

Ed-Fi v3.X - Student Discipline Incidents Resource Preferences

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The Ed-Fi Configuration tool is used to establish Ed-Fi data resources.

State specific information: [Nebraska](#)

The following describes how to set the resource preferences for the Student Discipline resource. If the Configure or Edit buttons do not display, then the resource does not need to be mapped and the toggle button can be used to turn the resource on or off.

If a mapping is changed, a resync must be performed on the resource in order for the new mappings to send correctly.

1. Select the appropriate **Ed-Fi Code** for the Weapon Descriptors.

Any item not mapped will not report to Ed-Fi.

Behavior Weapon	
Attribute Dictionary	System Administration > Custom > Attribute Dictionary > Behavior Role > Role
UI Location	Behavior > Behavior Management > Participant details > Role

Student Discipline Incident Associations

Active

Behavior Descriptors

Behavior Descriptors are mapped to an Ed-Fi Code in the [Discipline Incidents Resource Preferences](#).

Student Participation Code Descriptors

BehaviorRole Role	Ed-Fi Code
O: Offender	Perpetrator: Perpetrator ▼
P: Participant	Perpetrator: Perpetrator ▼
V: Victim	Victim: Victim ▼
W: Witness	Witness: Witness ▼
R: Recipient	Victim: Victim ▼

2. Click **Save**.

Nebraska

The following describes how to set additional resource preferences for the Student Discipline resource for Nebraska. If the Configure or Edit buttons do not display, then the resource does not need to be mapped and the toggle button can be used to turn the resource on or off.

If a mapping is changed, a resync must be performed on the resource in order for the new mappings to send correctly.

1. Select the appropriate **Ed-Fi Code** for the Student Participation Code Descriptors.

Any item not mapped will not report to Ed-Fi. Behavior Descriptors are mapped to an Ed-Fi Code in the Discipline Incidents Resource Preferences.

Behavior Role	
Attribute Dictionary	System Administration > Custom > Attribute Dictionary > Behavior Weapon

Behavior Role

UI Location

Behavior Management > Behavior Event > Weapons

Weapon Descriptor

BehaviorWeapon Weapon	Ed-Fi Code
01: Club	04: Other ▼
02: Handgun	02: Handgun ▼
03: Knife (except pocketknife with blade of less than 2 1/2 inches)	03: Knife ▼
04: Other	04: Other ▼
05: Other Firearm	05: Other Firearm ▼
06: Other Object	04: Other ▼
07: Other Sharp Objects	04: Other ▼
08: Rifle/Shotgun	08: Rifle/Shotgun ▼
09: Substance Used as Weapon	04: Other ▼
10: Unknown	10: Unknown ▼
11: Pocketknife with blade of less than 2 1/2 inches	11: Pocketknife with blade of less than 2 1/2 ▼
12: Explosive Device	12: Explosive Device ▼

2. Click **Save**.