Template Theory:

Template Theory (Gobet & Simon, 1996) uses the idea of templates, or patterns, which you (as a person or participant) can fill in different information at hand to complete problems (such as chess). These templates can also be chunks. LT-WMT (Ericsson & Kintsch, 1995) is described as the association of information that has been encoded and the retrieval cues in LTM. For chess, this would be remembering a certain cluster of pieces and being able to retrieve them and use them in a match. While in everyday life this could easily be after studying for long periods of time and seeing a definition to term question on an exam. Therefore, one could use TT with LT-WMT and as an expert, the LT is used as WM which would make that individuals memory storage and processing have higher processing (Guida et al., 2012).