

The Commutative Property

The **commutative property of addition** ($a + b = b + a$) says that when two numbers are added, changing the order of the addends does not change the sum; for example, $6 + 3 = 3 + 6$.

Game Description and Materials

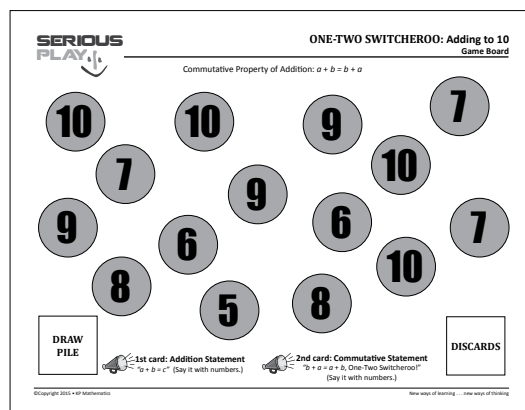
One-Two Switcheroo is a game for two players that uses the commutative property of addition to give students mental math practice adding within 10. Players match commutative pairs of cards (Switcheroo Pairs) to a common sum.

Game materials include a Game Board and a set of cards. Each player needs up to ten tokens to use as markers (not included).


The **object of the game** is to collect more Switcheroo Pairs than the other player.

Game Board

The Game Board has 15 Sum Spots (for Switcheroo Pairs) and places for the draw pile and discards.



Cards

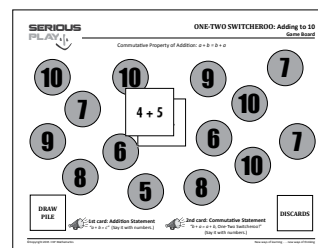
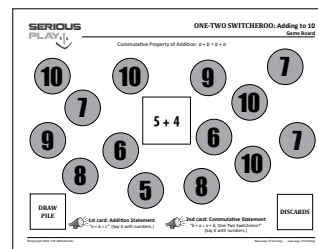
- There are 30 **Game Cards**, 15 “matching” cards that each make a Switcheroo Pair.
 - There are five **Chance Cards**. Chance Cards are saved and used as needed. Playing a Chance Card constitutes a turn.
 - ◆ Two Chance Cards say, “Discard and pick 2.” Players use this card to discard an unwanted card from their hand and exchange it for the top card from the draw pile. Then, they discard the Chance Card and pick the top card from the draw pile to replace it.
 - ◆ Three Chance Cards say, “Take a card .
- Players take any card (except a Chance Card) from their opponent, place it with their other cards in their play area, and discard the Chance Card. The opponent then picks a card from the draw pile to replace the one that was taken. (See next page.)

Getting Ready to Play

The dealer shuffles the cards, deals five cards to each player, and places the remaining cards face down to form a draw pile. Throughout the game, players' cards remain face up so both players can see them. Players replace each card they use by drawing the top card from the draw pile. They should have five cards at the end of each turn.

Let's Play!

1. Players decide who takes the first turn. Player 1 places a card from his hand on a Sum Spot, saying aloud the correct addition statement: "5 + 4 = 9."
2. Player 2 takes the next turn, following the same procedure as Player 1.
3. When a player has a card that will make a Switcheroo Pair, he places that card on the Game Board on top of the other card of the pair. Then, he says aloud the commutative statement, "4 + 5 = 5 + 4, One-Two Switcheroo," and places his marker on the pair of cards.
4. Players alternate turns. The game is over when all the cards have been played.
5. The winner is the player with more Switcheroo Pairs.





ONE-TWO SWITCHEROO

Commutative Property of Addition

$$a + b = b + a$$

GOAL: Make Switcheroo Pairs.

In Order

1. **Place** a card on a Sum Spot.

Say, “ _____ + _____ = _____.”

2. **Place** a second card on a Sum Spot to make a pair.

Say, “ _____ + _____ = _____ + _____, One-Two Switcheroo.”

3. **Place** a token on top of each Switcheroo Pair.

Always

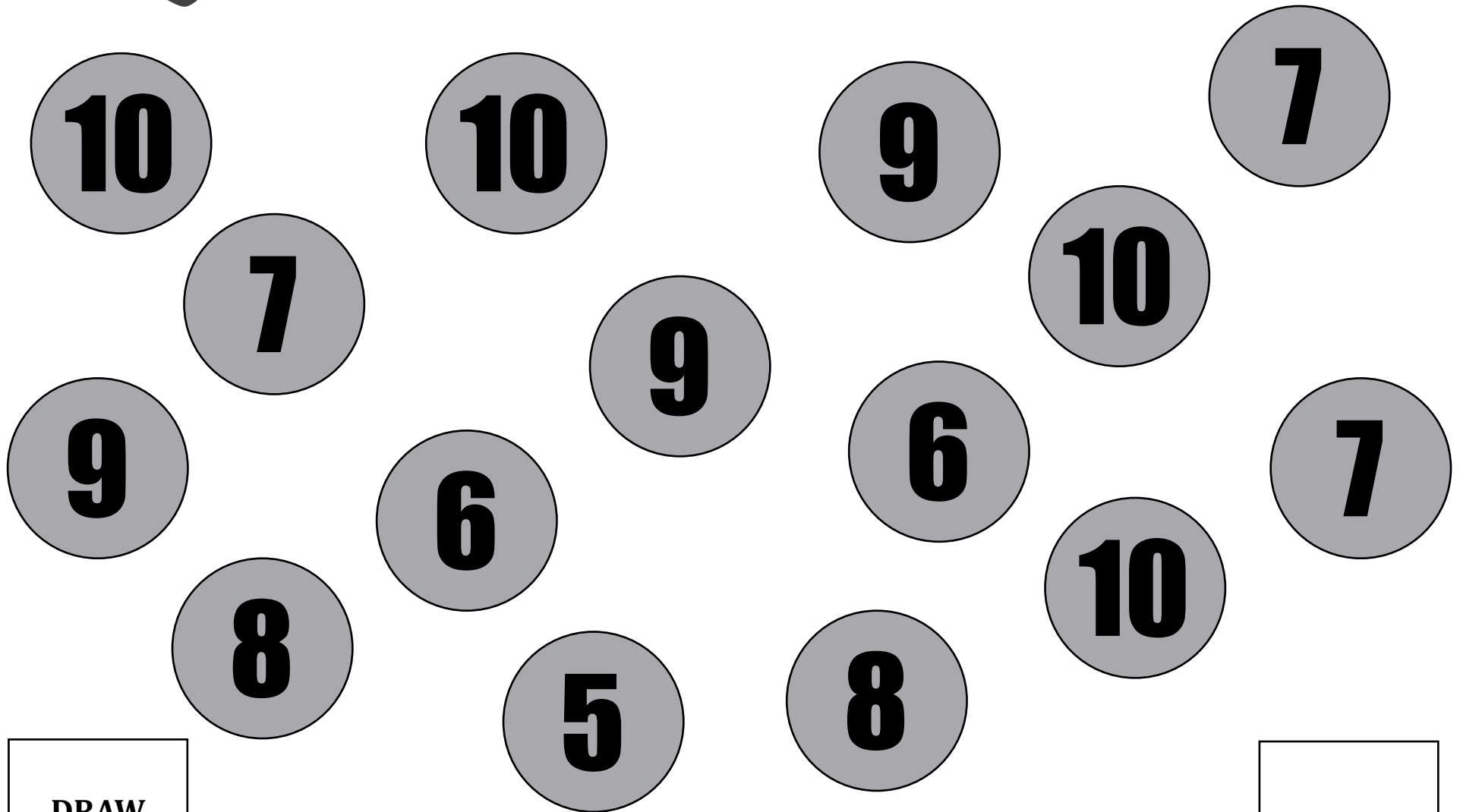
Take turns.

Draw a new card to replace each one used.

Follow directions on Chance Cards.

The WINNER has more Switcheroo Pairs at the end.

Commutative Property of Addition: $a + b = b + a$



A collection of 15 grey circular cards with numbers: 10, 10, 9, 7, 7, 9, 10, 9, 6, 7, 6, 10, 8, 5, 8.

**DRAW
PILE**

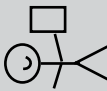
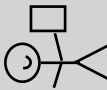
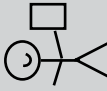
DISCARDS



1st card: Addition Statement
" $a + b = c$ " (Say it with numbers.)



2nd card: Commutative Statement
" $b + a = a + b$, One-Two Switcheroo!"
(Say it with numbers.)

$1 + 5$	$5 + 1$	$6 + 4$	$4 + 6$	$4 + 5$	$5 + 4$
$3 + 2$	$2 + 3$	$2 + 5$	$5 + 2$	$7 + 0$	$0 + 7$
$6 + 3$	$3 + 6$	$4 + 3$	$3 + 4$	$9 + 1$	$1 + 9$
$3 + 5$	$5 + 3$	$4 + 2$	$2 + 4$	$3 + 7$	$7 + 3$
$9 + 0$	$0 + 9$	$6 + 2$	$2 + 6$	$2 + 8$	$8 + 2$
CHANCE Discard and pick 2	CHANCE Discard and pick 2	CHANCE Take a card 	CHANCE Take a card 	CHANCE Take a card 	

Commutative Property of Addition: $a + b = b + a$

Note: Each sum shows all possible Switcheroo Pairs for the game.

10

1 + 9, 9 + 1
2 + 8, 8 + 2
3 + 7, 7 + 3
4 + 6, 6 + 4

10

1 + 9, 9 + 1
2 + 8, 8 + 2
3 + 7, 7 + 3
4 + 6, 6 + 4

9

0 + 9, 9 + 0
3 + 6, 6 + 3
4 + 5, 5 + 4

7

0 + 7, 7 + 0,
2 + 5, 5 + 2
3 + 4, 4 + 3

7

0 + 7, 7 + 0,
2 + 5, 5 + 2
3 + 4, 4 + 3

9

0 + 9, 9 + 0
3 + 6, 6 + 3
4 + 5, 5 + 4

10

1 + 9, 9 + 1
2 + 8, 8 + 2
3 + 7, 7 + 3
4 + 6, 6 + 4

9

0 + 9, 9 + 0
3 + 6, 6 + 3
4 + 5, 5 + 4

6

2 + 4, 4 + 2
1 + 5, 5 + 1

6

2 + 4, 4 + 2
1 + 5, 5 + 1

7

0 + 7, 7 + 0,
2 + 5, 5 + 2
3 + 4, 4 + 3

8

2 + 6, 6 + 2
3 + 5, 5 + 3

5

2 + 3, 3 + 2

8

2 + 6, 6 + 2
3 + 5, 5 + 3

10

1 + 9, 9 + 1
2 + 8, 8 + 2
3 + 7, 7 + 3
4 + 6, 6 + 4

**DRAW
PILE**



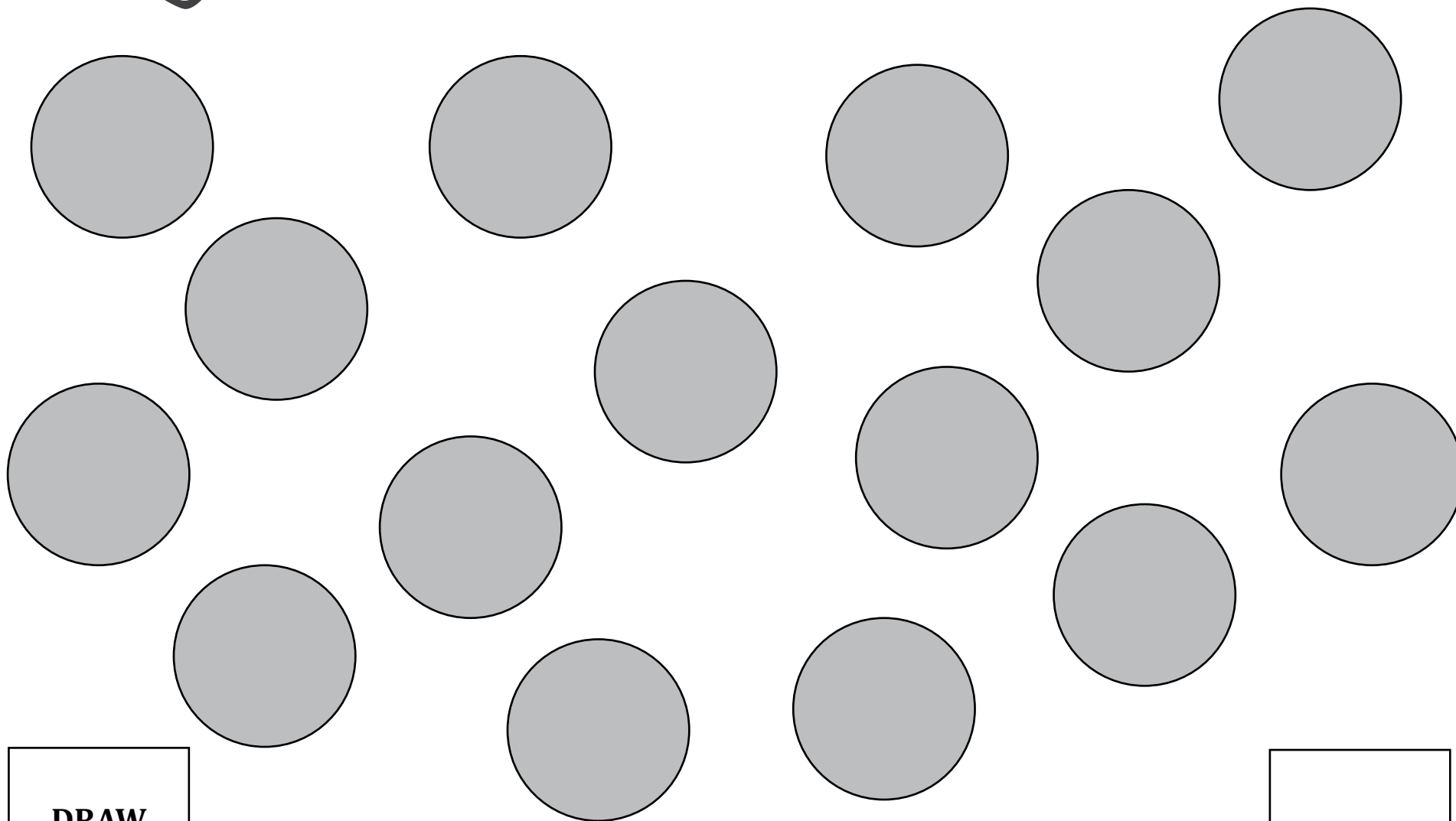
1st card: Addition Statement
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2nd card: Commutative Statement
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(Say it with numbers.)

DISCARDS

Commutative Property of Addition: $a + b = b + a$



**DRAW
PILE**

DISCARDS



1st card: Addition Statement
" $a + b = c$ " (Say it with numbers.)



2nd card: Commutative Statement
" $b + a = a + b$, One-Two Switcheroo!"
(Say it with numbers.)

