

Behavior (Nevada)

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Tool Search: Behavior

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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

Behavior Event Type Detail

School

High School

Code

*Alignment

Category

*Name

Demerits

State Event Code (Mapping)

No State Event Code Mapping

Available In Referral

☒

*Start Date

End Date

*Classification

None

Behavior Event Type Detail Editor

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

Behavior Resolution Type Detail

School

High School

Code

*Alignment

Category

Minor

☐

Allow attendance modification

Calculate End Date/Duration

☐

*Name

*Start Date

End Date

State Resolution Code (Mapping)

No State Resolution Code (Mapping)

Sub-Type

Behavior Resolution Type Detail Editor

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.

Incident Detail Information

This section stores information specific to the incident and will be shared on the behavior tab of each participant. Add Event/Participant and Add Resolution buttons will not be enabled until all required fields are filled.

Status

In-Progress

Submitted Date:

*Alignment

Discipline

*Date of Incident

03/26/2019

Context

Location

Details

Title

*Time of Incident

09:30 AM

Damages

\$

Context Description

Location Description

Events and Participants

This section will store event and participant information. Event Details will be shared across participants. Participant Details will only be displayed on that person's behavior tab.

Add Event/Participant

Add Resolution

Add Behavior Response

Incident Detail Information Editor

Behavior Management Event Fields

Please see the [Behavior Management](#) article for more information on the [Incident Detail Information](#) tab.

Event Details

*Event Type:

Violence Indicator

☐

Mechanical Restraints

☐

Physical Restraints

☐

Aversion Intervention

☐

- Modified by: Unknown

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

☒
Austin Smith (Uncheck to exclude participant.)

☐
Display on Portal

Hide Details

Role:

Demerits

*Relationship to School

Offender

0

1: Current Student

Injury

Injury Description

Medical Service Provided:

1: No Injury

☐

Details:

*Weapon

Weapon Description

H: Handgun

Add

Add Participant

Filter:

Student Name or Complete Student Number:

Students

Type name here to search for participant

Search

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](#).

Resolution Details

*Resolution Type:

*Resolution Assign Date:

Resolution Start Date:

Resolution Start Time:

Resolution End Date:

Resolution End Time:

03/26/2019

03/26/2019

01:14 PM

Duration in School Days:

Behavior Admin Staff Name

Details:

AIA Services

☐

Behavior Resolution Detail Editor

AIA Services

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

reporting.

▶ [Click here to expand...](#)
