

Student Discipline Incident Behavior Associations (Nebraska v3.6)

Last Modified on 03/11/2024 8:47 am CDT

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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

This table describes logic for triggering syncing of this object.

Action	Trigger
Post	<p>Reports a behavior incident when the incident's status is marked and saved as Complete.</p> <ul style="list-style-type: none"> Incident must have at least one behavior event associated and a Role that is mapped to an Ed-Fi Value. Posting can occur when a new event is added after Incident is marked as Complete. Does not send when the student is in a calendar marked as Exclude. Does not send when the student's enrollment is in a school marked as Exclude. Does not send when the student's enrollment is in a calendar marked as Summer School.
Put	<p>When data that is not part of the Natural Key is changed.</p> <ul style="list-style-type: none"> When the student's role is changed.
Delete/Post	<p>When the Incident's status is changed.</p> <ul style="list-style-type: none"> Deletes when the status is changed from Completed to In Progress. Posts when the status is changed from In Progress to Completed.
Delete	When an event is deleted.
Delete	When all non-excluded enrollments in the school and year are deleted.

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	When a resource is toggled to OFF after data has sent, all sent data remains in the ODS but no new data sends.
Resync	When 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.
Resync	When 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	When 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

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

Action	Trigger
Post/Delete	Natural Key changes: <ul style="list-style-type: none"> When an Ed-Fi ID changes, this happens with the cascading deletes from the Ed-Fi ID Change trigger.
Delete/Post	When the Incident is deleted all dependent resources are deleted.
Dependent Resources	Discipline Actions Note: When a user deletes Student Discipline Incident Behavior Associations using the Delete Tool, the associated Discipline Actions are also deleted when Discipline Actions are auto selected because of the dependency. The user needs to resync the Discipline Actions after this type of delete.

Scope Year Logic

This table describes scope year logic of this object.

Logic

Discipline records only send to the school year that the incident date is aligned to.

- Data will only send for the years that have valid configuration.

Resource Preferences

Data Element Label	Mapping Needed
Behavior Event Role	Student Participation Code Descriptor
Behavior Event Type	Behavior Descriptor (Info message only)

Identity Mapping Object Key

Campus Object Type	Object Key Data Source
BehaviorRole	incidentID-eventID-personID

Event Queue Detail

This table describes the Event Queue Detail of this object.

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

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	M, C or O	Data Source GUI Path Database Field
id	The unique identifier of the resource.	M	

Data Element Label	Business Requirement	M, C or O	Data Source GUI Path Database Field
disciplineIncidentReference	<p>A reference to the related Discipline Incident resource.</p> <p>Reports the fields that are part of the Natural Key for the Discipline Incident resource.</p>	M	
studentReference	<p>A reference to the related Student resource.</p> <p>Reports the data that is part of the Natural Key for the Student resource.</p>	M	
behaviorDescriptor	<p>This descriptor holds the categories of behavior describing a discipline incident.</p> <p>Reports the Ed-Fi code value from the mapped Behavior Event Type on the Discipline Incident resource preference. When a Behavior Event is not mapped, this does not report.</p> <p>See the Arrays section below.</p>	M	<p>Behavior > Behavior Management > Event Type</p> <p>behaviorType.code behaviorType.name</p>
behaviorDetailedDescription	Specifies a more granular level of detail of a behavior involved in the incident.	O	

Data Element Label	Business Requirement	M, C or O	Data Source GUI Path Database Field
disciplineIncidentParticipationCode	<p>An unordered collection of student Discipline Incident Behavior Association Discipline Incident Participation Codes. The role or type of participation of a student in a discipline incident.</p> <p>Reports the Ed-Fi code value from the mapped Role selected on the Student Discipline Incident Behavior Association resource preferences for the reported student. When a Role is not mapped, this does not report.</p>	O	<p>Behavior Management > Participant Details > Role</p> <p>behaviorEvent.role</p>
etag	<p>A unique system-generated value that identifies the version of the resource.</p>	O	
weapons	<p>An unordered collection of disciplineIncidentWeapon.</p> <p>See the Arrays section below.</p> <p>See the Weapons Descriptor under the Types/Descriptors section below for a list of values.</p>	C	<p>Behavior Management > Behavior Event > Weapons</p>

Data Element Label	Business Requirement	M, C or O	Data Source GUI Path Database Field
gunFreeSchoolViolation	<p>Reports as False unless weapons was reported as 02 Handgun, 05 Other Firearm, or 08 Rifle/Shotgun AND incident is considered a Gun Free School Violation.</p> <p>Reports as True when student is associated with a Weapon Code that is in 02, 05 or 08 AND has a Resolution with a State Code in 03, 04 or 05.</p> <p>Otherwise, Reports as False.</p>	C	Behavior Management > Behavior Event > Weapons + Behavior Management > Behavior Resolution > State Resolution Code
schoolRelatedArrestIndicator	<p>Indicates student was involved in a disciplinary incident that resulted in an arrest.</p> <p>Reports as True when the checkbox is checked. Reports as False when the checkbox is not checked.</p>	M	Behavior Management > Behavior Resolution > Serious Bodily Injury
referralToLawEnforcement	<p>Indicates the incident was referred to law enforcement.</p>	M	Behavior Management > Behavior Resolution > lawEnforcement
seriousBodilyInjury	<p>Indicates an event caused serious bodily injury.</p> <p>Reports as T when Serious Bodily Injury is selected on the event for participants marked as Offender only.</p> <p>Reports as F when Serious Bodily Injury is not selected.</p>		Behavior Management > Behavior Resolution > Serious Bodily Injury

Arrays

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Types/Descriptors

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