SETScholars Math Worksheet

Class / Year / Grade 1 – Worksheet 41

Understanding Commutative and Associative Property of Addition

There are four mathematical **properties** which involve **addition**. Two of these are **Commutative** and **Associative** Property.

Commutative Property When we add two or more whole numbers, their sum is *the same, regardless of the order* of the addends.



Example: 2 + 4 = 4 + 2 = 6



Associative Property

When three or more numbers are added, the sum is *the same, regardless of the grouping* of the addends.

For example (4 + 2) + 3 = 4 + (2 + 3)



Here, the addends are 2, 4 and 3. The sum of the three numbers will remain the same, no matter how we group them.

So, (4 + 2) + 3 = 4 + (2 + 3) = 9



2 + 2 + 2 = 3 + 3

Which of these is a correct example of the associative property of addition?

(1+2+3) = 3+1+42) (4 + 9) + 2 = 4 + (9 + 1)

Which of these is a correct example of the commutative property of addition?

3 + 8 = 8 +3

5 + 7 =



3

4

CHUG! CHUG!

Color the train that has the same sum as:



COUNTING CARS

Write the equation represented by each group of vehicles and then use the commutative property of addition to complete the equations below.







TRAIN CONNECT

Cut out the part of the train and paste them to its corresponding engine. Use the associative property of addition to do this.





SKY'S THE LIMIT

Cross out the planes that show associative property of addition.



FINISH THE RACE

Finish the race by completing the missing number using commutative property of addition.



SAILING BOAT

Match the boat to its corresponding sail to present the use of commutative property of addition.



FLY HIGH

Color the equation that shows commutative property with blue and associative property gray. Find out what figure you formed.



SCHOOL BUS

Cut the students and paste them to the window of the school bus where they belong. Class A is Associative Property and Class B is Commutative Property.



DRAW YOUR WHEEL

to represent the equation.



Draw a car wheel

