



Quick Guide for Starting a Social Economy

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SOCIAL
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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

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

Behaviors	Date						
Participation/ Contributing	EX: 10/20/21 						
Sharing/Helping/ Collaborating							
Greeting a Guest							
Following Directions/ Staying on Task							
Encouraging/ Complementing							

Bills

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

Purchases

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

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

Total money needed per week \$

Total money needed this month \$

Purchases

_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____
_____	Date: _____	\$ _____

Total money needed per week \$ _____

Total money needed this month \$ _____

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!