Discipline Incidents (New Mexico v3.5)

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Tool Search: Ed-Fi

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

This table describes logic for triggering syncing of this object.

Action	Trigger
Post	Reports a behavior incident when the incident's Status is marked and saved as "Complete". • Incident must have at least 1 behavior event associated and a Role that is mapped to an Ed-Fi Value. • Posting can occur if a new event is added after Incident is marked as "Complete". • Do not send if the student is in a calendar marked as Exclude. • Do not send if the student is in a School marked as Exclude. • Do not send if the student is in a grade level marked as Exclude. • Do not send if the student is in a calendar marked as Summer School.
Put	When data that is not part of the Natural Key is changed. • When Submitted By is changed on the Incident. • When a new behavior event is added, changed or removed. • When the Incident date is changed. • When the Location of Incident is changed.
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 the associated student enrollment is deleted.
Delete	When all Student Discipline Incident Associations are deleted that are associated with this Discipline Incident record.

School Exclude, Calendar Exclude, Resource Toggle and Resync Logic

This table describes the School Exclude, Calendar Exclude, Resource Toggle and Resync logic of this object.

Action	Trigger
None	If a resource is toggled to 'OFF' after data has sent, all sent data will remain in the ODS but no new data will send.
Resync	If a record is in the Ed-Fi Identity Mapping table and not in the ODS, it will be deleted from the Ed-Fi Identity Mapping table.
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 will be deleted from the ODS.
Resync	If a mapping is changed in Resource Preferences, a resync will need to be done to reflect the changes.

Natural Key Changes, Cascading Updates, and Deletes Logic

This table describes the Natural Key Changes/Cascading Updates and Deletes logic of this object.

Action	Trigger

Action	Trigger
Post/Delete	Natural Key changes: • If the School Number/Ed-Fi School Number changes, a delete/post will occur 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 will delete.
Dependent Resources	Student Discipline Incident Associations, Discipline Action

Scope Year Logic

This table describes scope year logic of this object.

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

Resource Preferences

Data Element Label	Mapping Needed
Behavior Descriptors	Behavior Event Type
Incident Location Descriptors	Behavior Incident Location
Weapon Descriptors	Behavior Weapon Weapon Type
Reporter Description Descriptors	Behavior Event Reffering Party

Identity Mapping Object Key

campusObjectType	Object Key Data Source
BehaviorIncident	incidentID

Event Queue Detail

This table describes the Event Queue Detail of this object.

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.

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field
id	The unique identifier of the resource.		M		

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field
incidentIdentifier	A 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 Inciden
schoolReference	The identifier assigned to a school.	StateCode+DistrictCode+SchoolCode EX: 35001002 • 35 = State Code • 001 = District Code • 002 = School Code	M		
behaviors	An unordered collection of disciplineIncidentBehaviors. Describes behavior by category and provides a detailed description.	See array section.	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.	Reports value Damages.	O	Behavior>Behavior Management> Incident Detail Information > Damages	
incidentDate	The month, day, and year on which the incident occurred.	Reports the Date of Incident.	M	Behavior > Behavior Management > Date of Incident	Behavior Inciden
incidentDescription	The description for an incident.	Report as NULL/blank all records.	O		
incidentLocation Descriptor	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.	Report the Ed-Fi code mapped to the selection in the Location field on the Incident.	O	Behavior Management > Location	BehaviorIncident
incidentTime	An indication of the time of day the incident took place.	Report the Time of Incident.	O	Behavior Management > Time of Incident	
reportedToLaw Enforcement	Indicator of whether the incident was reported to law enforcement.	Report "true" if Police Reported is checked or else "false".	O	Behavior> Behavior Management>Event and Participant Details> Police Reported	BehaviorEvent.p

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field
reporterDescription Descriptor	Identifies where the DisciplineIncident occurred and whether or not it occurred on school, for example: On school Administrative offices area Cafeteria area Classroom Hallway or stairs.	Report the Ed-Fi code mapped to the Referring Party selected on the Behavior Event. 1. If there is more than 1 event on the incident and there are different Referring Party codes selected, the last one to sync will report.	O		behaviorEvent.re
reporterName	Identifies the reporter of the incident by name.	1. Report the First and Last name of the person referenced in the Staff Reference field. 2. If Staff Reference is blank, do not send.	O		behaviorincident
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.	See array section for field details.	O		
DrugRelated Indicator	An indicator of whether or not the incident was drug related.	Look at all events for the offender of record on this incident: • Report **True** ◦ If Event Type selected is Drugs related. • Else, report **False.**	M	Behavior management > Incident Management Editor > Events and Participants > Event and Participant Details > Participant(s) Details > *Drug Type	
AlcoholRelated Indicator	An indicator of whether or not the incident was alcohol related.	Look at all events for the offender of record on this incident: • Report **True** ◦ If Event Type selected is Alcohol related. • Else, report **False.**	M	Behavior management > Incident Management Editor > Events and Participants > Event and Participant Details > Participant(s) Details > *Alcohol Type	
GangRelated Indicator	An indicator of whether or not the incident was gang related.	• If Gang Related is checked, report 'True'. • Else, report 'False'.	M	Behavior>Behavior Management> Event Details>Gang Related	

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field
HateCrimeRelated Indicator	An indicator of whether or not the incident was a hate crime.	• If Hate Crime is checked, report 'True'. • Else report 'False'.	M	Behavior>Behavior Management> Event Details>Hate Crime	
SeriousBodily InjuryIndicator	An indicator of whether or not there were injuries related to the incident.	• Report 'True' if Injury = 4. • Else report 'False'.	M	Behavior>Behavior Management>Participant Details> Injury	BehaviorRole.inj
etag	A unique system-generated value that identifies the version of the resource.		O		

Arrays

▶ Click here to expand...

Type/Descriptors

▶ Click here to expand...

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field