



**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**.





## 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.”**



## Matching!

**Objective** Student is able to distinguish appropriate online sharing behaviors.

### Differentiated Activity

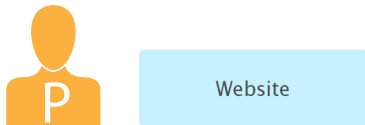


### Materials

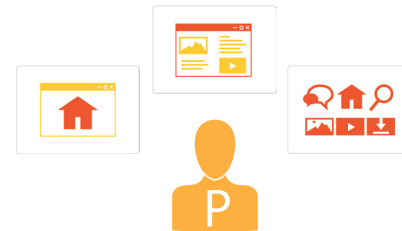
10 Vocabulary Word Cards,  
10 Picture Exchange Cards, Scissors

### Activity Description

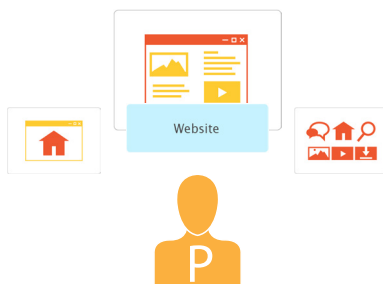
- 1 Player sits down at table. Player is presented with a single vocabulary word.




- 2 Facilitator places three images in front of the player.

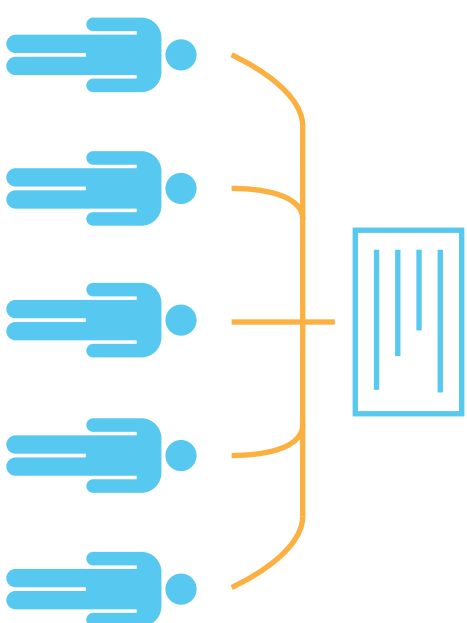
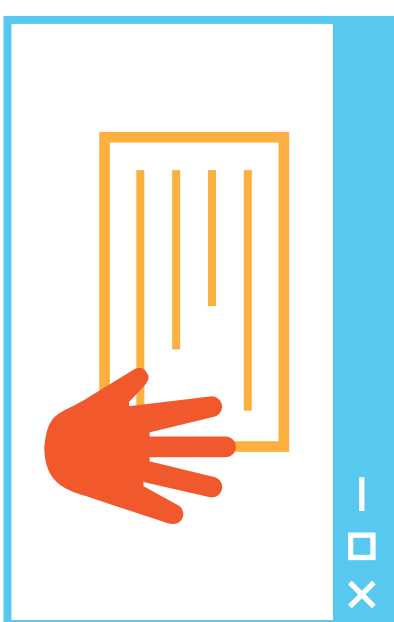
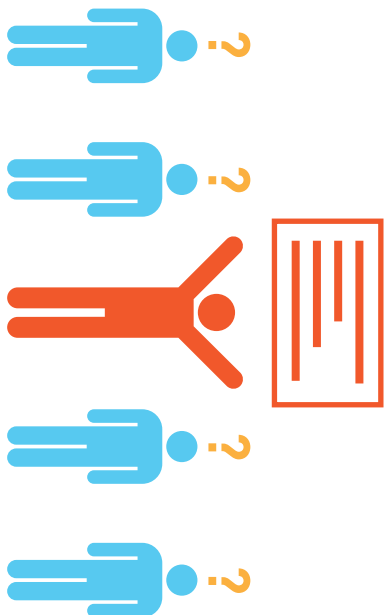
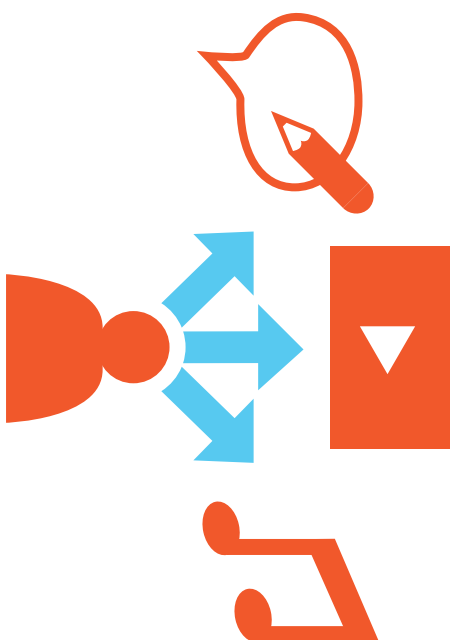


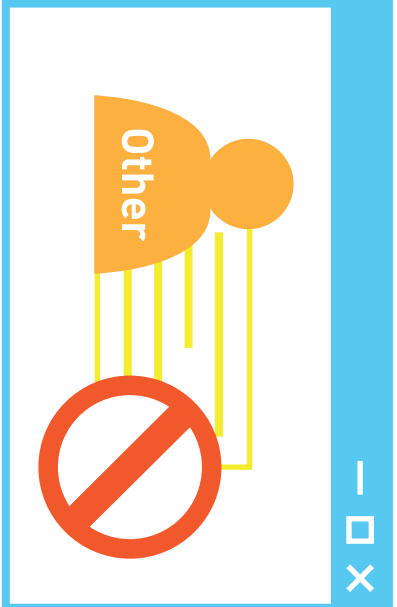
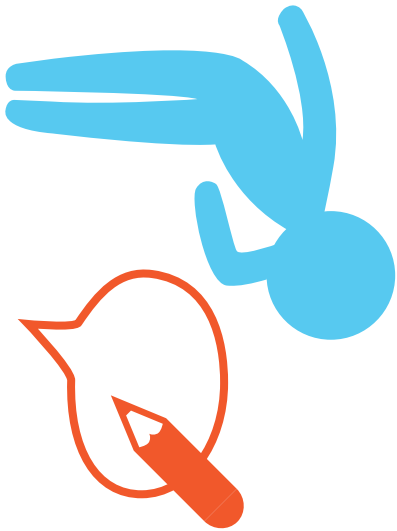
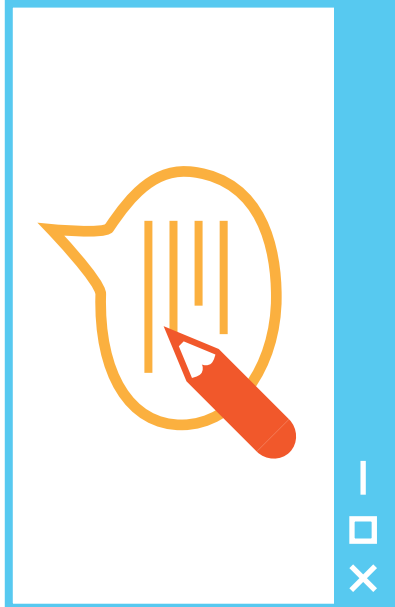
- 3 Player must choose the picture that matches the vocabulary word.

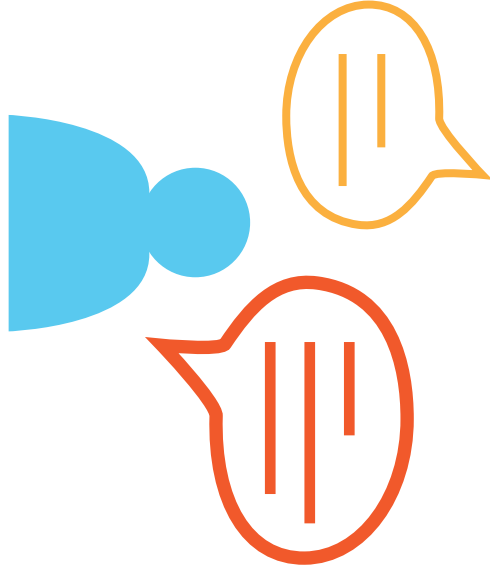


- 4 If player chooses correctly, player received reinforcement. If the player chooses incorrectly facilitator provides a prompt. This process is repeated based on learning objectives.

 Please refer to your supplemental guide for support on reinforcement and prompting.







Sharing

Posting

Private Information

Public Information

Posting Pictures

Posting Comments

Appropriate Sharing

Other's Information

Responding to Comment

Responding Carefully