

Behavior (Nevada)

Last Modified on 10/22/2022 10:31 am CDT

[Behavior Setup](#) | [Behavior Management](#)

Classic View: Behavior

Search Terms: Behavior

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

In Nevada, Behavior Event Types mapped to a State Event Code (Mapping) and Behavior Resolution Types mapped to a State Resolution Code (Mapping) will sync from Nevada District Edition to Nevada State Edition in real time. Behavior Incidents that are *not* state mapped will *not* sync to State Edition unless a state mapped resolution is added to the event.

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 Nevada are described below. For all other inquiries, please visit the [Behavior Settings](#) article.

Event Types

Behavior Event Type Detail			
School	High School		Available In Referral <input checked="" type="checkbox"/>
Code	*Name		
*Alignment	Demerits	*Start Date	End Date
Category	State Event Code (Mapping)		*Classification
	No State Event Code Mapping		None

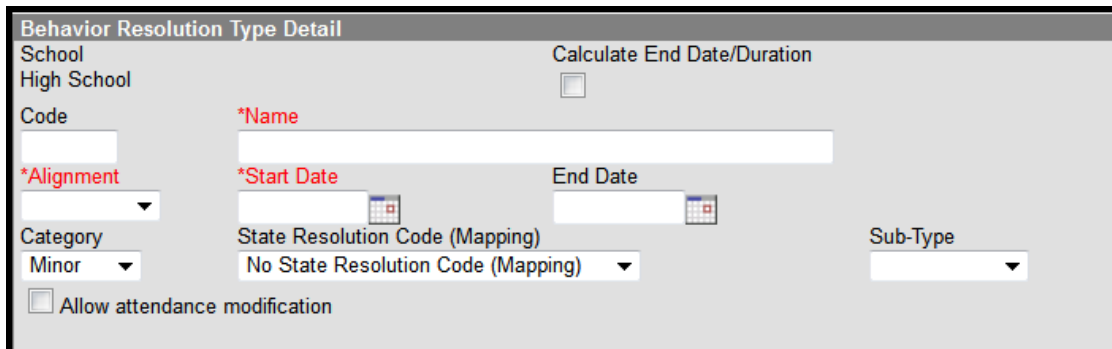
Event Type Editor

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



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

- School:** High School
- Calculate End Date/Duration:**
- Code:** [Text input field]
- *Name:** [Text input field]
- *Alignment:** [Dropdown menu]
- *Start Date:** [Date picker]
- End Date:** [Date picker]
- Category:** Minor [Dropdown menu]
- State Resolution Code (Mapping):** No State Resolution Code (Mapping) [Dropdown menu]
- Sub-Type:** [Dropdown menu]
- Allow attendance modification:**

Behavior Resolution Type 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 Nevada 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: [dropdown]
 Submitted By: [dropdown]

*Alignment: Discipline [dropdown]
 Title: [text field]

*Date of Incident: 03/26/2019 [calendar icon]
 *Time of Incident: 09:30 AM [time field]

Damages: \$ [text field]

Context: [dropdown]
 Context Description: [text field]

Location: [dropdown]
 Location Description: [text field]

Details: [large text area]

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.

[Add Event/Participant] [Add Resolution] [Add Behavior Response]

Behavior Incident Detail Editor

Behavior Management Event Fields

Please see the [Behavior Management](#) article for more information on the [Incident Detail Information](#) tab.

Event Details

*Event Type: [dropdown]

Violence Indicator

Mechanical Restraints

Physical Restraints

Aversion Intervention

- Modified by: Unknown

Behavior Management Event Details

Event Type

▶ [Click here to expand...](#)

Violence Indicator

The Violence Indicator is used only for district-tracking purposes. It is not used in state reporting.

▶ [Click here to expand...](#)

Mechanical Restraints

The Mechanical Restraints checkbox is used only for district-tracking purposes. It is not used in state reporting.

▶ [Click here to expand...](#)

Physical Restraints

The Physical Restraints checkbox is used only for district-tracking purposes. It is not used in state reporting.

▶ [Click here to expand...](#)

Aversion Intervention

Aversion Intervention is used only for district-tracking purposes. It is not used in state reporting.

▶ [Click here to expand...](#)

Behavior Management Participant Fields

Participant(s) Details

Austin Smith (Uncheck to exclude participant.)

Display on Portal

Hide Details

Role:

Demerits

*Relationship to School

Injury

Injury Description

Medical Service Provided:

Details:

*Weapon

Weapon Description

Add Participant

Filter:

Student Name or Complete Student Number:

Behavior Participant Detail Editor

Weapon

The Weapon field displays only if the offense involved a weapon.

▶ [Click here to expand...](#)

Behavior Resolution Fields

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

Copyright © 2021 Infinite Campus. All rights reserved.

Resolution Details

***Resolution Type:**

***Resolution Assign Date:**

Resolution Start Date: **Resolution End Date:**

Resolution Start Time: **Resolution End Time:**

Duration in School Days:

Behavior Admin Staff Name

Details:

AIA Services

Behavior Resolution Detail Editor

AIA Services

The AIA Services checkbox is only used for district-tracking purposes and is not used in state reporting.

▶ [Click here to expand...](#)