



# Quick Guide for Starting a Social Economy

# Digitability Classroom Social Economy

The Digitability Classroom Social Economy is an embedded four staged, Workplace Behavior model based on the best, evidence-based practices. This economy is designed to help students be successful in and out of the classroom by teaching behavior for independence and employment. This system addresses a range of topics, including:

- **Self-regulation**
- **Problem solving**
- **Time on task attendance**
- **Decision-Making**
- **Expressive & Receptive Language**
- **Interpersonal Communication**
- **Perseverance & Empowerment**
- **Self-advocacy**
- **Social Skills**
- **Self-Efficacy and Goal Setting**
- **Navigating Workplace Behavior**
- **Giving & Receiving Feedback**

## Understanding the Lesson Plan Scripting

LEVEL 1: SOCIAL ECONOMY	LEVEL 2: SOCIAL ECONOMY	LEVEL 3: SOCIAL ECONOMY	LEVEL 4: SOCIAL ECONOMY
WORKPLACE CULTURE	WORKPLACE BOUNDARIES	WORKPLACE POLICIES	WORKPLACE ADVOCACY
 <b>Earning and Spending</b>  <b>Motivation</b>  <b>Socialization</b>	 <b>Personal Budgeting</b>  <b>Executive Functions</b>  <b>Self-regulation</b>	 <b>Performance Review</b>  <b>Empowerment</b>  <b>Self-Efficacy</b>	 <b>Long-term Planning</b>  <b>Perseverance</b>  <b>Self-Advocacy Plan</b>

## Social, Emotional & Communication Skill Development Embedded in EVERY Lesson Plan

Digitability uses scripted language formulas to ensure that teachers are implementing healthy behavior modification techniques for developing motivation, self-regulation and more. These language formulas are scripted into every lesson plan.

### Language Formula

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

### Example 1

"Marcus great job participating and earning a dollar. Let's hear more about your work."

# Digitability Dollar Tracker

Keep track of your students behavior with this **Digitability Dollar Tracker**. Write in your own behaviors in the spaces provided under the populated

[illegible]

## Bills

rent	\$ 3 /1st of Month
wifi	\$ 3 /1st of Month
gym	\$ 3 /1st of Month
transportation	\$ 3 /1st of Month
	\$ /1st of Month

## Purchases

free youtube time	Date: 3/4/2019	\$ 2
movie	Date: 3/6/2019	\$ 5
headphones	Date: 3/10/2019	\$ 8
snack	Date: 3/15/2019	\$ 1
free time	Date: 3/21/2019	\$ 2

Total money needed  
per week \$ 8

Total money needed  
this month \$ 30

Bills

<hr/>	\$ <hr/>	/1st of Month
<hr/>	\$ <hr/>	/1st of Month
<hr/>	\$ <hr/>	/1st of Month
<hr/>	\$ <hr/>	/1st of Month
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<hr/>	\$ <hr/>	/1st of Month
<hr/>	\$ <hr/>	/1st of Month
<hr/>	\$ <hr/>	/1st of Month

Total money needed  
per week \$ 

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Total money needed  
this month \$ 

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# Purchases

<hr/>	Date: <hr/>	\$ <hr/>
<hr/>	Date: <hr/>	\$ <hr/>
<hr/>	Date: <hr/>	\$ <hr/>
<hr/>	Date: <hr/>	\$ <hr/>
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<hr/>	Date: <hr/>	\$ <hr/>
<hr/>	Date: <hr/>	\$ <hr/>
<hr/>	Date: <hr/>	\$ <hr/>

Total money needed  
per week \$ 

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Total money needed  
this month \$ 

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# Example Bills and Purchases

## Examples For Bills Your Students May Pay:

- Rent for Desk \$20/month
- Internet Fee \$10/month
- Gym Memberships \$5/month
- Transportation Pass (if they take the bus) \$3/month
- Savings \$5/month
- Taxes \$3/month
- Create your own!

## Examples Of Purchases Your Students May Make:

- Cell phone time \$5/min
- YouTube time \$5/min
- Time with a friend: \$1/min
- Computer time (Non-YouTube or games) \$2/min
- Homework pass: \$3
- Video game day: Students purchase game day event tickets \$25
- Movie day: Students purchase movie day event tickets \$25
- Bottled Water: \$2
- Fruit: \$2
- Chips: \$5
- One item at the school store: \$7
- Lunch on us: \$16
- Breakfast on us: \$12
- Create your own!

## Ways For Your Student's To Earn Money:

- Use Digitability Vocabulary Appropriately throughout the school day \$2/vocab word
- Exhibit Digitability Work-ready Behavior \$1/behavior (You will learn more about this!)
- Complete 10 Digitability Badges Independently and ONLY as assigned (did not go ahead) \$1/badge
- Arrive on time \$1
- Complete all homework and follow directions \$2
- Complete some homework \$1
- Create your own!