Name _____

SWAPPING: ADDITION STRATEGY

When adding, you can swap numbers that are in the same place value between addends and the sum remains the same. Look for opportunities to make a swap to make one of the numbers a "friendly number" or to make the problem into one you already know the answer to.

Example: 39 + 92 --- swap the numerals in the one's place to make the new problem 32 + 99. Since 99 is 1 away from 100, use the friendly 100 and think 100 + 32 = 132 so 99 + 32 = 131.

19 + 94 is the same as (swap one's place) 14 + 99 (to a friendly number) 14 + 100 = *114* *114* - 1 = *113* (because 100 is 1 more than 99)	96 + 59 is the same as (swap one's place) __ + __ (to a friendly number) __ + __ = __ __ - __ = __ (because 100 is 1 more than 99)	93 + 89 is the same as (swap one's place) __ + __ (to a friendly number) __ + __ = __ __ - __ = __ (because 100 is 1 more than 99)
449 + 192 is the same as (swap ten's place) 499 + 142 (to a friendly number) 500 + 142 = *642* *642* - 1 = *641* (because 500 is 1 more than 499)	539 + 398 is the same as (swap ten's place) ___ + ___ (to a friendly number) ___ + ___ = ___ ___ - ___ = ___ (because 600 is 1 more than 599)	394 + 659 is the same as (swap ten's place) ___ + ___ (to a friendly number) ___ + ___ = ___ ___ - ___ = ___ (because 700 is 1 more than 699)
6399 + 992 is the same as (swap 100's place) 6999 + 392 (to a friendly number) 7000 + 392 = *7392* *7392* - 1 = *7391* (because 7000 is 1 more than 6999)	2996 + 4399 is the same as (swap 100's place) ____ + ____ (to a friendly number) ____ + ____ = ____ ____ - 1 = ____ (because 5000 is 1 more than 4999)	3199 + 5990 is the same as (swap 100's place) ____ + ____ (to a friendly number) ____ + ____ = ____ ____ - 1 = ____ (because 4000 is 1 more than 3999)
59 + 36	679 + 293	4993 + 6499

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