



Pearson

## **Grade Boundaries**

**Edexcel Certificate in Digital  
Applications (CiDA)**

**Edexcel Diploma in Digital Applications  
(DiDA)**

**June 2019**

## **Understanding our Edexcel Digital Applications grade boundaries**

This document shows the grade boundaries for our next generation Edexcel CiDA and DiDA qualifications. For each set of grade boundaries, the maximum number of available marks is also shown.

Maximum marks and boundaries for individual units are shown for both the raw and uniform (UMS) mark scales. Maximum marks and grade boundaries for the overall qualification (the 'cash-in') are only shown in UMS marks.

### **Definition of terms**

A grade boundary is the minimum mark at which a letter grade can be achieved. If the grade boundary for a B is 31 marks, then 31 is the minimum mark at which a B can be achieved. A mark of 30 would therefore be a C grade.

A raw mark is the actual mark awarded by the teacher or examiner for your e-portfolio or your computer-based exam. Raw mark scores can be downloaded by Exams Officers from Edexcel Online.

Raw marks are converted to UMS marks for all Digital Applications 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 Summative Assessment Briefs (SPBs) and exams. A Certifying Statement of Provisional Results (results slip) will always show the UMS mark for Digital Applications qualifications.

**You can find out more about marks at [qualifications.pearson.com/raw-ums-marks](https://qualifications.pearson.com/raw-ums-marks)**

**Please note that for all CiDA units the maximum uniform mark (UMS) is lower than the maximum raw mark. This means different raw marks will scale to the same UMS. For example, a particular unit's raw mark of 24, 25 or 26 might scale to a single UMS of 10. Hence, the raw mark for that unit will not give the same UMS or notional grade as given in this booklet.**

<b>Level 1 Certificate in Digital Applications (CiDA)</b>								
<b>Unit grade boundaries</b>		<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>u</b>	
DA101	Developing Web Products - September 17	Raw	33	28	23	18	14	0
		UMS	20	16	14	12	10	0
DA101	Developing Web Products - September 18	Raw	33	28	23	18	14	0
		UMS	20	16	14	12	10	0
DA102	Creative Multimedia - September 17	Raw	33	28	23	18	14	0
		UMS	60	48	42	36	30	0
DA102	Creative Multimedia - September 18	Raw	33	28	23	18	14	0
		UMS	60	48	42	36	30	0
DA103	Artwork and Imaging - September 17	Raw	33	28	23	19	15	0
		UMS	60	48	42	36	30	0
DA103	Artwork and Imaging - September 18	Raw	33	28	23	19	15	0
		UMS	60	48	42	36	30	0
DA104	Game Making - September 17	Raw	33	28	23	19	15	0
		UMS	60	48	42	36	30	0
DA104	Game Making - September 18	Raw	33	28	23	19	15	0
		UMS	60	48	42	36	30	0
<b>Cash-in grade boundaries</b>		<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>U</b>	
GCDA1	Level 1 Certificate in Digital Applications (CiDA)	UMS	80	64	56	48	40	0

<b>Level 1 Diploma in Digital Applications (DiDA)</b>								
<b>Unit grade boundaries</b>		<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>u</b>	
DA101	Developing Web Products - September 17	Raw	33	28	23	18	14	0
		UMS	20	16	14	12	10	0
DA101	Developing Web Products - September 18	Raw	33	28	23	18	14	0
		UMS	20	16	14	12	10	0
DA102	Creative Multimedia - September 17	Raw	33	28	23	18	14	0
		UMS	60	48	42	36	30	0
DA102	Creative Multimedia - September 18	Raw	33	28	23	18	14	0
		UMS	60	48	42	36	30	0
DA103	Artwork and Imaging - September 17	Raw	33	28	23	19	15	0
		UMS	60	48	42	36	30	0
DA103	Artwork and Imaging - September 18	Raw	33	28	23	19	15	0
		UMS	60	48	42	36	30	0
DA104	Game Making - September 17	Raw	33	28	23	19	15	0
		UMS	60	48	42	36	30	0
DA104	Game Making - September 18	Raw	33	28	23	19	15	0
		UMS	60	48	42	36	30	0
DA105	Coding for the Web – September 17	Raw	33	28	23	18	14	0
		UMS	20	16	14	12	10	0
DA105	Coding for the Web – September 18	Raw	33	28	23	18	14	0
		UMS	20	16	14	12	10	0
<b>Cash-in grade boundaries</b>		<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>U</b>	
GDDA1	Level 1 Diploma in Digital Applications (DiDA)	UMS	160	128	112	96	80	0

<b>Level 2 Certificate in Digital Applications (CiDA)</b>								
<b>Unit grade boundaries</b>			<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>u</b>
DA201	Developing Web Products	Raw	50	45	38	31	24	0
		UMS	20	16	14	12	10	0
DA202	Creative Multimedia - September 17	Raw	33	29	24	20	16	0
		UMS	60	48	42	36	30	0
DA202	Creative Multimedia - September 18	Raw	33	29	24	20	16	0
		UMS	60	48	42	36	30	0
DA203	Artwork and Imaging - September 17	Raw	33	29	25	21	17	0
		UMS	60	48	42	36	30	0
DA203	Artwork and Imaging - September 18	Raw	33	29	25	21	17	0
		UMS	60	48	42	36	30	0
DA204	Game Making - September 17	Raw	33	27	23	19	16	0
		UMS	60	48	42	36	30	0
DA204	Game Making - September 18	Raw	33	27	23	19	16	0
		UMS	60	48	42	36	30	0
<b>Cash-in grade boundaries</b>			<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>U</b>
GCDA2	Level 2 Certificate in Digital Applications (CiDA)	UMS	80	64	56	48	40	0

<b>Level 2 Diploma in Digital Applications (DiDA)</b>								
<b>Unit grade boundaries</b>			<b>Max Mark</b>	<b>a*</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>u</b>
DA201	Developing Web Products	Raw	50	45	38	31	24	0
		UMS	20	16	14	12	10	0
DA202	Creative Multimedia - September 17	Raw	33	29	24	20	16	0
		UMS	60	48	42	36	30	0
DA202	Creative Multimedia - September 18	Raw	33	29	24	20	16	0
		UMS	60	48	42	36	30	0
DA203	Artwork and Imaging - September 17	Raw	33	29	25	21	17	0
		UMS	60	48	42	36	30	0
DA203	Artwork and Imaging - September 18	Raw	33	29	25	21	17	0
		UMS	60	48	42	36	30	0
DA204	Game Making - September 17	Raw	33	27	23	19	16	0
		UMS	60	48	42	36	30	0
DA204	Game Making - September 18	Raw	33	27	23	19	16	0
		UMS	60	48	42	36	30	0
DA205	Coding for the web	Raw	50	43	36	29	23	0
		UMS	20	16	14	12	10	0
<b>Cash-in grade boundaries</b>			<b>Max Mark</b>	<b>A*</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>U</b>
GDDA2	Level 2 Diploma in Digital Applications (DiDA)	UMS	160	128	112	96	80	0