Filter: FIlters are planes that move across an image and look for specific features within the picture. They can be very basic like looking for a line, to very complex like looking for a nose shape. The speed at which they move across the picture, their size and the number of them can be modified.  
Feature: Features are the things that filters look for. As was stated previously, the features can be very complex or very simple. A good network uses a variety of them to fully reach its potential in recognizing and distinction.  
Feature Map: It is a representation of the image with numeric values instead of pixels. It can look like a table and each value location in the table corresponds to a pixel and the value represents a color. It makes it possible for a computer to work with and manipulate the image. A program doesn’t understand “make it more blue” but it understands “Subtract 0.04 from each pixel value.”  
Pooling: Pooling is a function that reduces the size of an image. The function runs a square over a feature map and by doing some sort of math operation, compresses all the pixel values in that square into one value. Sometimes it is the average, minimum, maximum, or some other operation. A compressed image is easier to train with because the less values a computer has to deal with, the less time it takes to train well.