

Behavior (Maine)

Last Modified on 10/21/2024 8:19 am CDT

[Behavior Setup](#) | [Behavior Management](#)

Tool Search: Behavior

Behavior fields that are specific to the state of Maine are described below in the Behavior Setup, Behavior Management, Behavior Referral, and Behavior Response sections. For all other inquiries, please visit the [Behavior](#) article.

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 Maine are described below. For all other inquiries, please visit the [Event Types](#) article.

Event Types

Event Type 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...](#)

IC Code	Reported Code	Description	Definition
24	DrugRelated	Other Illicit Drug Related	Illicit drug related is the reason why the student was disciplined.
02	AlcoholRelated	Alcohol Related	Alcohol related is the reason why the student was disciplined.

IC Code	Reported Code	Description	Definition
73	WeaponsPossession	Weapons Possession	Weapons possession is the reason why the student was disciplined.
71	WithPhysicalInjury	Violence w/Physical Injury	Violent Incident (with Physical Injury) is the reason why the student was disciplined.
72	WithoutPhysicalInjury	Violence w/o Physical Injury	Violent Incident (without Physical Injury) is the reason why the student was disciplined.
77	Other	Other - NOT Drug, Alcohol, Weapons, or Violence Related	Other - NOT related to illicit drug, alcohol, weapons possession, and/or violence is the reason why the student was disciplined.

Database Location:

BehaviorType.stateEventCode

Ad Hoc Inquiries:

Student > Behavior > Behavior Event > stateEventCode

Notes:

To report, an Incident MUST be associated with a RT-mapped State Resolution Code of 01-15.

Reports:

[Behavior Report](#)

Resolution Types

Behavior Resolution Type Detail

School: Princeton High School Calculate End Date/Duration

Code: *Name:

*Alignment: *Start Date: End Date:

Category: Minor State Resolution Code (Mapping): No State Resolution Code (Mapping) Sub-Type:

Allow attendance modification

Behavior Resolution 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...](#)

IC Code	Reported Code	Resolution Value	Description	Definition
02	OutOfSchool	RT	Out of School Suspensions	Out of School Suspensions/Expulsions - removal from regular school for disciplinary purposes temporarily, for the remainder of the school year, or longer according to LEA policy.
05	InSchool	RT	In School Suspensions	In School Suspensions - temporary removal from regular classroom(s) for disciplinary purposes but still under supervision of school personnel.
03	REMDW	RT	Removal to an interim alternative educational setting by School Personnel	Unilateral removal to an interim alternative educational setting by School Personnel for drugs, weapons, or serious bodily injury.
06	REMHO	RT	Removal to an interim alternative educational setting by Hearing Officer	Removed to an interim alternative educational setting based on a Hearing Officer finding that there is substantial likelihood of injury to the child or others.
01	EXPSERV	RT	Expulsion with services	Expulsion with services is a consequence of a non-weapons incident for the student(s) involved in an incident as perpetrator(s).
09	EXPWOSERV	RT	Expulsion w/o services	Expulsion without services is a consequence of a non-weapons incident for the student(s) involved in an incident as perpetrator(s).

IC Code	Reported Code	Resolution Value	Description	Definition
10	EXPMOD	RT	Weapon: Expulsion modified to less than one year <i>with</i> educational services under IDEA	Expulsion modified to less than one year with educational services under IDEA was the methods used to discipline student(s) who are children with disabilities (IDEA) involved in firearms and other outcomes of firearms incidents.
11	EXPNOTMOD	RT	Weapon: One year expulsion <i>with</i> educational services under IDEA	One year expulsion with educational services under IDEA was the methods used to discipline student(s) who are children with disabilities (IDEA) involved in firearms and other outcomes of firearms incidents.
12	EXPNOTMODNOALT	RT	Weapon: One year expulsion with <i>no</i> educational services	One year expulsion and no educational services is the method used to discipline the student(s) who are not children with disabilities (IDEA) involved in firearms and other outcomes of firearms incidents.
13	EXPMODALT	RT	Weapon: Expulsion modified to less than one year <i>with</i> educational services	Expulsion modified to less than one year with educational services is the method used to discipline the student(s) who are not children with disabilities (IDEA) involved in firearms and other outcomes of firearms incidents.
14	EXPMODNOALT	RT	Weapon: Expulsion modified to less than one year <i>without</i> educational services	Expulsion modified to less than one year without educational services is the method used to discipline the student(s) who are not children with disabilities (IDEA) involved in firearms and other outcomes of firearms incidents.

IC Code	Reported Code	Resolution Value	Description	Definition
15	EXPALT	RT	Weapon: One year expulsion <i>and</i> educational services	One year expulsion and educational services is the method used to discipline the student(s) who are not children with disabilities (IDEA) involved in firearms and other outcomes of firearms incidents.
<p>Be aware that <i>Behavior Incidents</i> and <i>Other Consequences</i> (codes 03076 - 03098) listed below do NOT report unless they are also associated with a RT-mapped State Resolution code (codes 01 - 15) listed above.</p>				
03076	03076	OC	Community service	Community service is a consequence of an incident for the student(s) involved in an incident as perpetrator(s).
03088	03088	OC	Juvenile justice referral	Juvenile justice referral is a consequence of an incident for the student(s) involved in an incident as perpetrator(s).
03089	03089	OC	Law enforcement referral	Law enforcement referral is a consequence of an incident for the student(s) involved in an incident as perpetrator(s).
03094	03094	OC	Restitution	Restitution is a consequence of an incident for the student(s) involved in an incident as perpetrator(s).
03097	03097	OC	Substance abuse counseling mandated	Substance abuse counseling mandated is a consequence of an incident for the student(s) involved in an incident as perpetrator(s).
03098	03098	OC	Substance abuse treatments mandated	Substance abuse treatment mandated is a consequence of an incident for the student(s) involved in an incident as perpetrator(s).

IC Code	Reported Code	Resolution Value	Description	Definition
03080	03080	OC	Conflict resolution or anger management serv	Conflict resolution or anger management services mandated is a consequence of an incident for the student(s) involved in an incident as perpetrator(s).
03082	03082	OC	Counseling Mandated	Counseling mandated is a consequence of an incident for the student(s) involved in an incident as perpetrator(s).

Database Location:

BehaviorResType.stateResCode

Ad Hoc Inquiries:

Student > Behavior > Behavior Resolution > stateResCode

Reports:

[Behavior Report](#)

Behavior Management

Behavior Management fields that are specific to the state of Maine 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.

*Alignment	Status	Submitted Date:	
Discipline	In Progress	Submitted By:	
*Date of Incident	Title		
12/12/2018			
Incident Time	*Time of Incident	Damages	
	10:42 AM	\$	
Location		Context Description	
		Location Description	
Details			
Events and Participants <small>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.</small>			
<input type="button" value="Add Event/Participant"/> <input type="button" value="Add Resolution"/> <input type="button" value="Add Behavior Response"/>			

Location

This indicates where a student committed an applicable offense. This is only used for district-tracking purposes.

▶ [Click here to expand...](#)

Database Location:

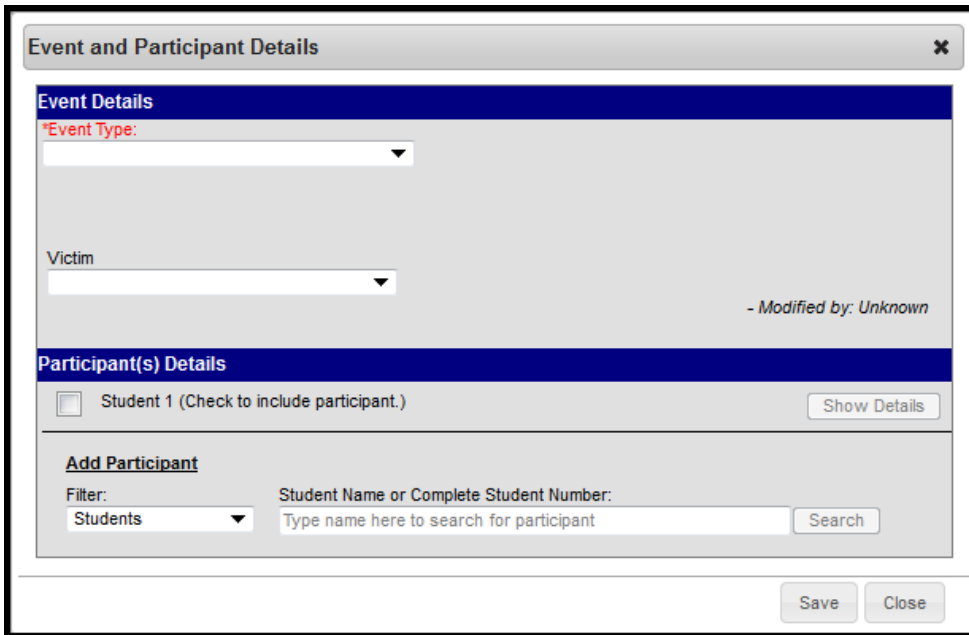
BehaviorIncident.location

Ad Hoc Inquiries:

Student > Behavior > Behavior Incident > location

Behavior Management Participant Fields

Behavior Management Participant fields that are specific to the state of Maine are described below. For all other inquiries, please see how to [Add Participants to a Behavior Incident](#).



Victim

This field is NOT used for state reporting and is used only for district-tracking purposes.

▶ [Click here to expand...](#)

Database Location:

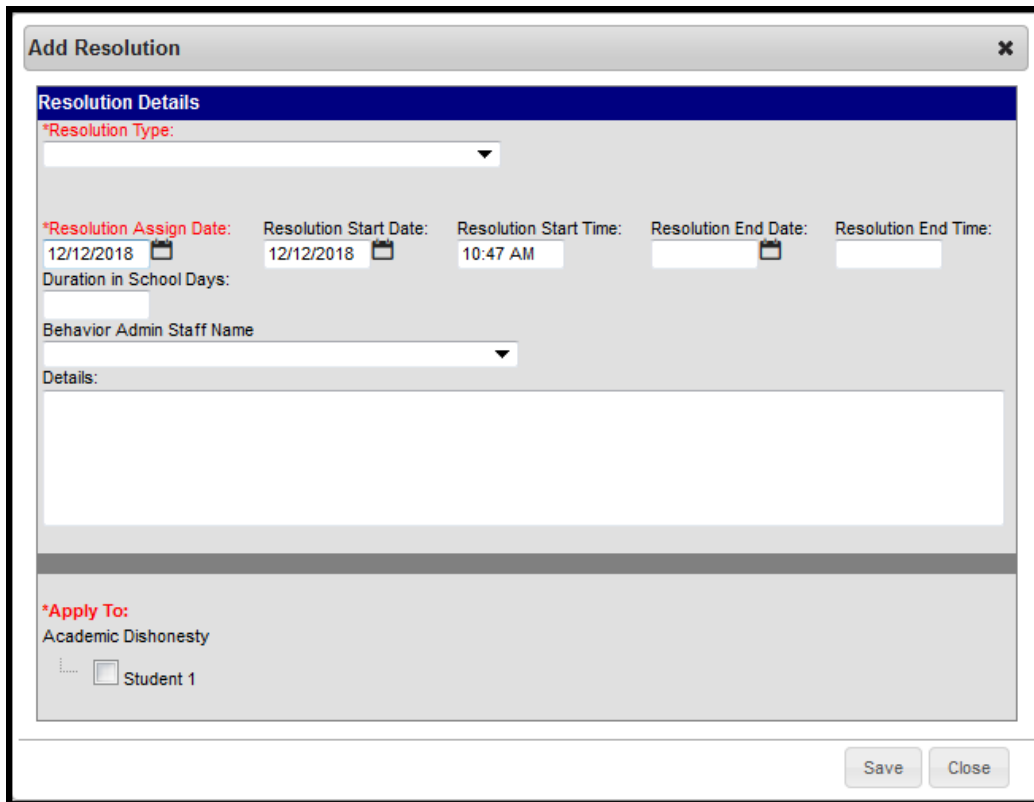
BehaviorEvent.victim

Ad Hoc Inquiries:

Student > Behavior > Behavior Event > victim

Behavior Resolution Fields

Maine does not have Behavior Management Resolution fields that are specific to the state of Maine. Please visit the [Add a Behavior Resolution](#) article for more information.



Add Resolution [X]

Resolution Details

*Resolution Type: [Dropdown]

*Resolution Assign Date: 12/12/2018 [Calendar] Resolution Start Date: 12/12/2018 [Calendar] Resolution Start Time: 10:47 AM Resolution End Date: [Calendar] Resolution End Time: [Text]

Duration in School Days: [Text]

Behavior Admin Staff Name: [Dropdown]

Details: [Text Area]

*Apply To:
Academic Dishonesty
[Dropdown] Student 1

[Save] [Close]

Behavior Resolution Detail Editor