



# Grade Boundaries

## January 2026

Component Assessments for BTEC Level 1/Level 2 Tech Awards (2022)

# Understanding the internal assessment grade boundaries for BTEC Level 1/Level 2 Tech Awards 2022 suite

This document shows the grade boundaries for our BTEC L1/L2 Tech Awards 2022 suite. It shows the grade boundaries both for components that are internally assessed and externally moderated and for externally assessed components. Some components are only available in the June assessment series.

For individual components, maximum marks and boundaries are shown for both the raw and the uniform mark scale (UMS).

The minimum uniform marks (UMS) for a qualification grade of a subject can be found in the **Specification** under **Section 8 – Final grading and awarding**.

Candidate results, Broadsheet and Statement of Results, can be downloaded from Edexcel Online. Results will also be sent to centres via the EDI system automatically on results day.

## Definition of terms

Here, for the internal components, raw mark refers to the final mark awarded for an assessment after any adjustment is made in the moderation process or in relation to a special consideration application. Raw mark for the external components is the mark awarded by the examiner or in relation to a special-considerations application. Raw mark scores will be available to centres via the EDI system.

A grade boundary is the minimum mark at which a grade can be achieved. For example, if the grade boundary for a Level 2 Distinction (D2) is 50, then 50 is the minimum mark at which a Level 2 Distinction (D2) can be achieved. A mark of 49 would therefore be a Level 2 Merit (M2).

Raw marks are converted to UMS (the Uniform Mark Scale). This is because raw mark grade boundaries may change from series to series to take into account variations in the difficulty of the assessments. A Certifying Statement of Provisional Results (results slip) will always show the UMS for these qualifications.

Animal Care									
Component Grade Boundaries		Max Mark	D2	M2	P2	D1	M1	P1	U
BAC01 - Animal Handling	Raw	60	48	39	31	25	19	13	0
	UMS	90	72	63	54	45	36	27	0
BAC02 - Animal Housing and Accommodation	Raw	60	46	38	30	24	18	13	0
	UMS	90	72	63	54	45	36	27	0
BAC03 - Animal Health and Welfare	Raw	60	43	36	30	24	19	14	0
	UMS	120	96	84	72	60	48	36	0
Child Development									
Component Grade Boundaries		Max Mark	D2	M2	P2	D1	M1	P1	U
BCD01 - Children's Growth and Development	Raw	60	48	40	33	26	20	14	0
	UMS	90	72	63	54	45	36	27	0
BCD02 - Learning Through Play	Raw	60	48	40	32	26	20	14	0
	UMS	90	72	63	54	45	36	27	0
BCD03 - Supporting Children to Play, Learn and Develop	Raw	60	42	35	29	24	20	16	0
	UMS	120	96	84	72	60	48	36	0
Construction & the Built Environment									
Component Grade Boundaries		Max Mark	D2	M2	P2	D1	M1	P1	U
BCB01 - Construction in Practice (Component 2)	Raw	60	49	42	35	28	22	16	0
	UMS	90	72	63	54	45	36	27	0
BCB02 - Construction and Design (Component 3)	Raw	60	48	40	33	27	21	15	0
	UMS	90	72	63	54	45	36	27	0
BCB03 - Construction Technology (Component 1)	Raw	60	44	34	24	19	15	11	0
	UMS	120	96	84	72	60	48	36	0
Creative Media Production									
Component Grade Boundaries		Max Mark	D2	M2	P2	D1	M1	P1	U
BCM01 - Exploring Media Products	Raw	60	48	40	33	27	21	15	0
	UMS	90	72	63	54	45	36	27	0
BCM02 - Developing Digital Media Production Skills	Raw	60	48	41	34	27	21	15	0
	UMS	90	72	63	54	45	36	27	0

<b>Enterprise</b>									
<b>Component Grade Boundaries</b>		<b>Max Mark</b>	<b>D2</b>	<b>M2</b>	<b>P2</b>	<b>D1</b>	<b>M1</b>	<b>P1</b>	<b>U</b>
BEN01- Exploring Enterprises	Raw	60	48	40	33	27	21	15	0
	UMS	90	72	63	54	45	36	27	0
BEN02 - Planning and Presenting a Micro-Enterprise Idea	Raw	60	47	40	33	26	20	14	0
	UMS	90	72	63	54	45	36	27	0
BEN03 - Marketing and Finance for Enterprise	Raw	60	42	33	25	21	17	13	0
	UMS	120	96	84	72	60	48	36	0
<b>Health &amp; Social Care</b>									
<b>Component Grade Boundaries</b>		<b>Max Mark</b>	<b>D2</b>	<b>M2</b>	<b>P2</b>	<b>D1</b>	<b>M1</b>	<b>P1</b>	<b>U</b>
BHS01 - Human Lifespan Development	Raw	60	48	40	32	25	18	12	0
	UMS	90	72	63	54	45	36	27	0
BHS02 - Health and Social Care Services and Values	Raw	60	48	40	33	26	19	12	0
	UMS	90	72	63	54	45	36	27	0
BHS03 - Health and Wellbeing	Raw	60	37	30	24	19	15	11	0
	UMS	120	96	84	72	60	48	36	0
<b>Digital Information Technology</b>									
<b>Component Grade Boundaries</b>		<b>Max Mark</b>	<b>D2</b>	<b>M2</b>	<b>P2</b>	<b>D1</b>	<b>M1</b>	<b>P1</b>	<b>U</b>
BIT01 - Exploring User Interface Design Principles and Project Planning Techniques	Raw	60	49	41	34	27	21	15	0
	UMS	90	72	63	54	45	36	27	0
BIT02 - Collecting, Presenting and Interpreting Data	Raw	60	49	40	32	26	20	15	0
	UMS	90	72	63	54	45	36	27	0
BIT03 - Effective Digital Working Practices	Raw	60	39	30	22	18	14	11	0
	UMS	120	96	84	72	60	48	36	0
<b>Music Practice</b>									
<b>Component Grade Boundaries</b>		<b>Max Mark</b>	<b>D2</b>	<b>M2</b>	<b>P2</b>	<b>D1</b>	<b>M1</b>	<b>P1</b>	<b>U</b>
BMP01- Exploring Music Products and Styles	Raw	60	48	40	32	26	20	15	0
	UMS	90	72	63	54	45	36	27	0
BMP02 - Music Skills Development	Raw	60	48	40	32	26	20	15	0
	UMS	90	72	63	54	45	36	27	0

<b>Performing Arts</b>										
<b>Component Grade Boundaries</b>		<b>Max Mark</b>	<b>D2</b>	<b>M2</b>	<b>P2</b>	<b>D1</b>	<b>M1</b>	<b>P1</b>	<b>U</b>	
BPA01 - Exploring the Performing Arts	<b>1A – Performing Arts</b>	Raw	60	48	40	33	27	21	15	0
		UMS	90	72	63	54	45	36	27	0
<b>1B – Production Approach</b>		Raw	60	48	40	33	27	21	15	0
		UMS	90	72	63	54	45	36	27	0
BPA02 - Developing Skills and Techniques in the Performing Arts	<b>1A – Skills and Techniques</b>	Raw	60	48	41	34	27	21	15	0
		UMS	90	72	63	54	45	36	27	0
<b>1B – Production Approach</b>		Raw	60	48	41	34	27	21	15	0
		UMS	90	72	63	54	45	36	27	0
<b>Performing Arts (Dance)</b>										
<b>Component Grade Boundaries</b>		<b>Max Mark</b>	<b>D2</b>	<b>M2</b>	<b>P2</b>	<b>D1</b>	<b>M1</b>	<b>P1</b>	<b>U</b>	
BPD01 - Exploring the Performing Arts (Dance)		Raw	60	49	41	34	27	21	15	0
		UMS	90	72	63	54	45	36	27	0
BPD02 - Developing Skills and Techniques in the Performing Arts (Dance)		Raw	60	49	41	34	27	21	15	0
		UMS	90	72	63	54	45	36	27	0
<b>Sport</b>										
<b>Component Grade Boundaries</b>		<b>Max Mark</b>	<b>D2</b>	<b>M2</b>	<b>P2</b>	<b>D1</b>	<b>M1</b>	<b>P1</b>	<b>U</b>	
BSP01 - Preparing Participants to Take Part in Sport and Physical Activity		Raw	60	48	40	33	27	21	16	0
		UMS	90	72	63	54	45	36	27	0
BSP02 - Taking Part and Improving Other Participants Sporting Performance		Raw	60	48	40	33	27	21	15	0
		UMS	90	72	63	54	45	36	27	0
BSP03 - Developing Fitness to Improve Other Participants Performance in Sport and Physical Activity		Raw	60	46	34	22	18	14	10	0
		UMS	120	96	84	72	60	48	36	0
<b>Travel and Tourism</b>										
<b>Component Grade Boundaries</b>		<b>Max Mark</b>	<b>D2</b>	<b>M2</b>	<b>P2</b>	<b>D1</b>	<b>M1</b>	<b>P1</b>	<b>U</b>	
BTT01 - Travel and Tourism Organisations and Destinations		Raw	60	47	39	32	26	20	15	0
		UMS	90	72	63	54	45	36	27	0
BTT02 - Customer Needs in Travel & Tourism		Raw	60	46	39	32	26	20	15	0
		UMS	90	72	63	54	45	36	27	0
BTT03 - Influences on Global Travel and Tourism		Raw	60	42	32	23	19	15	11	0
		UMS	120	96	84	72	60	48	36	0

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