



ART AND DESIGN

GCE Advanced Level and GCE Advanced Subsidiary Level

Grade thresholds taken for Syllabus 9704 (Art and Design) in the May/June 2013 examination.

	maximum mark available	minimum mark required for grade:		
		A	B	E
Component 1	100	70	60	35
Component 4	100	80	70	40

The thresholds (minimum marks) for Grades C and D are normally set by dividing the mark range between the B and the E thresholds into three. For example, if the difference between the B and the E threshold is 24 marks, the C threshold is set 8 marks below the B threshold and the D threshold is set another 8 marks down. If dividing the interval by three results in a fraction of a mark, then the threshold is normally rounded down. Grade A* does not exist at the level of an individual component.

The thresholds for the **syllabus** are determined first by adding together the thresholds for the components taken by the candidate. A reduction may be made at the higher grades depending on the correlation of the papers. If the maximum raw marks for the components are not in the weighting/relationship specified in the syllabus, a weighting is applied to arrive at the overall thresholds. The A* threshold is calculated using the difference between A and B as a starting point.

For AS Level components, small adjustments may be made to the marks awarded for some versions of the paper in order to neutralise any differences in the difficulty of the different versions and so make sure that all candidates face an equal demand.

The maximum total mark for this syllabus is **200** for A Level and **100** for AS Level.

For this syllabus in this series the grade thresholds were as follows:

Option	Combination of components	A*	A	B	C	D	E
A1	01, 02, 03, 04	169	150	131	114	97	81
B	03, 04, 66	168	150	132	115	98	82
C	03, 04, 67	170	152	134	116	99	82
E	01, 03, 04, 62	169	150	131	114	97	81
S	01, 02		72	63	54	45	36
SA	01, 62		72	63	54	45	36

Grade Thresholds are published for all GCE A/AS and IGCSE subjects where a corresponding mark scheme is available.