First make routes function in main

class WeatherApp extends StatelessWidget {  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 initialRoute: '/',  
 routes: {  
 '/': (context) => Screen0(),  
 '/first': (context) => Screen1(),  
 '/second': (context) => Screen2(),  
 },

don’t use home: Screen0() instead use initial route as shown above or your app will crash.

To jump from one screen to other use this method:

Navigator.*pushNamed*(context, '/first');