

# **Behavior (Nevada)**

Last Modified on 03/11/2024 8:44 am CD7

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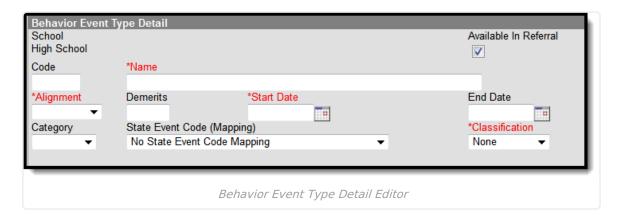
Behavior fields that are specific to the state of Nevada are described below in the Behavior Setup, Behavior Management, Behavior Referral, and Behavior Response sections. For all other inquiries, please visit the Behavior article.

In Nevada, Behavior Event Types mapped to a State Event Code (Mapping) and Behavior Resolution Types mapped to a State Resolution Code (Mapping) will sync from Nevada District Edition to Nevada State Edition in real time. Behavior Incidents that are *not* state mapped will *not* sync to State Edition unless a state mapped resolution is added to the event.

# **Behavior Setup**

The Behavior Admin tool is used to setup behavior events/incidents, resolutions, and responses. Behavior Admin fields that are specific to the state of Nevada are described below. For all other inquiries, please visit the Event Types article.

## **Event Types**



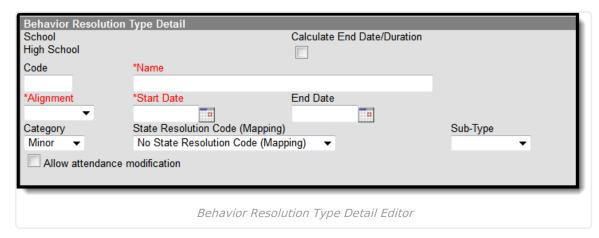
## State Event Code (Mapping)

State Event Codes indicate the reason a student was subject to a disciplinary action. These are the official state codes to which all district-defined behavior events/incidents should be mapped. Behavior events/incidents that are not mapped to a state event code do NOT report.

▶ Click here to expand...



## **Resolution Types**



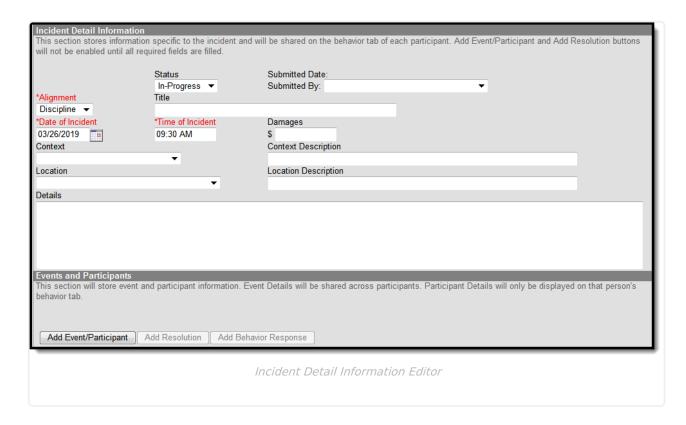
### **State Resolution Code (Mapping)**

State Resolution Codes indicate the type of disciplinary action taken for a student. These are the official state codes to which all district-defined behavior resolutions should be mapped. Behavior resolutions that are not mapped to a state event code do NOT report.

▶ Click here to expand...

# **Behavior Management**

Behavior Management fields that are specific to the state of Nevada are described below. For all other inquiries, please visit the Behavior Management article.





## **Behavior Management Event Fields**

Please see the Behavior Management article for more information on the Incident Detail Information tab.



Behavior Management Event Details

### **Event Type**



▶ Click here to expand...

#### **Violence Indicator**

The Violence Indicator is used only for district-tracking purposes. It is not used in state reporting.

▶ Click here to expand...

#### **Mechanical Restraints**

The Mechanical Restraints checkbox is used only for district-tracking purposes. It is not used in state reporting.

▶ Click here to expand...

### **Physical Restraints**

The Physical Restraints checkbox is used only for district-tracking purposes. It is not used in state reporting.

▶ Click here to expand...

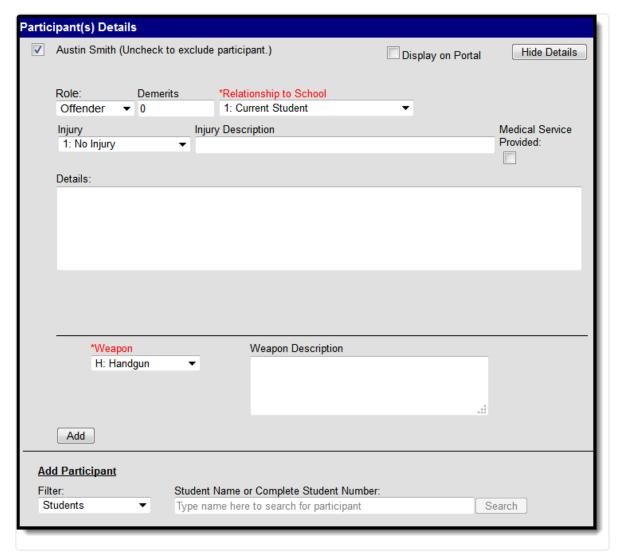
#### **Aversion Intervention**

Aversion Intervention is used only for district-tracking purposes. It is not used in state reporting.

▶ Click here to expand...

## **Behavior Management Participant Fields**





Behavior Participant Detail Editor



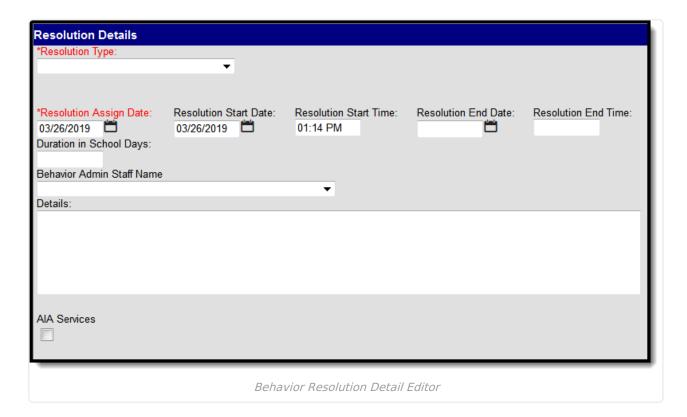
## Weapon

The Weapon field displays only if the offense involved a weapon.

▶ Click here to expand...

### **Behavior Resolution Fields**

Behavior Management Resolution fields that are specific to the state of Nevada are described below. For all other inquiries, please see how to Add a Behavior Resolution.



#### **AIA Services**

The AIA Services checkbox is only used for district-tracking purposes and is not used in state



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