- Off-Topic
- Aggression
- Not Using Materials and Possession Appropriately

What behaviors do you think you can increase? What behaviors can you decrease?

WORKPLACE CONNECTION

T2 WORKPLACE BEHAVIOR | SE2.1.6.2

Directions: Check off the successful behaviors you can increase.
Check off the problematic behaviors you can decrease.

Successful Behaviors



☐ Participating
And Contributing



☐ On-Task/
Following Directions



☐ Collaborating



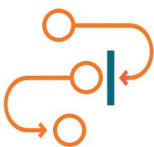
☐ Encouraging



☐ Helping



☐ Greeting Others



☐ Problem Solving



☐ Sharing

Problematic Behaviors



☐ Interrupting



☐ Off-Task/
Not Following Directions



☐ Arguing



☐ Disrespect/Teasing



☐ Complaining/Whining



☐ Off-Topic



☐ Aggression



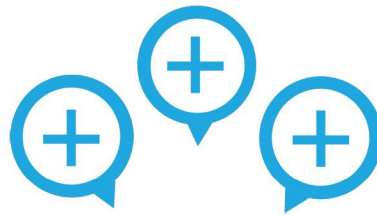
☐ Not Using Materials and
Possession Appropriately



WORKPLACE CONNECTION

T3 WORKPLACE | SE2.1.6.3 BEHAVIOR

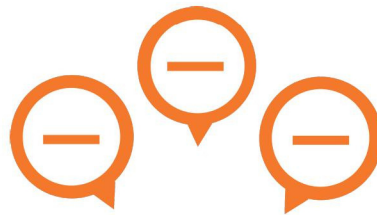
Directions: Point to or circle your answers below.



Are there successful behaviors you can learn?



 YES	 NO
---	--



Are there problematic behaviors you can use less?



 YES	 NO
---	--

Does your behavior affect others in the workplace?



 YES	 NO
---	--

Successful Workplace Behaviors

SE2.BEHAVIORS



**Participation/
Contributions**



**On-Task/
Following Directions**



Collaborating



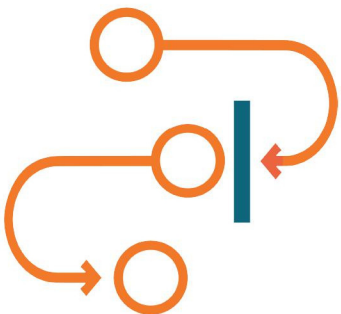
Encouraging



Helping



Greeting Others



Problem Solving



Sharing

Problematic Workplace Behaviors

SE2.BEHAVIORS



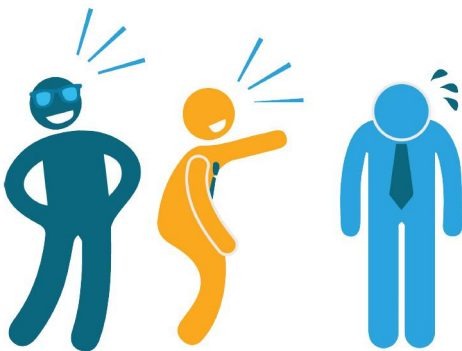
Interrupting



Off-Task/ Not Following Directions



Arguing



Disrespect/Teasing



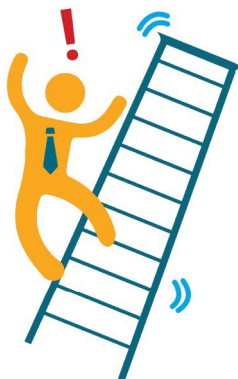
Complaining/Whining



Off-Topic



Aggression



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