

A Scratch script starting with a blue 'set variable' block, followed by a yellow 'for' loop block containing two purple 'print' blocks. The script is designed to iterate over a list of values and print a message for each.

```
set variable list of names as values Cat, Dog, 3.1415, Pie
for name in list of names
  print Say Hello to name
  print name says: Hi!
```