

# Behavior (Idaho)

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

**Tool Search:** Behavior

The Behavior module provides tools for monitoring and recording behavior incidents, for creating letters for parents/guardians regarding student's behavior and for generating reports related to behavior.

Behavior fields that are specific to the state of Idaho are described below in the Behavior Settings and Behavior Management.

## Behavior Setup

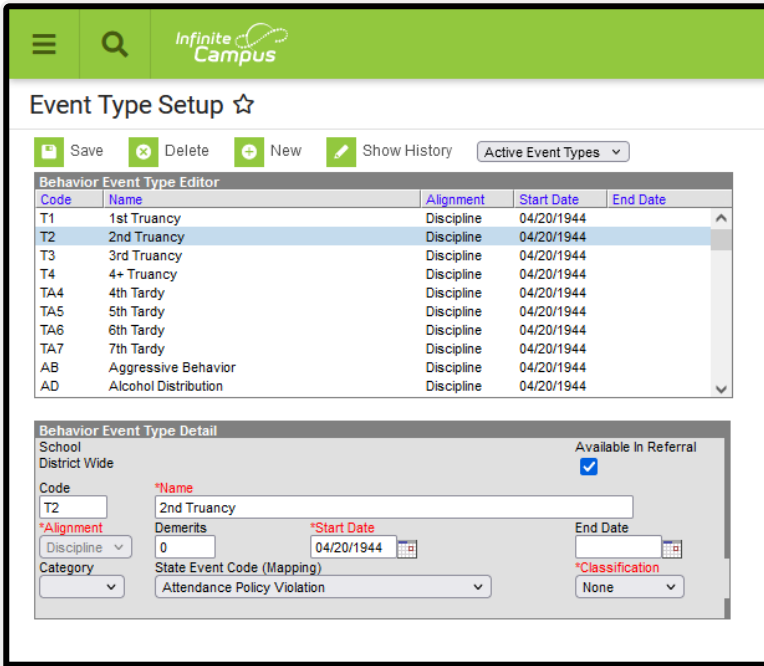
[Event Types](#) | [Resolution Types](#)

The Behavior Settings tools are used to set up behavior events/incidents, resolutions, and responses. For the most part, these settings apply to the entire district, but there are instances where an event, resolution or response may only apply to a particular school.

See the core [Event Types](#) and [Resolution Types](#) articles for information on creating this information.

## Event Types

Behavior Event Types organize behavior incidents into categories.



*Behavior Event Type Setup*

## 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...](#)

Code	Description
ALC	Alcohol
ARS	Arson
ATT	Attendance Policy Violation
BAT	Battery
BUR	Burglary/Breaking and Entering
DCN	Disorderly Conduct
DRG	Drugs, Not Alcohol or Tobacco
FIT	Fighting
HBD	Harassment or Bullying, Disability
HBR	Harassment or Bullying, Race Color Nationality
HBS	Harassment or Bullying, Gender

Code	Description
HOM	Homicide
HRN	Harassment, Non-sexual
HRS	Harassment, Sexual
INS	Insubordination
KID	Kidnapping
MED	Inappropriate Use of Medication
OBS	Obscene Behavior
PAM	Physical Altercation Minor
ROB	Robbery
SBI	Serious Bodily Injury
SRL	Violation of School Rules
STH	School Threat
SXB	Sexual Battery, Sexual Assault
SXO	Sexual Offenses Other, lewd - indecent exposure
TFT	Theft
THR	Threat/Intimidation
TOB	Tobacco Possession or Use
TRS	Trespassing
VAN	Vandalism
WPN	Weapons Possession
WPU	Weapons Use

**Database Location:**

Behavior.stateEventCode

**Ad hoc Inquiries:**

Student > Behavior > Behavior Event > **behaviorDetail.stateEventCode**

Student > Behavior > Behavior Event > **behaviorDetail.stateEventName**

**Reports:**

Not reported

## Classification of Event Types

When Event Types and Resolution Types have the **Classification** field to a value that is NOT None, additional fields display on the Event and Resolution Detail editors. For example, an Event Type that has a Classification of Weapon displays the Weapon Type and Weapon Description fields.

▶ [Click here to expand...](#)

Event Types can have a Classification of Harassment, Drugs or Weapons. Event types with a State Event Code related to one of these should be marked accordingly.

*Behavior Event Weapon Classification*

This selection displays the appropriate classification fields on the **Behavior Participant** editor when an individual is added to an event that is assigned a classification.

## Resolution Types

Behavior Resolution Types organize the resolution of an event into categories.

*Behavior Resolution Type Setup*

## 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...](#)

Code	Description
EXM	Expelled-Modified
EXP	Expulsion
ISS	In School Suspension
OSS	Out of School Suspension
PLT	Change of Placement (long-term)
RHO	Removal by Hearing Officer
URI	Unilateral Removal

### Database Location:

Behavior.stateResCode

### Ad hoc Inquiries:

Student > Behavior > Behavior Resolution > **behaviorDetail.stateResCode**

Student > Behavior > Behavior Resolution > **behaviorDetail.stateResName**

### Reports:

[Disciplinary Actions Extract](#)

# Behavior Management

[Incident ID](#) | [Participant Fields](#) | [Resolution Fields](#)

The Behavior Management tool is used to record all behavior incidents that occur in a school. Information is separated into Behavior Events, Participants in that event, and Resolutions to that event.

See the core [Behavior Management](#) article for information on recording and processing behavior incidents.

Behavior Management

## Incident ID

Indicates the Campus-generated identifier for the resolution of record.

▶ [Click here to expand...](#)

### Database Location:

BehaviorDetail.incidentID

### Ad Hoc Inquiries:

Student > Behavior > Behavior Incident > **behaviorDetail.incidentID**

### Reports:

[Disciplinary Actions Extract](#)

## Participant Fields

Participants in a Behavior Incident can be offenders or witnesses.

*Behavior Event and Participation Fields*

## Justice System

Indicates if the justice system was involved in the incident triggering the action.

▶ [Click here to expand...](#)

### Database Location:

BehaviorEvent.justiceSystemInvolved

### Ad Hoc Inquiries:

Student > Behavior > Custom Behavior Event >  
**customBehaviorEvent.justiceSystemInvolved**

### Reports:

[Disciplinary Actions Extract](#)

## Zero Tolerance

Indicates if the disciplinary action was taken as a result of state or local zero tolerance policies.

▶ [Click here to expand...](#)

### Database Location:



BehaviorEvent.zeroTolerancePolicy

**Ad Hoc Inquiries:**

Student > Behavior > Custom Behavior Event > **customBehaviorEvent.zeroTolerancePolicy**

Student > Behavior > Behavior Resolution > **behaviorDetail.zeroTolerance**

**Reports:**

[Disciplinary Actions Extract](#)

## Weapon and Weapon Code

Indicates whether the incident triggering the disciplinary action involved a weapon. **The event association with the resolution must have a [Classification of Weapon](#) in order to display and assign a Weapon to a participant on the [Event Type Setup](#).**

▶ [Click here to expand...](#)

If a weapon was involved, the Weapon Code reports the type of weapon.

- If the Weapons Code assigned to the first offender of record is not null or NO, reports the first code entered.
- If the first offender of the record does not have a weapons code that is not null or NO, all other offenders on the reporting event (from first entered to last), if the weapons code is not null or NO, the first code entered reports.
- If all offenders do not have a weapons code entered other than null or NO, reports as NO.

**Database Location:**

BehaviorWeapon.weaponCode

BehaviorWeapon.weaponDescription

**Ad Hoc Inquiries:**

Student > Behavior > Behavior Resolution > **behaviorDetail.weaponCode**

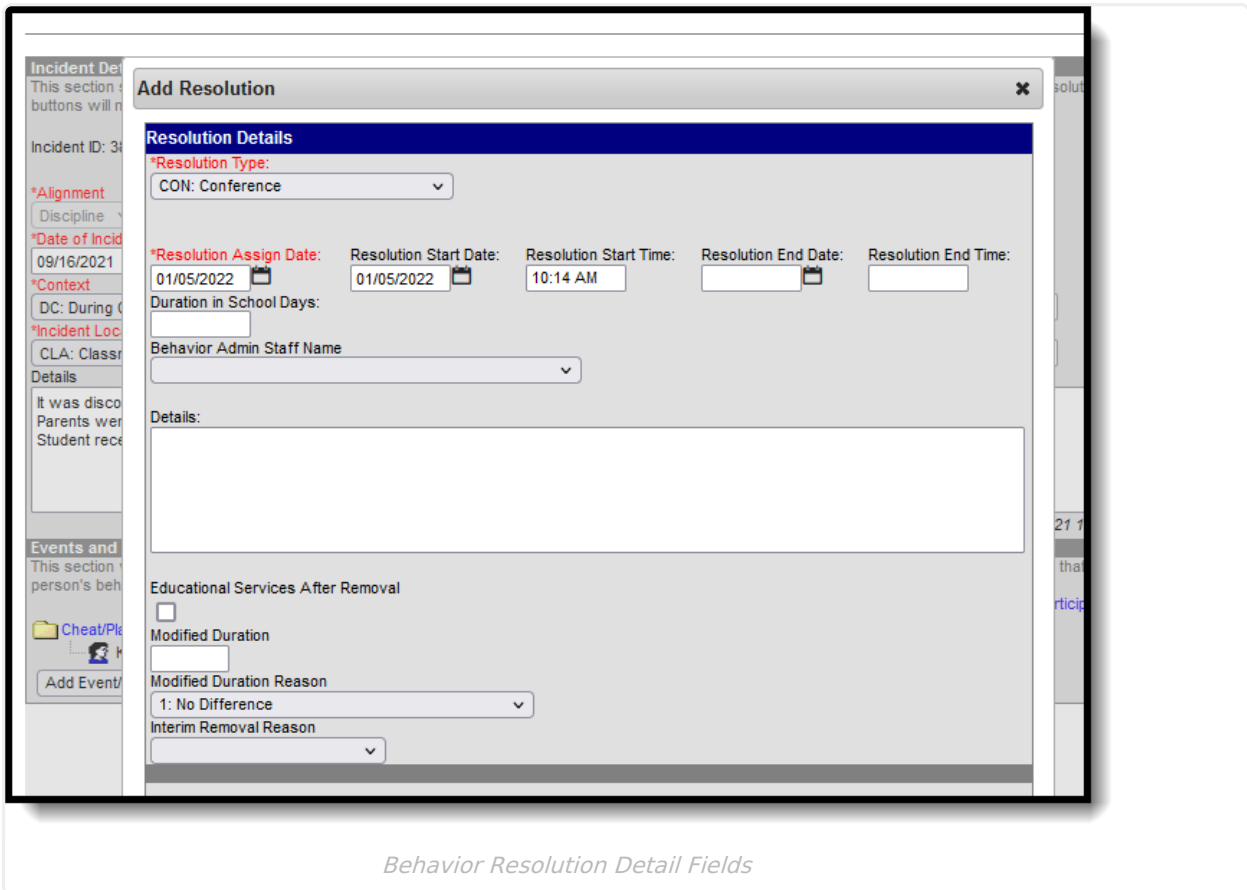
Student > Behavior > Behavior Resolution > **behaviorDetail.weaponDescription**

**Reports:**

[Disciplinary Actions Extract](#)

## Resolution Fields

Behavior Management Resolution fields provide information on the consequence of the behavior incident.



*Behavior Resolution Detail Fields*

## Resolution ID

Reports the identification number of the assigned resolution. This displays on the Resolution editor after the resolution entry has been saved.

▶ [Click here to expand...](#)

### Database Location:

BehaviorResolution.number

### Ad Hoc Inquiries:

Student > Behavior > Behavior Resolution > **behaviorDetail.resolutionID**

### Reports:

[Disciplinary Actions Extract](#)

## Resolution Start Date

Indicates the date the resolution began.

▶ [Click here to expand...](#)

### Database Location:

**Database Location:**

BehaviorResolution.startDate

**Ad Hoc Inquiries:**

Student > Behavior > Behavior Resolution > **behaviorDetail.resolutionStartDate**

**Reports:**

[Disciplinary Actions Extract](#)

Duration in School Days

The original length in school days, rounded to the nearest half day, of the disciplinary action. If blank or less than .5, reports as 0. If Duration in School Days is null, reports days between the Resolution Start Date and End Date in whole days (or as 1 if dates are equal). If Resolution End Date is null, reports as 0.

[▶ Click here to expand...](#)

**Database Location:**

BehaviorResolution.duration

**Ad Hoc Location:**

Student > Behavior > Behavior Resolution > **behaviorDetail.resolutionSchoolDaysDuration**

**Reports:**

[Disciplinary Actions Extract](#)

Educational Services after Removal

When marked, indicates the student continued to receive educational services during the length of the removal.

[▶ Click here to expand...](#)

**Database Location:**

BehaviorResolution.educationalServices

**Ad Hoc Inquiries:**

Student > Behavior > Custom Behavior Resolution > **customBehaviorResolution.educationalServices**

**Reports:**

[Disciplinary Actions Extract](#)

## Modified Duration

If the original duration was modified, the final duration to the nearest half day reports.

[▶ Click here to expand...](#)

### Database Location:

BehaviorResolution.modificationLength

### Ad Hoc Location:

Student > Behavior > Behavior Resolution > **behaviorDetail.modificationLength**

## Modified Duration Reason

If the original duration was modified, indicates the reason the original duration was modified.

[▶ Click here to expand...](#)

Code	Description
1	No Difference
2	By District
3	Court Order
4	Mutual Agreement
5	Completed Term Requirements Early
6	Student Incarceration
7	Extenuating Health Related Circumstances
8	Student Withdrew from School
9	School Year Ended
10	Continuation of Previous Year's Discipline Assignment
11	By Placement Program, In-Placement Behavior
12	Other

### Database Location:

BehaviorResolution.modificationReason

**Ad Hoc Location:**

Student > Behavior > Behavior Resolution > **behaviorDetail.modificationReason**

## Interim Removal Reason

When the student has an IEP, this is used to report the reason that student was removed from an interim alternative education setting.

▶ [Click here to expand...](#)

Code	Description
DRG	Drugs
SBI	Serious Bodily Injury
WPN	Weapons Possession
WPU	Weapons Use

The following logic applies:

- If IEP = Y and State Event Code is DRG, ALC, SBI, WPN or WPU reports state resolution code.
- If IEP = Y, State Event Code is not DRG, ALC, SBI, WPN or WPU and Injury is 4, reports SBI.
- If IEP = Y, State Event Code is not DRG, ALC, SBI, WPN or WPU, Weapon is Null, Injury is not 4 and Drugs Involved is marked, reports DRG.
- If IEP = Y, State Event Code is not DRG, ALC, SBI, WPN or WPU, Weapon is either Null or No, Injury is not 4, Drugs Involved is not marked and Alcohol Involved is marked, reports ALC.
- If IEP = Y, State Event Code is not DRG, ALC, SBI, WPN or WPU, Weapon is either Null or No, Injury is not 4 and neither Drugs Involved or Alcohol Involved is marked, reports as OTH.
- If IEP = Y, State Event Code is not DRG, ALC, SBI, WPN or WPU, Weapon is not Null or No and any participant in the event has an Injury of 2 or 3, reports as WPU.
- If IEP = Y, State Event Code is not DRG, ALC, SBI, WPN or WPU, Weapon is not Null or No and any participant in the event does not have an Injury of 2 or 3, reports as WPN.

**Database Location:**

BehaviorResolution.removalReason

**Ad Hoc Location:**

Student > Behavior > Behavior Resolution > **behaviorDetail.removalReason**