Participant ID: _____   Study/Timepoint: _____   Date: _____

Administrator: _____

Hopkins Auditory Comprehension with Context Assessment (HACCA)

Part I. Discourse Comprehension

Prompt: "I will tell you some stories. Pick the picture that goes with, or matches, the story. Let's practice." [*Complete Practice items, giving feedback (i.e., verify correct responses, correct incorrect responses)]*. "Great effort on the practice. Let's keep going. Remember, I will say some stories. Pick the picture that goes with, or matches, the story. Ready?"

*Repeat items **one** time if requested or if needed due to an interruption or external distractor. If an item is repeated, write 'R' next to the item. Complete Trial 2 only if Trial 1 accuracy is <100%; complete Trial 3 only if Trial 2 accuracy is <100%.*

Scoring – Participants are scored in the following ways:
- Trial Raw Score: each trial is scored separately—1 point for each correct response—out of 10 items.
- Overall Item Score: Each item (1-10) is scored based on the best trial (i.e., the first trial with a correct response). Items first correct on Trial 1 are scored 3; items first correct on Trial 2 are scored 2; and so on).
- Penalties: 0.5 points are deducted for each item answered incorrectly after an initial correct response to account for guessing. Penalties are cumulative (e.g., an item correct on Trial 1 [3 pts.] that is subsequently missed on Trial 2 [0.5 penalty] and Trial 3 [0.5 penalty] would lose a total of 1 pt.).
- Discourse Total Score: Sum the Overall Item Scores and all Penalties. Subtract the summed Penalties from the summed Overall Item Scores.

Item #	Sentence (Target picture)	Trial 1: -Affect -Visual	Trial 2: +Affect -Visual	Trial 3: +Affect +Visual	Overall Item Score	Penalties (0.5 for each error *after* a correct trial)
P1.	The horse ran around in the grass. (2)	(1 0)	N/A	N/A	N/A	N/A
P2.	Despite the heavy rain, Monique liked playing outside. (3)	(1 0)	N/A	N/A	N/A	N/A
1.	The woman went to see the sunflowers. (2)	1 0	1 0	1 0	3 2 1 0	
2.	A cross marked her daughter's grave. (1)	1 0	1 0	1 0	3 2 1 0	
3.	Rage spread as the building burned. (3)	1 0	1 0	1 0	3 2 1 0	
4.	After the girl's friend moved away, her favorite pet provided comfort for her grief. (2)	1 0	1 0	1 0	3 2 1 0	
5.	The three teammates enjoyed the celebration dinner after the hard race. (4)	1 0	1 0	1 0	3 2 1 0	
6.	Nancy yelled at Bob when he forgot that it was Valentine's Day. (3)	1 0	1 0	1 0	3 2 1 0	
7.	Once the loan was approved to buy their dream house, the family celebrated at the beach. (4)	1 0	1 0	1 0	3 2 1 0	
8.	Cynthia watered her plants every week and made sure they had sunshine. Unfortunately, they did not survive. (1)	1 0	1 0	1 0	3 2 1 0	
9.	John presented his business idea to the investor, who was impressed. John was delighted by the deal they made. (3)	1 0	1 0	1 0	3 2 1 0	
10.	Lydia always wanted a cat. Finally, when she turned five, her parents adopted one. The cat hated its new family. (2)	1 0	1 0	1 0	3 2 1 0	
DISCOURSE TRIAL RAW SCORES		/10	/10	/10	/30	____ (Sum)
(Summed Overall Item Score - Summed Penalties)						
_____ - _____ = _____ **Discourse Total Score**						

Participant ID: _____ Study/Timepoint: _____ Date: _____

Administrator: _____

Part II. Spoken Commands Comprehension

Prompt: "I will give you some directions. Try to do what I say. Let's practice." [*Complete Practice items, giving feedback (i.e., verify correct responses, correct incorrect responses)].* "Great effort on the practice. Let's keep going. I will give you some directions. Try to do what I say. "Ready?"

For ALL items, speak with a flat intonation with no emphasis on specific words in the command.
- *For Trial 1: Look directly at the individual as if having a conversation.*
- *For Trial 2: Look towards the target (e.g., for 'shrug your shoulders,' look at the individual's shoulders).*
- *For Trial 3: Provide a direct model of the command and wait for the individual to imitate or respond.*

*Repeat commands **one** time if requested or if needed due to an interruption or external distractor. If an item is repeated, write 'R' next to the item. Complete Trial 2 only if Trial 1 accuracy is <100%.*

Scoring – Participants are scored in the following ways:
- Trial Raw Score: Each trial is scored separately—1 point for each correct response—out of 10 items.
- Overall Item Score: Each item (1-10) is scored based on the best trial (i.e., the first trial with a correct response). Items first correct on Trial 1 are scored 2; items first correct on Trial 2 are scored 1; etc.).
- Penalties: 0.5 points are deducted for each item answered incorrectly after an initial correct response to account for guessing (e.g., an item correct on Trial 1 [2 pts.] that is subsequently missed on Trial 2 [0.5 penalty] would lose a total of 0.5 pts.).
- Commands Total Score: Sum the Overall Item Scores and all Penalties. Subtract the summed Penalties from the summed Overall Item Scores.

Item #	Command	Trial 1: -Visual Cue	Trial 2: +Visual Cue	Trial 3: +Model	Overall Item Score	Penalties (0.5 for each error *after* a correct trial)
P1.	Pucker your lips	(1 0)	N/A	N/A	N/A	N/A
P2.	Show me your thumb	(1 0)	N/A	N/A	N/A	N/A
1.	Close your eyes	1 0	1 0	1 0	3 2 1 0	
2.	Open your mouth	1 0	1 0	1 0	3 2 1 0	
3.	Shrug your shoulders	1 0	1 0	1 0	3 2 1 0	
4.	Stick out your tongue	1 0	1 0	1 0	3 2 1 0	
5.	Hold up your arms	1 0	1 0	1 0	3 2 1 0	
6.	Touch your left ear	1 0	1 0	1 0	3 2 1 0	
7.	Point to your right eye	1 0	1 0	1 0	3 2 1 0	
8.	Touch either shoulder	1 0	1 0	1 0	3 2 1 0	
9.	Point to the part of your body used for hearing	1 0	1 0	1 0	3 2 1 0	
10.	Point to the ceiling and then to the floor	1 0	1 0	1 0	3 2 1 0	
COMMAND TRIAL RAW SCORES		/10	/10	/10	/30	_____(Sum)
(Summed Overall Item Score - Summed Penalties)						
		_____ - _____ = _____ **Commands Total Score**				