

Using Berean Builders Science with *My Father's World*

There is no perfect way to synchronize Berean Builders science with a history course, because of the way science progressed. In addition, if you are trying to make your study of science consistent with *My Father's World*, there is an added problem because *My Father's World* is not strictly chronological. Here is a rough synchronization between the two:

Creation to the Greeks

Weeks 1-32: Lessons 1-90 of *Science in the Beginning*
Weeks 33-34: Lessons 1-6 of *Science in the Ancient World*

Rome to the Reformation

Weeks 1-13: Lessons 7-45 of *Science in the Ancient World*
Weeks 14-31: Lessons 46-90 in *Science in the Ancient World*
Weeks 32-34: Lessons 1-6 in *Science in the Scientific Revolution*

Exploration to 1850

Weeks 1-9: Lessons 7-67 in *Science in the Scientific Revolution*
Weeks 10-11: Lessons 68-90 in *Science in the Scientific Revolution*
Weeks 12-13: Lessons 1-18 in *Science in the Age of Reason*
Weeks 13-25: Lessons 19-90 in *Science in the Age of Reason*
Weeks 26-30: Lessons 1-30 in *Science in the Industrial Age*

1850 to Modern Times

Weeks 1-20: Lessons 31-90 in *Science in the Industrial Age*

I would not recommend actually covering science so that it synchronizes with *My Father's World*, because too much is covered in the early years and not enough is covered in the later years. However, if you start *Science in the Beginning* with year 1 of *My Father's World* and then just cover one book each year, your science will always be behind your history. As a result, you will be mostly reviewing the history you learned previously as you study science.

If you would like to complete the entire science series within the four-year span of *My Father's World*, you should follow the schedule above for the first two years. After that, you will need to cover 264 lessons in two years. If you skip the challenge lessons, that brings it down to 210 lessons over two years. That's three lessons per week, if your academic year is 35 weeks long.