



Digitability™
Be Work Ready!

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

Digitability™ Award-Winning Curriculum

Curriculum Categories



- ▶ Sharing & Connecting Online
- ▶ Using Online Accounts
- ▶ Workplace Technology



- ▶ Flexible Thinking/Problem Solving
- ▶ Active Listening
- ▶ Interpreting Directions



- ▶ Expressive/Receptive Language
- ▶ Workplace Communication
- ▶ Giving, Receiving & Interpreting Feedback



- ▶ Self-regulation
- ▶ Self-advocacy
- ▶ Time-on-Task Attendance



- ▶ Reading
- ▶ Writing
- ▶ Financial Literacy (earning, spending and saving)



- ▶ Interviewing
- ▶ Applying for Jobs
- ▶ Digital Projects



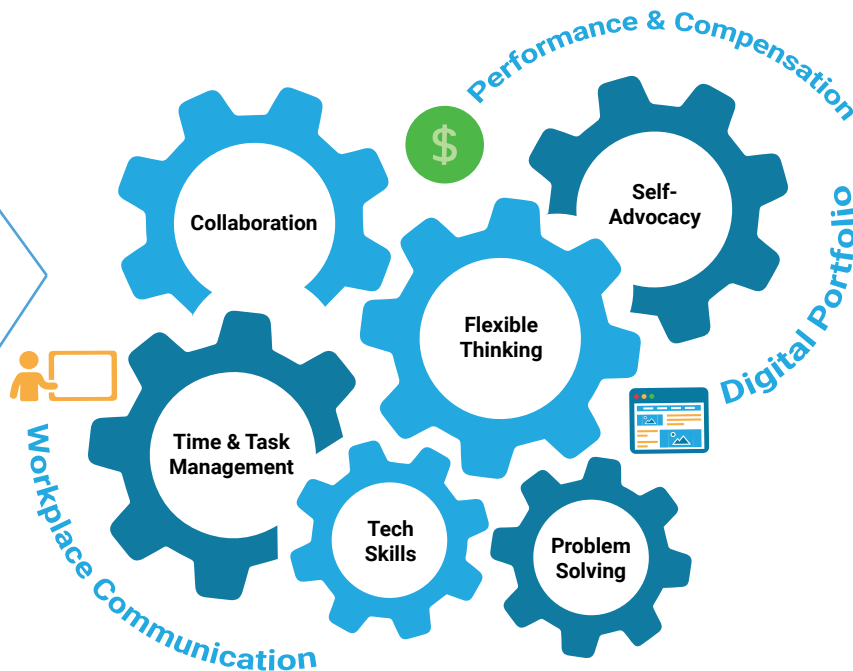
Start Here

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



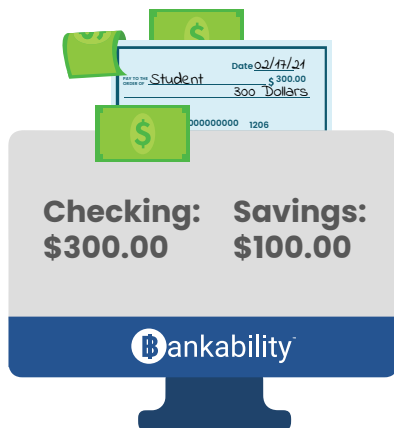
The First Virtual Banking System for Special Education Students

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.





Dr. David Mandell, Sc.D.

Director, Center for Mental Health Policy and Services, University of Pennsylvania | Pennsylvania

“Digitability gives schools an opportunity to provide support to high school students with autism in a way they wouldn’t be able to otherwise.”



Dana Steinwart

Lead Transition Teacher, Blue Valley School District | Kansas

“What I enjoy most about Digitability is the class participation I get due to the classroom economy system. Earning dollars is highly motivating, and I have 100% class participation. Every student is engaged in the lesson. I have also seen quick behavior changes when students pay dollars for behaviors. I love teaching Digitability.”



Dawn Nuoffer

Executive Director, Down Syndrome Association of Wisconsin | Wisconsin

“We have seen great success with Digitability. In the short time we have been offering this course, we have opened multiple class locations and will continue to replicate it across Wisconsin. Digitability is changing lives and helping our friends to secure meaningful jobs!”



Tracey Sterling

Supervisor of Special Education, Perkiomen Valley School District | Pennsylvania

“We brought Digitability to Perkiomen Valley School District because of the scope and relevance of its unique digital content. The training was differentiated and tailored to each of our students’ needs through evidence-based practices.”



Digitability™
Be Work Ready!



The Reason Teachers Love the Digitability Program

- ✓ **1:1 Personal Implementation Coach** for EVERY teacher.
- ✓ **Evidence-based Practice Coaching** by Experts
- ✓ **IEP Goal Bank and Progress Monitoring** (at the click of a button!)
- ✓ **Rewards Program for Teacher Progress**
- ✓ **Easy to Use, Pre-Written & Differentiated Lesson Plans**
- ✓ **Differentiated, Print-Ready Social and Language Activities**
- ✓ **Google Classroom Compatible with Free Google Doc Templates**

Digitability gives teachers a ready-to-implement system that has already packaged effective methods for developing social, emotional and communication abilities as well as preparing students for their transition to independence.



Year-Long Personalized Teacher Support & Coaching

Every teacher works with a personal coach to support classroom facilitation, reduce teacher stress and help customize projects. Teachers can schedule a call with their Coach anytime and brainstorm solutions to barriers, new projects or review curriculum resources.



Evidence-based Practice Training by Experts

Digitability has a professional development training staff who have the requisite knowledge in the area of behavior (BCBA), autism, technology, teacher training, data management educational diagnostic to deliver the requested professional development to 250 teachers in your district.



Data & Report Tools Included!

Monitoring progress of a wide range of individual student goals can be challenging and time consuming. That's why Digitability designed a system that makes the IEP process easier!



Teacher Rewards Program

Digitability understands the day-to-day demands of teachers. Digitability's Professional Development Reward System incentivizes teachers as they achieve mastery of new evidence-based practices for increasing transition outcomes for students.



Easy To Navigate Lesson Planning Materials

All lesson plans are already pre-written, scripted, differentiated, and include a three tiered system of modified resources. Your Implementation Coach will help you navigate all resources so you feel comfortable and confident implementing lessons.



Google Classroom Compatible

In addition to being compatible with Google Classroom, Digitability trains students to use Google Applications to learn word processing, data entry, organization and workplace communication. Digitability also provides teachers with custom Google Doc Templates for creating resumes, presentation personal budgets and more.



Digitability™
Be Work Ready!



Visit the Digitability Website to Learn more about:



Free [IEP Goal Bank](#)



Easy to Use [Data and Reporting](#)



New [Virtual, Online Banking](#)



On-Demand [Teacher Support](#)

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Icebreaker Activities

Bingo

Digitability™

Instructions:

- 1) Tell students ***“We are going to participate in an interview activity where you will ask each other questions.”***
- 2) Distribute Bingo board to each student.
- 3) Inform students ***“With your Bingo card in hand, you will be moving around the room looking for someone who matches a description on your Bingo card. Once you have matched the person you are interviewing to a statement on your Bingo card, you will move on to interview someone else. Someone may not sign your card twice until you have collected a signature from everyone else.”***
- 4) Prompt students ***“We will have 10 minutes to collect as many signatures as you can. Remember, once you get a signature, find some new for the next square. Stand up with your card. Begin.”***

Differentiated Instruction:

- If a student is unable to sign their name, they may initial, place an “X”
- Some students may be assigned a partner for support.
- Alternatively, the activity can be completed whole group. Distribute Bingo cards to all students and use “Cutouts for Getting to Know Your Coworkers” to randomly select statements. Read statements out loud and students may raise their hand if it relates to them.

Name





















Date



Intro

GETTING TO KNOW YOUR COWORKERS BINGO!

Directions: Meet your coworkers! Walk around and introduce yourself. Ask one question Find someone who has done each activity before and write their name in that box. Each person's name can only be used one time. Try to get as many names as you can!

 Has sent an email _____ (name)	 Has their own cell phone _____ (name)	 Has a Gmail account _____ (name)	 Plays video games online with others _____ (name)	 Watched YouTube _____ (name)
 Has a bank account _____ (name)	 Has posted a comment online _____ (name)	 Has used the like button online _____ (name)	 Has gotten paid for work or chores _____ (name)	 Used Google Slides before. _____ (name)
 Has their own computer _____ (name)	 Has a social media account _____ (name)	 Used Google Documents before. _____ (name)	 Used video chat before. _____ (name)	 Messaged someone online before. _____ (name)
 Has a video game console _____ (name)	 Watches videos online. _____ (name)	 Posted a picture online _____ (name)	 Searched the internet _____ (name)	 Has their own email account _____ (name)

Name





















Date



Intro

GETTING TO KNOW YOUR COWORKERS BINGO!





















Directions: Meet your coworkers! Walk around and introduce yourself. Find someone who has done each activity before. Cross that box off with your initials or an X until they are all filled.

 Has sent an email	 Has their own cell phone	 Has a Gmail account	 Plays video games online with others	 Watched YouTube
 Has a bank account	 Has posted a comment online	 Has used the like button online	 Has gotten paid for work or chores	 Used Google Slides before.
 Has their own computer	 Has a social media account	 Used Google Documents before.	 Used video chat before.	 Messaged someone online before.
 Has a video game console	 Watches videos online.	 Posted a picture online	 Searched the internet	 Has their own email account

Intro

CUTOUTS FOR GETTING TO KNOW YOUR COWORKERS BINGO!

Teacher Directions: Cut each bingo card out and put them in a hat or container. Call individual students to come up and pick a bingo card out of the hat. If a student has done this tasks before they can

 <p>Has sent an email</p>	 <p>Has their own cell phone</p>	 <p>Has a Gmail account</p>	 <p>Plays video games online with others</p>	 <p>Watched YouTube</p>
 <p>Has a bank account</p>	 <p>Has posted a comment online</p>	 <p>Has used the like button online</p>	 <p>Has gotten paid for work or chores</p>	 <p>Used Google Slides before.</p>
 <p>Has their own computer</p>	 <p>Has a social media account</p>	 <p>Used Google Documents before.</p>	 <p>Used video chat before.</p>	 <p>Messaged someone online before.</p>
 <p>Has a video game console</p>	 <p>Watches videos online.</p>	 <p>Posted a picture online</p>	 <p>Searched the internet</p>	 <p>Has their own email account</p>

Name





















Date



Intro

GETTING TO KNOW YOUR COWORKERS BINGO!

Directions: Meet your coworkers! Walk around and introduce yourself. Find someone who has done each activity before. Point to each activity that they have done!

 Has sent an email	 Has their own cell phone	 Has a Gmail account	 Plays video games online with others	 Watched YouTube
 Has a bank account	 Has posted a comment online	 Has used the like button online	 Has gotten paid for work or chores	 Used Google Slides before.
 Has their own computer	 Has a social media account	 Used Google Documents before.	 Used video chat before.	 Messaged someone online before.
 Has a video game console	 Watches videos online.	 Posted a picture online	 Searched the internet	 Has their own email account

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Icebreaker Activities

Getting to Know Your Coworkers Inventory

Digitability™

Instructions:

- 1) Tell students ***“Read each statement on your inventory. If the statement applies to you, circle yes. If the statement does not apply to you, circle no.”***
- 2) Once students have responded to each statement, prompt students ***“Add up all your yes and no answers. Then find your level of experience based on your “yes” responses.”***
- 3) Ask students to share their responses and add details so others can learn more about them.

Differentiated Instruction:

- Tier 2 activities have picture supports for students needing additional assistance.
-
- Read statements to students aloud so they can check yes or no.
- Students may point to their answer.
- Students may share experiences with the class.

Name

Date



**Intro
T1**

GETTING TO KNOW YOUR COWORKERS INVENTORY

Directions: Read each question. Circle yes or no. Then add them up to get your results!

1. I have chores to do at home.
2. I have had a job before.
3. I got paid for doing a job or chore.
4. I have had my own money.
5. I have a piggy bank.
6. I have a bank account.
7. I have paid for something at the store.
8. I have a computer/tablet at home.
9. I have a video game console at home.
10. I have my own cell phone.

<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
Total:			

How many 'Yes' answers do you have circled?

1-2	3-4	5-6	7-8	9-10
Intern \$1	Apprentice \$2	Employee \$3	Manager \$4	Executive \$5

Name

Date



**Intro
T2**

GETTING TO KNOW YOUR COWORKERS INVENTORY

Directions: Read each question. Circle yes or no. Then add them up to get your results!

1. I have chores to do at home.



2. I have had a job before.



3. I got paid for doing a job or chore.



4. I have had my own money.



5. I have a piggy bank.



6. I have a bank account.



7. I have paid for something at the store.



8. I have a computer/tablet at home.



9. I have a video game console at home.



10. I have my own cell phone.



<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
✓ Yes			✗ No
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
✓ Yes			✗ No
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
✓ Yes			✗ No
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
✓ Yes			✗ No
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
✓ Yes			✗ No
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
✓ Yes			✗ No
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
✓ Yes			✗ No
Total:			<input type="checkbox"/>

How many 'Yes' answers do you have circled?

1-2	3-4	5-6	7-8	9-10
Intern \$1	Apprentice \$2	Employee \$3	Manager \$4	Executive \$5

Name

Date



**Intro
T1**

GETTING TO KNOW YOUR COWORKERS INVENTORY

Directions: Read each question. Circle yes or no. Then add them up to get your results!

1. I have used the internet before.
2. I use the internet to talk to people all over the world.
3. I have searched for something on the internet before.
4. I have shared something on the internet before.
5. I have gone to a website before.
6. I have used Google before.
7. I have used an app before.
8. I have posted a comment on the internet before.
9. I have posted a picture on the internet before.
10. I know what private information is.

<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
Total:			

How many 'Yes' answers do you have circled?

1-2	3-4	5-6	7-8	9-10
Intern \$1	Apprentice \$2	Employee \$3	Manager \$4	Executive \$5

Name

Date



**Intro
T2**

GETTING TO KNOW YOUR COWORKERS INVENTORY

Directions: Read each question. Circle yes or no. Then add them up to get your results!

1. I have used the internet before.



✓
Yes

✗
No

2. I use the internet to talk to people all over the world.



✓
Yes

✗
No

3. I have searched for something on the internet before.



✓
Yes

✗
No

4. I have shared something on the internet before.



✓
Yes

✗
No

5. I have gone to a website before.



✓
Yes

✗
No

6. I have used Google before.



✓
Yes

✗
No

7. I have used an app before.



✓
Yes

✗
No

8. I have posted a comment on the internet before.



✓
Yes

✗
No

9. I have posted a picture on the internet before.



✓
Yes

✗
No

10. I know what private information is.



✓
Yes

✗
No

Total:

How many 'Yes' answers do you have circled?

1-2	3-4	5-6	7-8	9-10
Intern \$1	Apprentice \$2	Employee \$3	Manager \$4	Executive \$5

Name

Date



**Intro
T1**

GETTING TO KNOW YOUR COWORKERS INVENTORY

Directions: Read each question. Circle yes or no. Then add them up to get your results!

1. I have my own email account.
2. I have an email address.
3. I received an email before.
4. I sent an email before.
5. I chatted with someone on the internet before.
6. I watched videos on the internet before.
7. I talked to someone on video chat.
8. I use social media.
9. I play video games online with others.
10. I liked something on the internet before. (like button)

<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Yes		No
Total:			

How many 'Yes' answers do you have circled?

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Intern \$1	Apprentice \$2	Employee \$3	Manager \$4	Executive \$5

Name

Date



**Intro
T1**

GETTING TO KNOW YOUR COWORKERS INVENTORY

Directions: Read each question. Circle yes or no. Then add them up to get your results!

1. I have a Gmail.
2. I have used Google Drive.
3. I have used Google Calendar.
4. I have used Google Documents
5. I have used Google Slides.
6. I have used Google Forms.
7. I have worked on a project online with someone else.
8. I have shared a document with someone.
9. I have a Linkedin account.
10. I uploaded videos to Youtube before.

<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No
Total:	

How many 'Yes' answers do you have circled?

1-2	3-4	5-6	7-8	9-10
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