Discipline Incidents (Indiana v3.6)

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This event entity represents an occurrence of an infraction ranging from a minor behavioral problem that disrupts the orderly functioning of a school or classroom (such as tardiness) to a criminal act that results in the involvement of a law enforcement official (such as robbery). A single event (e.g., a fight) is one incident regardless of how many perpetrators or victims are involved. Discipline incidents are events classified as warranting discipline action.

Object Triggering Logic

Action	Trigger
Post	Reports a behavior incident when the incident's Status is marked and saved as "Complete". • Incident must have at least one behavior event associated and the event is mapped to an Ed-Fi Value. • Incident must have at least one student associated to an Event to report. • Posting can occur if a new event is added after Incident is marked as "Complete". • Does not send if the student is in a calendar marked as Exclude. • Does not send if the student is in a School marked as Exclude.
Put Post/Delete	When data is change on the incident: • Incident Details • Date of Incident • Event Type
Delete/Post	When the incident's status is changed. • Delete when the status is changed from Completed to In Progress. • Post when the status is changed from In Progress to Completed.
Delete	When an incident is deleted.
Delete	When all of the Student Discipline Incident Behavior Associations records associated with this Disciple Incident record are deleted.

School Exclude, Calendar Exclude, Resource Toggle and Resync Logic

Action	Trigger
None	If a resource is toggled to 'OFF' after data has sent, all sent data remains in the ODS but no new data sends.
Resync	If a record is in the Ed-Fi Identity Mapping table and not in the ODS, it is deleted from the Ed-Fi Identity Mapping table.

Action	Trigger
Resync	If a record is in the ODS and it does not have a matching record in Campus or the Ed-Fi Identity Mapping table, it is deleted from the ODS.
Resync	If a mapping is changed in Resource Preferences, a resync needs to be done to reflect the changes.

Natural Key Changes, Cascading Updates, and Deletes Logic

Action	Trigger
Post/Delete	Natural Key changes: • If the School Number/Ed-Fi School Number changes, a delete/post occurs with the cascading deletes from the School ID Change triggers. If an Ed-Fi ID changes, this will happen with the cascading deletes from the Ed-Fi ID Change trigger.
Delete/Post	If the Incident is deleted all dependent resources delete.
Dependent Resources	Student Discipline Incident Associations, Discipline Action

Scope Year Logic

Logic
Discipline records only send to the school year to which they are aligned.
Data only sends for the years that have valid configuration.

Resource Preferences

Data Element Label	Mapping Needed
Behavior Incident Location of Incident	Incident Location Descriptor
Behavior Event Type	Behavior Descriptor (Information: Only show events that overlap the configured year with the ability to view/map inactive events. Show both events that do not overlap and events that are archived.)
Behavior Event Referring Party	Reporter Description Descriptor
Do you want to report the Details on the Incident to populate the Behavior Detailed Descriptor?	Behavior Detailed Description

Identity Mapping Object Key

campusObjectType	Object Key Data Source
BehaviorIncident	incidentID

Event Queue Detail

Campus Table	Ed-Fi Action	Fields
behaviorIncident	Post/Put/Delete	The primary table for sending data for this resource.
behaviorEvent	Put	Referring Party

Object Data Elements

Data Element Labels in bold are part of the Natural Key and are required data elements for Data to send to Ed-Fi.

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Data Element Label	Business Requirement	Logic	M, C or O	Location
id	The unique identifier of the resource.		M	
incidentIdentifier	Locally assigned unique identifier (within the school or school district) to identify each specific incident or occurrence. The same identifier should be used to document the entire incident even if it included multiple offenses and multiple offenders.	Reports the Incident ID.	M	Behavior > Behavior Management > Incident ID Behavior Incident.incidentID
schoolReference	A reference to the related School resource.	Reports the fields that are part of the Natural Key for the Schools resource.	M	
staffReference	A reference to the related Staff resource.	This is optional, does not report.	O	

Data Element Label	Business Requirement	Logic	M, C or O	Location
behaviors	An unordered collection of disciplineIncidentBehaviors. This event entity represents an occurrence of an infraction ranging from a minor behavioral problem that disrupts the orderly functioning of a school or classroom (such as tardiness) to a criminal act that results in the involvement of a law enforcement official (such as robbery). A single event (e.g., a fight) is one incident regardless of how many perpetrators or victims are involved. Discipline incidents are events classified as warranting discipline action.	See array section. • State Codes are mapped in Resource Preferences to Ed-Fi Codes. • Local Codes are mapped to State Codes in Behavior > Admin > Resolution Types. ◦ Local Codes will then report the Ed-Fi Code associated to the State Code they are mapped to.	O	
caseNumber	The case number assigned to the incident by law enforcement or other organization.	This is optional, does not report.	O	
incidentCost	The value of any quantifiable monetary loss directly resulting from the incident. Examples include the value of repairs necessitated by vandalism of a school facility, the value of personnel resources used for repairs or consumed by the incident.	This is optional, does not report.	O	
incidentDate	The month, day, and year on which the incident occurred.	Reports the Date of Incident.	M	Behavior > Behavior Management > Date of Incident Behavior Incident.timestamp

Data Element Label	Business Requirement	Logic	M, C or O	Location
incidentDescription	The description for an incident.	This is optional, does not report.	O	
incidentLocationDescriptor	Identifies where the incident occurred and whether or not it occurred on campus, for example: On campus Administrative offices area Cafeteria area Classroom Hallway or stairs.	This is optional, does not report.	O	
incidentTime	An indication of the time of day the incident took place.	This is optional, does not report.	O	
reportedToLawEnforcement	Indicator of whether the incident was reported to law enforcement.	This is optional, does not report.	O	
reporterDescriptionDescriptor	Information on the type of individual who reported the incident. When known and/or if useful, use a more specific option code (e.g., ""Counselor"" rather than ""Professional Staff""); for example:Student Parent/guardian Law enforcement officer Nonschool personnel Representative of visiting school.	This is optional, does not report.	O	
reporterName	Identifies the reporter of the incident by name.	This is optional, does not report.	O	

Data Element Label	Business Requirement	Logic	M, C or O	Location
weapons	An unordered collection of disciplineIncidentWeapons. This event entity represents an occurrence of an infraction ranging from a minor behavioral problem that disrupts the orderly functioning of a school or classroom (such as tardiness) to a criminal act that results in the involvement of a law enforcement official (such as robbery). A single event (e.g., a fight) is one incident regardless of how many perpetrators or victims are involved. Discipline incidents are events classified as warranting discipline action.	This is optional, does not report.	O	
etag	A unique system-generated value that identifies the version of the resource.		O	

Arrays

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Behaviors

Data Element Label	Business Requirements	Logic	M, C or O	Location

Data Element Label	Business Requirements	Logic	M, C or O	Location
behaviorDescriptor	The ID of the Behavior Descriptor.	1. Reports all behavior events that are associated with the incident. ◦ Reports the Ed-Fi code value from the mapping provided for event code selected on the event. 2. If a code is not mapped, does not report.	M	Behavior > Behavior Management > Event Type behaviorType.code behaviorType.name
behaviorDetailedDescription	Specifies a more granular level of detail of a behavior involved in the incident.	1. Reports the Details entered on the Incident when the option in Resource Preferences is set to Yes. ◦ Ed-Fi accepts 1024 characters in this field, truncate remaining information from Campus if there are more characters. 2. Does not report if the Resource Preference is set to 'No'. 3. If the Resource Preference option is changed, a resync needs to be done to add/remove data from this field.	O	Behavior > Behavior Management > Incident Detail Information behaviorincident. description

Type/Descriptors

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Behavior Descriptors

Code	Description	Namespace	Short Description
Alcohol	Alcohol	uri://doe.in.gov/BehaviorDescriptor	Alcohol
Attendance	Attendance	uri://doe.in.gov/BehaviorDescriptor	Attendance
Battery	Battery - Student knowingly or intentionally touches another person in a rude, insolent, or angry manner causing or intent to cause bodily injury.	uri://doe.in.gov/BehaviorDescriptor	Battery
Combination (more than one time of Bullying)	More than one type of bullying.	uri://doe.in.gov/BehaviorDescriptor	Combination (more than one time of Bullying)
Deadly Weapons (other than firearms)	Deadly Weapons (other than firearms)	uri://doe.in.gov/BehaviorDescriptor	Deadly Weapons (other than firearms)
Defiance	Defiance	uri://doe.in.gov/BehaviorDescriptor	Defiance
Destruction of Property	Destruction of Property	uri://doe.in.gov/BehaviorDescriptor	Destruction of Property
Drugs	Drugs	uri://doe.in.gov/BehaviorDescriptor	Drugs
Fighting (does not rise to level of Battery)	Fighting - Incident does not rise to the level of Battery	uri://doe.in.gov/BehaviorDescriptor	Fighting - Incident does not rise to the level of Battery
Handguns (includes BB / Pellet Gun)	Handguns (includes BB / Pellet Gun)	uri://doe.in.gov/BehaviorDescriptor	Handguns (includes BB / Pellet Gun)
Intimidation	Intimidation - Communicating a threat with the intent that the other person engage in conduct against their will or be placed in fear of retaliation.	uri://doe.in.gov/BehaviorDescriptor	Intimidation
Legal Settlement	Legal Settlement	uri://doe.in.gov/BehaviorDescriptor	Legal Settlement
Non-Deadly Weapons	May include Ammunition / Bullets (no gun), Paintball Gun, Airsoft Gun, or Stun Gun.	uri://doe.in.gov/BehaviorDescriptor	Non-Deadly Weapons
Other	Suspension / Expulsion Reasons not covered by any of codes provided or other for reporting gang related activity and arrest events not resulting in suspension or expulsion.	uri://doe.in.gov/BehaviorDescriptor	Other
Other Firearms	Other Firearms	uri://doe.in.gov/BehaviorDescriptor	Other Firearms

Code	Description	Namespace	Short Description
Physical Bullying	Hurting a persons body or possessions; including spitting, hitting / kicking / punching, tripping or pushing, taking or breaking someone's things, and making mean or rude hand gestures.	uri://doe.in.gov/BehaviorDescriptor	Physical Bullying
Rifle/Shotguns (not BB, Gas, Spring-Loaded guns)	Rifle or Shotguns (does not include BB, Gas, or Spring-loaded guns)	uri://doe.in.gov/BehaviorDescriptor	Rifle or Shotguns (does not include BB, Gas, or Spring-loaded guns)
Sexual Misconduct	Behavior used to obtain sexual gratification at the expense of another.	uri://doe.in.gov/BehaviorDescriptor	Sexual Misconduct
Social / Relational Bullying	Hurting a persons reputation or relationship, telling other students not to be friends with another student, leaving a student out on purpose, spreading rumors, or embarrassing a person in public.	uri://doe.in.gov/BehaviorDescriptor	Social / Relational Bullying
Technology Misuse	To use technology in a fashion that does not benefit educational goals; may include cell phone usage.	uri://doe.in.gov/BehaviorDescriptor	Technology Misuse
Theft	Unlawful taking of property.	uri://doe.in.gov/BehaviorDescriptor	Theft
Tobacco	Tobacco	uri://doe.in.gov/BehaviorDescriptor	Tobacco
Verbal Aggression or Profanity	Verbal Aggression or Profanity	uri://doe.in.gov/BehaviorDescriptor	Verbal Aggression or Profanity
Verbal Bullying	Saying mean things, can include teasing, name-calling, taunting, inappropriate sexual comments, or threatening to cause harm.	uri://doe.in.gov/BehaviorDescriptor	Verbal Bullying
Written Communication / Electronic Bullying	Cyber-bullying, collective or group note writing, any bullying undertaken through the use of electronic devices such as computer or cell phones.	uri://doe.in.gov/BehaviorDescriptor	Written Communication / Electronic Bullying