

## **Assignment: Calculate Your Biology/Chemistry/Physics/Math (BCPM) GPA**

**If you plan to apply for medical or dental school, please take a bit of time and figure out your Biology/Chemistry/Physics/Math (BCPM) GPA.** It is important because that is the first measure by which medical and dental school admissions committees evaluate your application.

How to calculate your BCPM GPA:

1. Obtain copies of your transcripts from all of your college work. Running Start and College in High School are included. You can print your unofficial WSU transcript from your Student Center in zzsis. Highlight all classes in biology, chemistry, physics and math.
2. Count the total number of instances that each grade appears on your transcripts, i.e. count many As earned how many B-, etc. You will count an "A+," "A" and "A-" as three different grades.
3. Once you have total number of each BCPM grade, multiply each number by the following factors: "A+" = 4.0. "A" = 4.0. "A-" = 3.7. "B+" = 3.3. "B" = 3.0. "B-" = 2.7. "C+" = 2.3. "C" = 2.0. "C-" = 1.7. "D" = 1.0. "F" = 0.0. So if you made three B's, you would multiply 3 x 3.0 for a total of 9.
4. Total all the calculations from each grade and the number of classes counted.
5. Divide the total grade points by the number of classes for your BCPM grade point average. Round it two places to the right of the decimal point.

You will arrive at your BCPM GPA.

Your next step is to go to Medical School Admission Requirements online

<https://services.aamc.org/30/msar/home> (this will require a \$15 subscription) or for dentistry

[http://www.adea.org/GoDental/Application\\_Prep.aspx](http://www.adea.org/GoDental/Application_Prep.aspx) . Click on specific schools which interest

you. Is your GPA within the range of those they accepted during the last application cycle? Are

you a competitive applicant? If so, keep up the good work. If not, you can go here to figure out

what grades you need to earn in order to be in the competitive

range. <http://www.back2college.com/raisegpa.htm>