

Behavior Report (Maine)

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

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Tool Search: ME State Reporting

The Behavior Report exports student behavior data for upload into the Maine Department of Education's state system.

ME Behavior Report

This tool will extract behavior data for MEDOE data collection.

Extract Options

Effective Date:

Include State Grade Level:

All Grade Levels ^

PK
 KG
 01
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

Format:

Ad Hoc Filter:

Batch Queue List
 Web Service Queue List

Select Calendars

Which calendar(s) would you like to include in the report?

active year
 list by school
 list by year

23-24
 BRN 23-24
 DYR 23-24
 KLR 23-24
 SKL 23-24
 SML 23-24
SPH 23-24
 SPM 23-24

CTRL-click or SHIFT-click to select multiple

Maine Behavior Report Editor

Report Logic

Logic determines the report population as follows:

- Report a record for each student behavior offense per resolution associated with the calendar(s) selected in the report editor.
 - Student must have at least one enrollment record in the calendar(s) selected in the

report editor.

- Students with enrollment records marked State Exclude are excluded from reporting.
- Students with enrollment records marked No Show are excluded from reporting.
- Students in Grade Levels marked Exclude from state reporting are excluded from reporting.
- Students in calendars marked Exclude are excluded from reporting.
- The student's active enrollment record must have a Start Date that is less than or equal to the Effective Date entered on the report editor.
- Students must be a Participant in a Behavior Incident in the the calendar(s) selected in the report editor.
 - All Behavior Events regardless of the Behavior Incident Status, so long as they meet all other reporting population requirements are included in the report.
 - Behavior Incidents must have a Date of Incident that is less than or equal to the Effective Date entered on the report editor.
 - Behavior Events must have State Event Code that is not null.
 - Participant Role must equal 'Offender'.
 - Only report if Participant Role = Offender has an associated Behavior Resolution where State Resolution Code dictionary Value = RT
 - Only report the offender if the Behavior Resolution Duration in School Days is not null.

In order for Weapon data to report properly, Weapon-related Event Types must have a Classification = Weapon (Behavior > Admin > Event Types > Classification)

The screenshot displays the 'Event Types' configuration interface. On the left is a navigation menu with categories like System Administrator, Student Information, Census, Behavior, Admin, and Reports. The main area is titled 'Event Types' and contains a table of event types and a detailed configuration form for the selected 'Assault with Firearm' event type (Code 04). The 'Classification' dropdown in the detail form is highlighted with a red box and a red arrow, indicating it should be set to 'Weapon'.

| Code | Name | Alignment | Start Date | End Date |
|------|--------------------------------|------------|------------|----------|
| 01 | Aggravated Assault | Discipline | 09/02/2008 | |
| 02 | Alcohol-Related | Discipline | 09/02/2008 | |
| 03 | Arson | Discipline | 09/02/2008 | |
| 04 | Assault with Firearm | Discipline | 09/02/2008 | |
| 05 | Assault with Other Weapon | Discipline | 09/02/2008 | |
| 06 | Battery | Discipline | 09/02/2008 | |
| 07 | Bomb Threat | Discipline | 09/02/2008 | |
| 08 | Bomb-Related | Discipline | 09/02/2008 | |
| 09 | Bullying/Injurious Hazing | Discipline | 09/02/2008 | |
| 10 | Burglary/Breaking and Entering | Discipline | 09/02/2008 | |
| 11 | Disruptive Conduct | Discipline | 09/02/2008 | |

Behavior Event Type Detail

School: District Wide
 Available In Referral:

Code: 04
 *Name: Assault with Firearm
 *Alignment: Discipline
 Demerits: 0
 *Start Date: 09/02/2008
 End Date:
 Category: Assault with Firearm
 State Event Code (Mapping): Assault with Firearm
 *Classification: **Weapon**

Generating the Extract

1. Enter the **Effective Date**. Data as of this date will report.
2. Select which **State Grade Levels** will report data.
3. Select which **Calendars** will report data.
4. Select the report **Format**. For submission to the state, select the CSV (State Format).
5. To further narrow results, select an **Ad Hoc Filter** (optional).
6. Decide if you want to generate the report or send the report to the state:

| | |
|------------------------|---|
| Generate Report | Click the Generate Report button to immediately generate the report. The report will appear in a separate window in the designated format. |
| Submit to Batch | Clicking the Submit to Batch button to send the extract to the Batch Queue List. Batch Queue functionality provides the ability to schedule when the extract is generated and allows users to navigate away from the Special Education Report editor while the extract is being built. The Batch Queue List also lets users view and access historical Special Education Reports which were run through the Batch Queue tool. |
| Send to State | Clicking the Send to State button will send the report data to the state system (Synergy). Reports sent to the state will appear in the Web Service Queue List where you can view its current status (Status), view all data sent to the state (View Submission), and review any errors returned from the state (View Result). <div style="background-color: #fff9c4; padding: 10px; border: 1px solid #ccc;"> <p>This functionality requires proper Web Service Account and Web Service Configuration setup.</p> </div> |

Understanding the Behavior Report

Use the table below to better understand what each report column means and how it reports data.

| Data Element Label | Business Requirement and Business Rules | Database Location | GUI Location |
|-------------------------|--|-------------------|--|
| SAUID | NEO Organization ID for the attending SAU. Report the District Number associated with the student's enrollment record. | District.number | System Administration > Resources > District Info > State District Number |
| State Student ID | The student's state ID. Report Student State ID . | Person.stateID | Census > Demographics > Student State ID |

| Data Element Label | Business Requirement and Business Rules | Database Location | GUI Location | | | | | | | | | | | | | | | | | | |
|----------------------|--|--|--|----|----------------|----|-------------|----|-------------|----|--------------------|----|-----------------------|----|-------------------|----|-------|----|-----------------------|-----------------------------|---|
| School ID | NEO Organization ID for the attending school. Report School Number associated with the student's Enrollment record. | School.number | System Administration > Resources > School > School Number | | | | | | | | | | | | | | | | | | |
| Year Code | School year designation. Concatenate the Start Year and End Year of the School Year associated with the student's Enrollment record with a hyphen. | SchoolYear.startYear SchoolYear.endYear | System Administration > Calendar > School Years | | | | | | | | | | | | | | | | | | |
| Incident Date | Date when incident occurred. Report Behavior Incident Date of Incident . | BehaviorIncident.timestamp | Behavior > Behavior Management > Incident Detail Information > Date of Incident | | | | | | | | | | | | | | | | | | |
| Incident Type | Basic description of the incident. Report based on the Behavior Event State Code crosswalk: <table border="1" data-bbox="338 1285 943 1836"> <thead> <tr> <th>stateEventCode</th> <th>Report</th> </tr> </thead> <tbody> <tr> <td>02</td> <td>AlcoholRelated</td> </tr> <tr> <td>22</td> <td>DrugRelated</td> </tr> <tr> <td>24</td> <td>DrugRelated</td> </tr> <tr> <td>71</td> <td>WithPhysicalInjury</td> </tr> <tr> <td>72</td> <td>WithoutPhysicalInjury</td> </tr> <tr> <td>73</td> <td>WeaponsPossession</td> </tr> <tr> <td>77</td> <td>Other</td> </tr> <tr> <td>78</td> <td>DrugRelatedwMarijuana</td> </tr> </tbody> </table> | stateEventCode | Report | 02 | AlcoholRelated | 22 | DrugRelated | 24 | DrugRelated | 71 | WithPhysicalInjury | 72 | WithoutPhysicalInjury | 73 | WeaponsPossession | 77 | Other | 78 | DrugRelatedwMarijuana | BehaviorType.stateEventCode | Behavior > Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code |
| stateEventCode | Report | | | | | | | | | | | | | | | | | | | | |
| 02 | AlcoholRelated | | | | | | | | | | | | | | | | | | | | |
| 22 | DrugRelated | | | | | | | | | | | | | | | | | | | | |
| 24 | DrugRelated | | | | | | | | | | | | | | | | | | | | |
| 71 | WithPhysicalInjury | | | | | | | | | | | | | | | | | | | | |
| 72 | WithoutPhysicalInjury | | | | | | | | | | | | | | | | | | | | |
| 73 | WeaponsPossession | | | | | | | | | | | | | | | | | | | | |
| 77 | Other | | | | | | | | | | | | | | | | | | | | |
| 78 | DrugRelatedwMarijuana | | | | | | | | | | | | | | | | | | | | |

| Data Element Label | Business Requirement and Business Rules | Database Location | GUI Location |
|----------------------------|---|--|--|
| Weapon Type | <p>Description of weapon.</p> <ol style="list-style-type: none"> 1. Report Behavior Participant Weapon Type dictionary Standard Code. 2. If multiple Weapon Type records associated with a single Behavior Event, only use the lowest weaponID. | <p>BehaviorWeapon. weaponType BehaviorWeapon. weaponID</p> | <p>Behavior > Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > Behavior Event Weapon</p> |
| Resolution Type | <p>Description of resolution.</p> <p>If Behavior Resolution State Code dictionary Value = RT, report Standard Code</p> <ol style="list-style-type: none"> 1. If multiple Behavior Resolutions exist with a Value = RT, report 1 behavior record per resolution. | <p>BehaviorResolution. stateResCode BehaviorResolution. resolutionID</p> | <p>Behavior > Behavior Management > Incident Detail Information > Resolution Details > State Code</p> |
| Resolution Duration | <p>Number of days duration of the resolution.</p> <p>Report Behavior Resolution Duration in School Days for the associated Behavior Resolution in Resolution Type.</p> <ul style="list-style-type: none"> • Round UP to the nearest half number. | <p>BehaviorResolution. schoolDaysDuration</p> | <p>Behavior Management > Incident Detail Information > Resolution Details > Duration in School Days</p> |