

Digitability™
presents



Free IEP Goal Bank

Sample Goals for Digitability and Bankability

IEP Goal Bank

Digitability guides facilitators in assigning roles based on a student's abilities. These roles will create a professional learning atmosphere that will help prepare students for transitioning into professional communities. The Digitability Work Simulation teaches students professional skills, and it assists teachers by providing pre-written goals in the categories below:

- ✓ Money Management
- ✓ Knowledge Resources
- ✓ Educational Planning
- ✓ Interpersonal Skills
- ✓ Job Seeking/Maintenance Skills
- ✓ And More!

Time Management: Given a list of job tasks from the Digitability Work Simulation, [Student] will be able to create a week of events in their online calendar measured by [Digitability Time Management Rubric](#).

Writing: Given a writing assignment at a ____ (grade/proficiency level), [Students] will be able to demonstrate organization, creativity/voice, grammar/syntax, punctuation and spelling as measured by the [Digitability Writing Rubric](#).

Reading Comprehension: Given printed materials at a ____ (grade/proficiency level), [Student] will be able to summarize content of materials as measured by the [Digitability Writing Rubric](#).

Socialization/Communication: Given a workplace scenario from a Digitability Work Simulation, [Student] will be able to initiate and maintain interactive communication during a five-minute work presentation as measured by the [Digitability Oral Presentation Rubric](#).

Socialization/Communication: Given a workplace scenario from a Digitability Work Simulation, [Student] will be able to respond appropriately to questions and feedback statements as measured by the [Digitability Oral Presentation Rubric](#).

Pragmatic-Language: Given a scenario from the Digitability Work Simulation, [Student] will be able to provide specific feedback on a classmate's presentation using the sandwich approach to questions and feedback statements as measured by the [Digitability Oral Presentation Rubric](#).

Mathematics: Given a math probe at a ____ (grade/proficiency Level), [Student] will be able to track money earned in the Digitability Work Simulations by adding and subtracting dollar amounts with 80% accuracy as measured by the [Digitability Student Register](#).

Finance: Given a specific budget scenario from the Digitability Work Simulation, [Student] will be able to identify the amount of money they must earn each week to pay bills and purchase privileges with 80% accuracy as measured by the Digitability Budget Reflection Form.

Transition: Given a Digitability Workplace Behavior Activity, [Students] will be able to inventory five successful personal workplace behaviors and five problematic workplace behaviors they possess and create a self-advocacy plan based on the Digitability Workplace Behavior Model.

Transition: Given Digitability Work Simulation Activities, [Student] will be able to create a work-ready portfolio that includes three sample Work Simulation projects, a resume and an online profile to showcase during job interviews.

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Bankability-Specific Goals: Functional Math

Bankability 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 over time. Reports can be generated at the click of a button and shared with their Special Education Team.

Given a sum of [Bankability](#) classroom dollars, Student will add and subtract given amounts with 80% accuracy in 4 out of 5 opportunities.

When given a sum of Bankability classroom dollars, the student will be able to determine if enough money is available in the Bankability app to make a purchase of a certain amount with 80% accuracy in 4 out of 5 opportunities.

When depositing a sum of Bankability classroom dollars, the student will identify the new sum of money in the Bankability banking app in 4 out of 5 opportunities.

When making a purchase of a set amount using Bankability classroom dollars, student will use the "next dollar" strategy to determine the amount of money needed in their virtual banking app to complete the purchase with 80% accuracy in 4 out of 5 opportunities.

When presented with purchasing options listed as classroom rewards, Student will be able to calculate the total amount of money needed to purchase multiple items within the same purchase with 90% accuracy in 4 out of 5 opportunities.

When given up to XX amount of Bankability dollars as part of a classroom lesson, Student will independently count the dollars to determine the total amount with 90% accuracy in 4 out of 5 opportunities.

When given a set budget within the Bankability virtual banking app, Student will be able to make (number of purchases) of various amounts without exceeding the budget with 90% accuracy in 4 out of 5 opportunities.

When making a classroom purchase with Bankability dollars, Student will be able to compare the costs (greater than/less than) with 80% accuracy in 4 out of 5 opportunities.

When payroll is given via the Bankability virtual banking system, Student will be able to monitor the virtual banking app to track deposits in order to calculate the total amount of money available in their bank account with 90% accuracy in 4 out of 5 opportunities.

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Bankability-Specific Goals: Financial Literacy

Through direct instruction using the Bankability financial literacy lesson plans, Student will be able to define financial terms including Deposit, Withdrawal, Income, Budget, (etc)...with 80% accuracy in 4 out of 5 opportunities.

Through direct instruction using the Bankability financial literacy lesson plans, Student will be able to identify and complete the steps necessary to pay a bill with the Bankability virtual banking platform with 90% accuracy in 4 out of 5 opportunities.

Through direct instruction using the Bankability financial literacy lesson plans, Student will be able to create a budget for expenses/purchases in order to make purchases and pay bills with sufficient funds with 90% accuracy in 4 out of 5 opportunities.

Through direct instruction using the Bankability financial literacy lesson plans, Student will be able to utilize the Bankability virtual banking website for personal banking as evidenced by logging in, checking balances, and explaining the features of the Bankability virtual banking system with 80% accuracy in 4 out of 5 opportunities.

Through direct instruction using the Bankability financial literacy lesson plans, Student will be able to sequence the steps of paying a bill with 90% accuracy in 4 out of 5 opportunities.

Through direct instruction using the Bankability financial literacy lesson plans, Student will be able to sequence the steps of making a purchase with 90% accuracy in 4 out of 5 opportunities.

When given a set amount of money as a deposit in the student's Bankability virtual banking site, Student will be able to categorize expenses and create a budget to ensure enough funds remain in their account in order to fulfill financial needs within the classroom with 90% accuracy in 4 out of 5 opportunities.

Through direct instruction using the Bankability financial literacy lesson plans, Student will be able to demonstrate understanding of budgeting by determining the difference between wants and needs.

Through direct instruction using the Bankability financial literacy lesson plans, Student will be able to create a purchasing goal and save accordingly from income earned from their classroom paycheck deposited into the Bankability app.