

Grade boundaries – June 2017 exams

Level 3 Tech-level

For the Level 3 Tech-level subjects, the unit level grade boundaries are shown.

Additional information on grade boundaries and uniform marks can be found here

For further information, contact eos@aqa.org.uk.

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Unit grade boundaries - June 2017 exams

Level 3 Tech-level

| | | Maximum | Grade Boundaries | | |
|---------------------|--|---------|------------------|-------|------|
| Code | Title | Mark | Distinction | Merit | Pass |
| K5066075 | BUSINESS: COMPETETIVE BUSINESS ENVIRONMENT | 80 | 64 | 48 | 32 |
| Y5066086 | BUSINESS: MARKETING PRINCIPLES | 80 | 62 | 47 | 32 |
| | | | | | |
| F5065952 | ENGINEERING: MATERIALS TECHNOLOGY & SCIENCE | 80 | 63 | 46 | 29 |
| J5065953 | ENGINEERING: MATHEMATICS FOR ENGINEERS | 80 | 63 | 47 | 32 |
| | | | | | |
| M5076610 | ENTERTAINMENT TECH: BUSINESS FOR VIDEO GAMES | 80 | 69 | 53 | 37 |
| | | | | | |
| M5066109 / H5076426 | IT: COMMUNICATION TECHNOLOGIES | 80 | 55 | 42 | 30 |
| R5066118 / F5076465 | IT: COMPUTER PROGRAMMING | 80 | 59 | 47 | 36 |
| H5066107 / Y5076424 | IT: FUNDAMENTAL PRINCIPLES OF COMPUTING | 80 | 55 | 42 | 30 |

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