

# Behavior (Maine)

Last Modified on 10/22/2022 10:23 am CDT

[Behavior Setup | Behavior Management](#)

**Classic View:** Behavior

**Search Terms:** Behavior

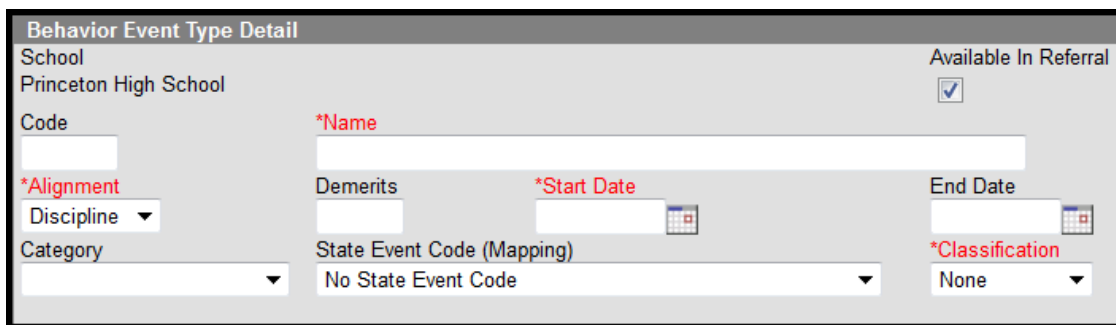
Behavior fields that are specific to the state of Maine are described below in the Behavior Setup, Behavior Management, Behavior Referral, and Behavior Response sections. For all other inquiries, please visit the [Behavior](#) article.

## Behavior Setup

**PATH:** Behavior > Admin

The Behavior Admin tool is used to setup behavior events/incidents, resolutions, and responses. Behavior Admin fields that are specific to the state of Maine are described below. For all other inquiries, please visit the [Behavior Settings](#) article.

## Event Types



The screenshot shows the 'Behavior Event Type Detail' form. It includes the following fields and options:

- School:** Princeton High School
- Available In Referral:**
- Code:** [Text input field]
- \*Name:** [Text input field]
- \*Alignment:** Discipline (dropdown menu)
- Demerits:** [Text input field]
- \*Start Date:** [Date picker]
- End Date:** [Date picker]
- Category:** [Dropdown menu]
- State Event Code (Mapping):** No State Event Code (dropdown menu)
- \*Classification:** None (dropdown menu)

*Event Type Editor*

## 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...](#)

## Resolution Types

**Behavior Resolution Type Detail**

School: Princeton High School Calculate End Date/Duration

Code:  \*Name

\*Alignment:  \*Start Date:  End Date:

Category: Minor State Resolution Code (Mapping): No State Resolution Code (Mapping) Sub-Type:

Allow attendance modification

*Behavior Resolution Detail Editor*

## 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...](#)

# Behavior Management

**PATH:** *Behavior > Behavior Management*

Behavior Management fields that are specific to the state of Maine are described below. For all other inquiries, please visit the [Behavior Management](#) article.

**Incident Detail Information**

This section stores information specific to the incident and will be shared on the behavior tab of each participant. Add Event/Participant and Add Resolution buttons will not be enabled until all required fields are filled.

Status: In Progress Submitted Date:

\*Alignment: Discipline  Submitted By:

\*Date of Incident: 12/12/2018 Title:

\*Time of Incident: 10:42 AM Damages: \$

Incident Time:  Context Description:

Location:  Location Description:

Details:

**Events and Participants**

This section will store event and participant information. Event Details will be shared across participants. Participant Details will only be displayed on that person's behavior tab.

*Behavior Incident Detail Editor*

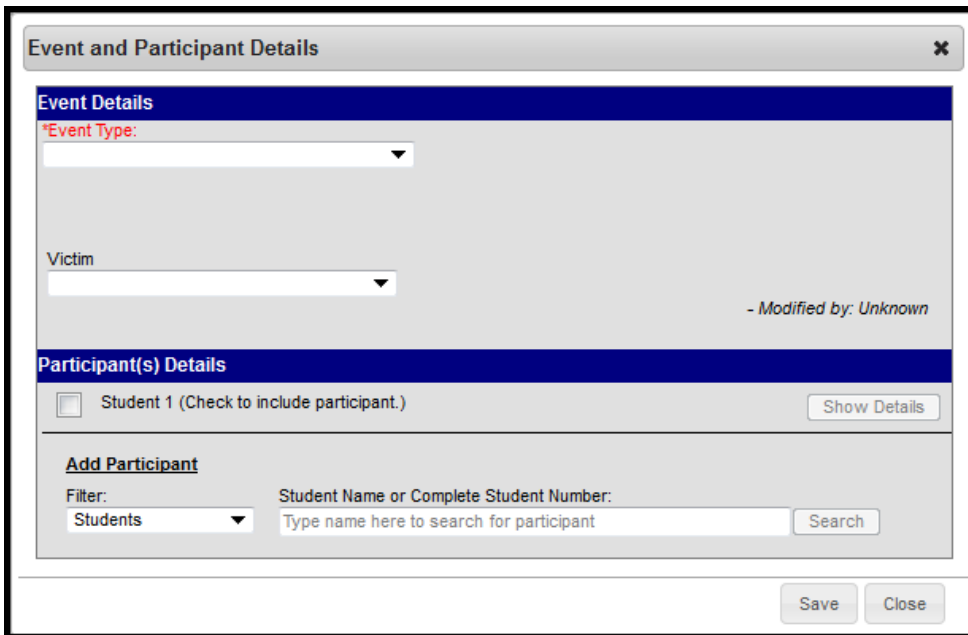
## Location

This indicates where a student committed an applicable offense. This is only used for district-tracking purposes.

▶ [Click here to expand...](#)

## Behavior Management Participant Fields

Behavior Management Participant fields that are specific to the state of Maine are described below. For all other inquiries, please see how to [Add Participants to a Behavior Incident](#).



The screenshot shows a web form titled "Event and Participant Details" with a close button (X) in the top right corner. The form is divided into three main sections:

- Event Details:** Contains a dropdown menu for "Event Type:" and another dropdown menu for "Victim". A status indicator at the bottom right of this section reads "- Modified by: Unknown".
- Participant(s) Details:** Features a checkbox labeled "Student 1 (Check to include participant.)" and a "Show Details" button.
- Add Participant:** Includes a "Filter:" dropdown menu currently set to "Students", a text input field for "Student Name or Complete Student Number:" with the placeholder text "Type name here to search for participant", and a "Search" button.

At the bottom of the form, there are "Save" and "Close" buttons.

*Behavior Participant Detail Editor*

## Victim

This field is NOT used for state reporting and is used only for district-tracking purposes.

▶ [Click here to expand...](#)

## Behavior Resolution Fields

Maine does not have Behavior Management Resolution fields that are specific to the state of Maine. Please visit the [Add a Behavior Resolution](#) article for more information.

### Add Resolution

**Resolution Details**

**\*Resolution Type:**

**\*Resolution Assign Date:** 12/12/2018 **Resolution Start Date:** 12/12/2018 **Resolution Start Time:** 10:47 AM **Resolution End Date:** **Resolution End Time:**

Duration in School Days:

Behavior Admin Staff Name:

Details:

**\*Apply To:**  
Academic Dishonesty  
 Student 1

Save Close

Behavior Resolution Detail Editor