SCIENCE MUSEUM

MATHEMATICS: THE WINTON GALLERY

INFORMATION Age 11-14 Topic MATHEMATICS
Location LEVEL 2, SCIENCE MUSEUM, LONDON

Mathematics: The Winton Gallery tells the story of how mathematics has shaped our world. It shows that mathematics is at the heart of everything we care about: life and death, war and peace, trade, money and more. An aeroplane hangs in the centre of the gallery. Making aircraft safe is just one example of how mathematics plays an important role in our lives.

Here you will find people who use mathematics every day, at work, at home and at play. From salespeople to sailors, gamblers to garden designers, medics to the military – all of them use maths and all have interesting stories to tell.

The gallery's design, by Zaha Hadid Architects, is mathematical. Zaha Hadid studied mathematics and ideas about geometry inspired her designs.

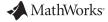
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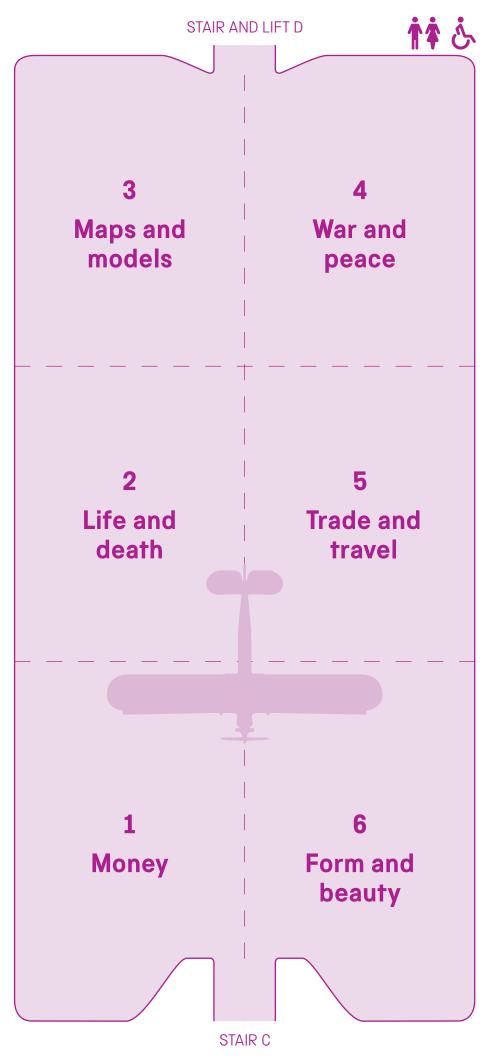
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1 Money

Money makes the world go round. Some of the earliest mathematical innovations came from our desire to keep what we have – and get more of it. From counting and gambling to understanding the world's economy, where there is money there is mathematics.

Don't miss: National Lottery machine 'Guinevere', 1994 Used in the UK's National Lottery draws since November 1994, 'Guinevere' performed an ancient statistical task – selecting a random number.

2 Life and death

With medical tools we can cure illness, ease pain and live longer. But mathematics helps us understand statistics about our health and quality of life. Mathematics is even used to answer one of the biggest questions of all: when will we die?

Don't miss: *England and Her Soldiers*, by Harriet Martineau, 1859 Harriet Martineau wrote this book with Florence Nightingale. Nightingale ran British military hospitals in the 1850s Crimean War. She created diagrams to show, at a glance, how many soldiers were dying of preventable causes.

3 Maps and models

Our world is enormous, and sometimes overwhelming. We use mathematics to try to bring the world to order. This involves making maps and models – physical and virtual – so we can explore, understand and control our surroundings.

Don't miss: Electronic ocean model, 1960–83

This machine could be used to predict storm surges. It was built by the oceanographer Shizuo Ishiguro after a devastating flood hit Britain, Belgium and the Netherlands in 1953.

4 War and peace

Mathematical innovation has been driven by the demands of war and opportunities created in peacetime. From bomb production and artificial intelligence, to making difficult decisions in a hurry, there has always been a relationship between mathematics, war and peace.

Don't miss: Wisard pattern-recognition machine, 1981 This machine imitated the human brain to spot patterns. It is an early example of artificial intelligence.









5 Trade and travel

Mathematics underpins the huge and complex global economy. We rely on it for everything from navigating safely to buying and selling goods fairly and communicating business information privately.

Don't miss: Model oil tanker Globtik Tokyo, 1973

Once this was largest ship in the world. Its bulbous bow made it cheaper to run.

6 Form and beauty

Talk about...

As you explore the gallery,

think and talk about how

everyday lives. Use these

to inspire you to come up

with more of your own:

seen in the gallery?

helps you in your

everyday life?

• How do you think maths

• What would you like to

Who do you know that

in their work or life?

know more about? How

could you find out more?

would find maths useful

questions as a starting point

• What interests or surprises

you about what you have

maths is useful in our

Mathematics shapes the world around us. From designing furniture, to laying out gardens and building ever taller skyscrapers, mathematics enables us to build structures which are elegant, daring and reflect who we are.

Don't miss: Door case from 56 Lincoln's Inn Fields, London, about 1750

This wooden door case was designed following a set of ancient mathematical rules of proportion.

Make the most of your visit

There are over 100 objects in this gallery – everything from a pair of dice to a huge 18thcentury telescope.

The aeroplane suspended at the centre inspired the gallery's design. The glowing canopy and the layout of the showcases represent airflow around the aeroplane; you'll notice airflow lines on the floor too. These features are driven by actual equations of airflow used in the aviation industry. To find out more, watch the animated film underneath the aeroplane.

There are large-print label books located at both entrances to the gallery.

You can also investigate how maths shapes our everyday lives in our hands-on gallery *Wonderlab: The Equinor Gallery* and find out more about the evolution of planes and air travel in the *Flight* gallery.

Explore more... 🔎

Continue the experience back in the classroom and at home too. The Science Museum website features lots of handson activities inspired by the principles demonstrated in the gallery, which you can use to investigate the mathematics in your world.



