

# **Grade Boundaries**

## **Edexcel Level 3 Principal Learning**

**June 2014**

# **Understanding our Edexcel Level 3 Principal Learning grade boundaries**

This document shows the grade boundaries for our suite of Edexcel Level 3 Principal Learning qualifications. For each set of grade boundaries, the maximum number of available marks is also shown.

For individual units, maximum marks and grade boundaries are shown in raw marks. Maximum marks and grade boundaries for the overall qualification (the 'cash-in') are shown in points.

## **Definition of terms**

A grade boundary is the minimum mark at which a letter grade can be achieved. For example, if the grade boundary for a B is 60 marks, then 60 is the minimum mark at which a B can be achieved. A mark of 59 would therefore be a C grade.

A raw mark is the actual mark awarded by the teacher or examiner for an assessment. Raw mark scores can be downloaded by Exams Officers from Edexcel Online.

Raw marks are converted to points for all Principal Learning qualifications. This is because raw mark grade boundaries may change from exam session to exam session to take into account variations in the difficulty of assessments. A Certifying Statement of Provisional Results (results slip) will always show the points score for Principal Learning qualifications.

You can find out more about raw marks and points at [www.edexcel.com/results](http://www.edexcel.com/results)

<b>Construction and the Built Environment</b>											
<b>Unit grade boundaries (Level 3)</b>				<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>u</b>
CB301	Design the Built Environment: The Design Factors	Raw	60	51	45	39	33	28	23	0	
		Points	14	12	10	8	6	4	2	0	
CB302	Design the Built Environment: Stages in the Design and Planning Processes	Raw									
		Points									
CB303	Design the Built Environment: Physical and Environmental Influences	Raw									
		Points									
CB304	Create the Built Environment: Health, Safety and Environmental Influences	Raw	60	49	43	37	31	26	21	0	
		Points	14	12	10	8	6	4	2	0	
CB305	Create the Built Environment: Management Processes	Raw	60	53	47	41	35	29	23	0	
		Points	21	18	15	12	9	6	3	0	
CB306	Value and Use of the Built Environment: Adding Value to the Wider Community	Raw	60	52	46	40	34	28	23	0	
		Points	21	18	15	12	9	6	3	0	
CB307	Value and Use of the Built Environment: Protecting and Maintaining	Raw	60	51	45	39	33	27	21	0	
		Points	14	12	10	8	6	4	2	0	
<b>Cash-in grade boundaries</b>				<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>U</b>
ZCB30	Level 3 Construction and the Built Environment	Points	126	108	90	72	54	36	18	0	

<b>Creative and Media</b>											
<b>Unit grade boundaries (Level 3)</b>				<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>u</b>
CM301	Capture	Raw	60	54	48	42	36	30	24	0	
		Points	21	18	15	12	9	6	3	0	
CM302	Show	Raw	60	53	47	41	35	30	25	0	
		Points	21	18	15	12	9	6	3	0	
CM303	Interaction	Raw	60	53	47	41	35	29	24	0	
		Points	21	18	15	12	9	6	3	0	
CM304	Commission	Raw	60	53	47	41	35	29	24	0	
		Points	21	18	15	12	9	6	3	0	
CM305	Evaluation	Raw	60	54	48	42	36	30	24	0	
		Points	21	18	15	12	9	6	3	0	
CM306	Investigation	Raw	60	54	48	42	36	30	24	0	
		Points	21	18	15	12	9	6	3	0	
<b>Cash-in grade boundaries</b>				<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>U</b>
ZCM30	Level 3 Creative and Media	Points	126	108	90	72	54	36	18	0	

## Engineering

<b>Unit grade boundaries (Level 3)</b>			<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>u</b>
EG301	Investigating Engineering Business and the Environment	Raw	60	53	47	41	35	29	24	0
		Points	14	12	10	8	6	4	2	0
EG302	Applications of Computer Aided Designing	Raw	60	54	48	42	36	31	26	0
		Points	14	12	10	8	6	4	2	0
EG303	Selection and Application of Engineering Materials	Raw	60	54	48	42	36	30	24	0
		Points	14	12	10	8	6	4	2	0
EG304	Instrumentation and Control Engineering	Raw	60	54	48	42	36	30	24	0
		Points	14	12	10	8	6	4	2	0
EG305	Maintaining Engineering Plant, Equipment and Systems	Raw	60	53	47	41	35	29	24	0
		Points	7	6	5	4	3	2	1	0
EG306	Investigating Modern Manufacturing Techniques used in Engineering	Raw	60	54	48	42	36	30	24	0
		Points	14	12	10	8	6	4	2	0
EG307	Innovative Design and Enterprise	Raw	60	54	48	42	36	30	25	0
		Points	14	12	10	8	6	4	2	0
EG308	Mathematical Techniques and Applications for Engineers	Raw	60	54	48	42	36	30	24	0
		Points	14	12	10	8	6	4	2	0
EG309	Principles and Application of Engineering Science	Raw	60	53	47	41	35	29	23	0
		Points	21	18	15	12	9	6	3	0
<b>Cash-in grade boundaries</b>			<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>U</b>
ZEG30	Level 3 Engineering	Points	126	108	90	72	54	36	18	0

## Hospitality

<b>Unit grade boundaries (Level 3)</b>			<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>u</b>
HO301	Investigating the Hospitality Industry	Raw	60	50	45	40	35	30	25	0
		Points	14	12	10	8	6	4	2	0
HO302	Law and Procedures in the Hospitality Industry	Raw	60	53	47	41	35	29	24	0
		Points	7	6	5	4	3	2	1	0
HO303	Customer Service Standards in the Hospitality Industry	Raw	60	53	47	41	36	31	26	0
		Points	14	12	10	8	6	4	2	0
HO304	Building and Developing Effective Hospitality Teams	Raw	60	52	46	40	34	29	24	0
		Points	14	12	10	8	6	4	2	0
HO305	Managing People in the Hospitality Industry	Raw	60	53	47	41	35	29	24	0
		Points	7	6	5	4	3	2	1	0
HO306	Finance and Budgetary Control in the Hospitality Industry	Raw	60	51	45	39	34	29	24	0
		Points	14	12	10	8	6	4	2	0
HO307	Sales and Marketing in the Hospitality Industry	Raw	60	48	43	38	34	30	26	0
		Points	14	12	10	8	6	4	2	0
HO308	Running a Hospitality Business	Raw	60	56	49	43	37	31	25	0
		Points	14	12	10	8	6	4	2	0
HO309	Managing a Food Operation in Hospitality	Raw	60	57	51	45	40	35	30	0
		Points	21	18	15	12	9	6	3	0
HO310	Hospitality Services	Raw	60	56	50	44	38	32	27	0
		Points	7	6	5	4	3	2	1	0
<b>Cash-in grade boundaries</b>			<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>U</b>
ZEG30	Level 3 Hospitality	Points	126	108	90	72	54	36	18	0

## Information Technology

<b>Unit grade boundaries (Level 3)</b>			<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>u</b>
IT301	The Potential of Technology	Raw	60	52	46	40	34	28	22	0
		Points	14	12	10	8	6	4	2	0
IT302	Understanding Organisations	Raw	90	78	69	60	51	42	34	0
		Points	21	18	15	12	9	6	3	0
IT303	Professional Development	Raw	90	77	68	59	50	41	33	0
		Points	21	18	15	12	9	6	3	0
IT304	Creating Technology Solutions	Raw								
		Points								
IT305	Managing Technology Systems	Raw	60	51	45	39	33	28	23	0
		Points	14	12	10	8	6	4	2	0
IT306	Multimedia and Digital Projects	Raw	60	52	45	39	33	27	21	0
		Points	14	12	10	8	6	4	2	0
IT307	Making Projects Successful	Raw	90	72	64	56	48	41	34	0
		Points	21	18	15	12	9	6	3	0
<b>Cash-in grade boundaries</b>			<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>U</b>
ZIT30	Level 3 Information Technology	Points	126	108	90	72	54	36	18	0

## Retail Business

<b>Unit grade boundaries (Level 3)</b>			<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>u</b>
RB301	Examining the World of Retail	Raw								
		Points								
RB302	Developing Retail Channels	Raw								
		Points								
RB303	Buying Practices of Retail Businesses	Raw	120	102	91	80	69	58	47	0
		Points	21	18	15	12	9	6	3	0
RB304	Retail Supply Chain Management and Logistics	Raw								
		Points								
RB305	Marketing in Retail Businesses	Raw	60	50	44	38	33	28	23	0
		Points	21	18	15	12	9	6	3	0
RB306	Merchandising in Retail Business	Raw	120	102	91	80	69	58	48	0
		Points	14	12	10	8	6	4	2	0
RB307	Management of Sales in Retail	Raw	120	103	92	81	70	60	50	0
		Points	14	12	10	8	6	4	2	0
RB308	Visual Merchandising in Retail Business	Raw	120	103	92	81	70	60	50	0
		Points	14	12	10	8	6	4	2	0
<b>Cash-in grade boundaries</b>			<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>U</b>
ZRB30	Level 3 Retail Business	Points	126	108	90	72	54	36	18	0

## Society, Health and Development

Unit grade boundaries (Level 3)			Max Mark	a*	a	b	c	d	e	u
SH301	The Sectors in Context	Raw	90	72	64	56	48	41	34	0
		Points	21	18	15	12	9	6	3	0
SH302	Principles and Values in Practice	Raw	90	72	64	56	49	42	35	0
		Points	21	18	15	12	9	6	3	0
SH303	Partnership Working	Raw	60	53	47	41	35	29	24	0
		Points	21	18	15	12	9	6	3	0
SH304	Communication and Information Sharing	Raw	60	53	47	41	35	29	24	0
		Points	21	18	15	12	9	6	3	0
SH305	Personal and Professional Development in the Work Environment	Raw	60	53	47	41	35	29	24	0
		Points	21	18	15	12	9	6	3	0
SH306	Safeguarding and Protecting Individuals and Society	Raw	60	53	47	41	35	29	24	0
		Points	21	18	15	12	9	6	3	0
Cash-in grade boundaries			Max Mark	A*	A	B	C	D	E	U
ZSH30 Level 3 Society, Health and Development		Points	126	108	90	72	54	36	18	0

## Sport and Active Leisure

Unit grade boundaries (Level 3)			Max Mark	a*	a	b	c	d	e	u
SL301	The Impact of an Active and Healthy Lifestyle	Raw								
		Points								
SL302	Being an Effective Manager and Leader in Sport and Active Leisure	Raw								
		Points								
SL303	Science and Technology in Sport and Active Leisure	Raw	60	52	46	40	34	28	22	0
		Points	21	18	15	12	9	6	3	0
SL304	Applying Science and Technology to Enhance Performance in Sport and Active Leisure	Raw	90	80	70	61	52	43	34	0
		Points	14	12	10	8	6	4	2	0
SL305	Globalisation and the Sport and Active Leisure Industry	Raw	60	52	46	40	34	28	22	0
		Points	21	18	15	12	9	6	3	0
SL306	Sport and Active Leisure Policy	Raw	90	77	68	59	50	41	32	0
		Points	14	12	10	8	6	4	2	0
SL307	Promoting Opportunities For All in Sport and Active Leisure	Raw	120	110	97	85	73	61	49	0
		Points	14	12	10	8	6	4	2	0
SL308	Bringing the Community Together Through Sport and Active Leisure	Raw	120	105	92	80	68	56	44	0
		Points	14	12	10	8	6	4	2	0
Cash-in grade boundaries			Max Mark	A*	A	B	C	D	E	U
ZSL30 Level 3 Sport and Active Leisure		Points	126	108	90	72	54	36	18	0